GHOST

The Greatest Little Ghost!

User's Guide

MINDSCAPE

Idol

1. SYSTEM REQUIREMENTS

Before installing **Gast** you should make sure that your computer fulfills the system requirements below:

- Pentium II 266 Mhz processor or better
- 64 MB RAM
- 315 MB free hard disc space
- CD-rom drive (8x)
- Direct X 8.0 installed (included on the cd-rom)
- Windows 95/98/2000 or XP
- Monitor with 800 x 600 resolution, 16-bits colour
- DirectX compatible soundcard
- DirectX compatible graphic card with at least 4 MB memory
- Mouse
- Speakers

2. INSTALLATION

Windows 95/98/2000 or XP utilizes the Autostart function.
- Insert the cd in the cd-rom drive and the installation program will start automatically.
- Follow the instructions as they appear on the screen.
- If the program is installed it'll start automatically.

If the **Gast** startup window does not appear automatically on screen, you can install the program manually:
- Click the Start button on the taskbar and choose Run...
- Type D:SETUP.EXE in the line labeled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.)
- Click the OK button and follow the on-screen instructions to install **Gast**.

3. STARTING THE PROGRAM

Insert the cd in the cd-rom drive.
Doubleclick the name **Gast** appearing on the starting screen.

If you've already have inserted the cd in the drive:

- Click the Start-button.
- Choose the Programs tab.
- Find and click the program group Mindscape.
- Click the program group **Gast**.
- Click the icon showing **Gast**.

Help functions in the program
Consult the help file in the program if you need instructions on how to play the game. You'll access the help file from the main menu in the program by pressing the Escape key on your keyboard at any time while playing the game.

Ending the program
When you want to end the program you can either press the Escape key on the keyboard or right-click the mouse to display the inventory and left-click the little door and arrow icon to return to the main menu. At the main menu, you need to left-click the quit alternative in order to end the program.

Game play in mode « Force Software Rendering »
Even if you do not have a graphics 3D card, you can still play GAST without video problems. You will have to activate « Force Software Rendering » when you launch the program.
In the start up screen you click on « system » and select « Force Software Rendering » option. Click on OK to confirm.

4. UNINSTALLING THE PROGRAM

Do the following in order to uninstall the program from the hard disc:

- Click the Start-button.
- Choose the Programs tab.
- Find and click the program group Mindscape.
- Click the program group **Gast**.
- Click uninstall **Gast**.

5. GAMEPLAY

5.1 The Aim of the Game

The evil Clown Beleseblob has stopped the magical clock that brings laughter and joy to the amusement park. He has twisted it in to a dark shadow of its former self where his henchmen scare the life out of everybody that comes to visit! You must defeat the Clown so that you may start the clock and drive the nightmare away.

Collect stars through solving problems and seeing to it that the Clown's henchmen disappear, especially those that have frightened you. When you have collected enough stars, and preferable gotten rid of the horror points you've suffered (visualized through **Gast's** facial expression in the top right corner), you should try to pass the Final Ride and then confront the Clown. You can start the Final Ride as soon as you have collected three stars, but remember that you'll lose a star every time you collide with an obstacle, and the game is over when you are out of stars, so it may be wise to collect more stars before giving the Final Ride a try. You'll also need a number of stars to defeat the Clown.

The henchmen that still haunt the park when you enter the Final Ride, will appear in it and make it more difficult for you to succeed, so you might want to consider making them all disappear before entering the Final Ride.

5.2 Tasks with Several Solutions

You cannot succeed with solving all tasks that exist in the game in one session, since the result of certain events makes some tasks impossible to solve. Obviously this does not mean that you cannot complete the game, it only makes the next game you play start differently.

5.3 Controlling Gast

Use the mouse to control **Gast**. Left click to move in direction of cursor, hold the left mouse button to move continously in direction of the cursor. Hold the shift key while left clicking to move faster. The cursor becomes a hand when you can pick up or interact with something, provided you are close enough to it. Left click to add an item to inventory or interact with an object.

