

For  
ColecoVision™



**C.C.J.V.A.**  
Spécial 10<sup>e</sup> anniversaire  
10<sup>th</sup> anniversary special  
1999 ~ 2009

# GH**OS**TBLASTER

de / By Daniel Bienvenu

## CLASSIFIEDS - Services

### GHOSTBLASTER

Are you troubled by strange noises in the middle of the night? Do you experience feelings of dread in your basement or attic? Have you or any of your family ever seen a spook, specter, or ghost? If the answer is yes, then don't wait another minute, fax the professionals...GHOSTBLASTER! Our courteous and efficient staff is on call twenty-four hours a day to serve all of your supernatural elimination needs. We're ready to believe you! (555)555-GHOST

### GREEN LAWN

Lawn care, shrub, trim remove, thatching, yard clean up. Free est. (555)555-LAWN

## SPECIAL THANKS

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I'd like to express a special thanks to all of those who helped make this 10<sup>th</sup> anniversary project possible.

### C.C.J.V.G.

#### AtariAge

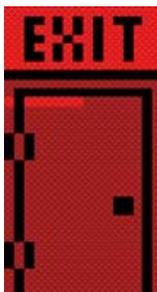
Sylvain de Chantal  
John Dondzila  
Mike Dullum  
Harvey deKleine

Marcel de Kogel  
Luc Miron  
Tim Pollock  
Joey Salamon  
Eric De St-Cyr  
Dale Wick  
- Daniel Bienvenu

## EXIT DOORS

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Once you have collected all of the gems and keys, find the unlocked exit door and escape the house. If the exit door remains locked, you either failed to find all of the keys, or it is a trick exit door.



Locked



Un-Locked

Dear GHOSTBLASTER,

Our home is haunted by ghosts who make us sick. All of this started the night after we decorated our home with magical gems we bought off of the internet for a special 10<sup>th</sup> anniversary party.

We did try to remove the gems ourselves in hopes that the ghosts would just go away, but these ghosts don't want to leave. They keep replacing the gems, and they've modified our home to trick us...you will see. Please help!

Sincerely,  
C.C.J.V.Q.

### GAME DESCRIPTION

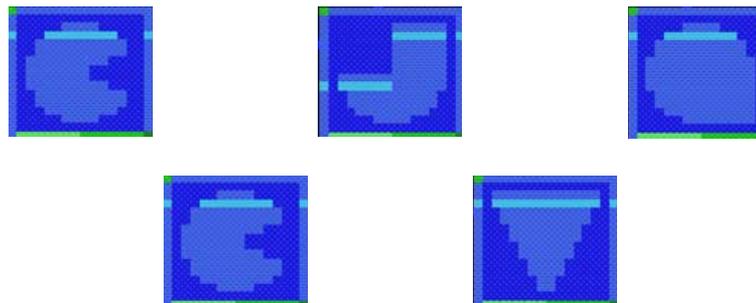
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You are a fearless GHOSTBLASTER. Your job is to help your clients by ridding their homes of unwanted ghosts and phantoms, and the magical gems that attract them. But be careful, these prank-playing ghosts and phantoms not only affect the home's structure, but they will be quick to attack if they think for even one second you are trying to stop them or remove their magical gems.

### C.C.J.V.Q. KEYS

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To unlock the exit door you will need to collect all five keys. They are marked C, C, J, V, and Q. Beware of fake exit doors placed by the ghosts to trick you.



## GHOSTS (CONTINUED)

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Sigma



Alpha



Beta



Delta



Zeta



Iota



Omega

## STARTING THE GAME

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Make sure your ColecoVision™ unit is turned off, and insert the GHOSTBLASTER cartridge into the cartridge slot. Plug your Hand Controller into Port 1 (rear jack), slide the console's On/Off switch to the On position, and then momentarily depress the Reset button. Once the title screen appears, press either Side Button on the Hand Controller to proceed.

## CONTROLS

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During the game, use the joystick to control your character's movements. Press the left Side Button to fire your Blaster. (See "Game Play Options" section for details on jumping)

### GAME PLAY OPTIONS

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Using either the keypad, or the joystick on your Hand Controller, highlight the Hand Controller function you wish to use to allow your character to jump. Your available options are:

1. **MOVE UP** (pressing up on the joystick)
2. **PRESS 2<sup>ND</sup> FIRE** (pressing the right Side Button)

Once you've highlighted your selection, press either Side Button on the Hand Controller to proceed.

### TRICK OR TRAP

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These ghosts want you to fail miserably in your attempt to remove the gems from this house. They have installed several trick walls, floors and doors, along with special moving platforms in an effort to make your gem collecting mission appear impossible.

### GHOSTS

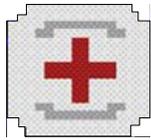
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You will encounter several different types of ghosts on your cases. As you progress, the number of attacking ghosts in each house will decrease, but they will also become stronger. Use your Blaster to destroy the ghosts, allowing you to search out the magical gems in peace.

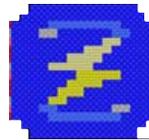
## POWER-UPS

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Both you and your Blaster can run out of energy. You will lose a portion of your health when you are attacked by a ghost, and your Blaster's energy will deplete as it is fired. If either your health meter, or energy meter gets too low, search the house for the following power-ups to replenish them.



**Health**



**Energy**

## STAGE SELECTION

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Using either the keypad, or the joystick on your Hand Controller, highlight the level/stage you wish to play. Your available options are:

1. **FULL GAME**
2. **PRACTICE LEVEL 5**
3. **PRACTICE LEVEL 6**
4. **PRACTICE LEVEL 8**
5. **PRACTICE LEVEL 9**
6. **PRACTICE BOSS LEVEL**

Once you've highlighted your selection, press either Side Button on the Hand Controller to proceed.

## TIME TO CLEAN HOUSE

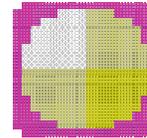
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You've entered the haunted house, and the door mysteriously locks behind you. Your main objective is to collect all of the magical gems that have been attracting the ghosts, and remove them from the house. Don't think that this mission will be a walk in the park though...these ghosts seem to like this house just as much as the owners do. Fortunately, you are not left defenseless however. You are carrying an unlicensed nuclear accelerator on your back to help you fight off these unwanted guests. Once you've collected all of the gems, unlock the exit door and proceed to the next haunted house.

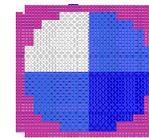
## GEMS

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These gems that have been used to decorate this house are the reason that these ghosts are here. You will need to find, and remove, all of these gems to permanently free this house from any future unwanted super-natural activity.



**Yellow  
Gem**



**Blue  
Gem