HINT! Gast can both eat and drink...

5.4 The Followers

Many of the Clown's henchmen may start to follow you. Sometimes they'll offer to do that by themselves and sometimes you need to fulfil some of their wishes in order to make them follow you. You can only have one follower at a time, and you can ask a follower to wait for you by pressing the **backspace** key. If you want to make a character to follow you again you simply just go near it and it'll start to follow you again provided you still meet the requirement the character has in order to follow you. Try bringing the Clown's henchmen together, or taking them to specific places in the game, it may have very interesting consequences.

5.5 The Thought Bubbles

Sometimes you'll get a small thought bubble above your head. The illustration in the bubble will give you a lead to which items or characters you can use in order to interact with the object the cursor currently points at.

HINT! The though bubble shows only a selection of the items or characters that can be used, feel free to try other combinations, you never know what might happen.

5.6 The Inventory

Right click to display inventory. The inventory can hold up to six items. Left click on an item in the inventory to make that item the cursor. Move item cursor over objects in the scene. When an object glitters, left click to interact with the object. If you left click when no object glitter, you'll drop the item on the ground beside you.

5.7 Loading and Saving Games

Right click to display inventory. Left click on the small disc icon to display the Save Game menu. Left click a player slot to save the game, a screenshot is made of the instance you saved the game. If you left click in a slot where you have already saved a game, you'll overwrite that saved game. In order to load a previously saved game you need to right click to display the inventory, then left click on the small door icon. Choose load game from the main menu and then left click the save game slot you want to load.

5.8 Tips and tricks

On our internet site http://www.mindscape.co.uk, a FAQ is available to resolve all kinds of problems you may encounter using our software.
The complete solution of **Gast** is listed there, and you will even find world maps to help you to find your way around in the phantom empire of **Gast**.
-You can use different items on GAST. They will produce various entertaining effects.
- Some Henchmen can be eaten by differents followers during the game. You will gain stars
-Try bringing Belseblob Henchmen together in differents part of the game, consequences might be very interesting....
- Your "Fear points" will affect directly the amount of time allowed to fulfill the Final Ride. Depending on how scared Gast are, the time he has to ride the Final Ride vary:

If Gast "scarepoint is 0", the final ride time is 105 sec.

If Gast "scarepoint is 40-59", the final ride time is 65 sec.

If Gast "scarepoint is 1-19", the final ride time is 90 sec.

If Gast "scarepoint is 60-79", the final ride time is 55 sec.

If Gast "scarepoint is 20-39", the final ride time is 75 sec.

If Gast "scarepoint is 80-99", the final ride time is 45 sec.

- Belsblob followers will not appear in the final ride if they had disappeared in the game.

6.OPTIONS

Click on the Options button in the main menu to get access to the sound and video properties.
- With the arrows located left and right from the audio speaker you can adjust the sound volume.
- With the arrows located left and right from the little sun you can increase and decrease the luminosity of your screen.

7.TECHNICAL SUPPORT AND CUSTOMER SERVICE

The MINDSCAPE Technical Support Center can be reached via e-mail or phone. When contacting technical support, please provide as much information as you can about your computer system and the problem you are experiencing. Please include your phone number so we can reach you if we need more information.
Technical Support e-mail: uktechsupport@mindscape.com
Phone: 0906 2165 432 (Calls are charged at 25p per min) Lines are open from 9.30 to 13.00 and 14.00 to 16.30hrs Monday – Friday excluding public holidays.
We regret that we cannot offer hints and tips, as the service is provided for technical difficulties only.

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure of loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games and this can occur even if there have been no previous medical problems or experience of epilepsy.

If your or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or you children experience any of the following symptoms –
dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the televisions screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10 - 15 minutes per hour while

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Special thanks to	Peter Levin

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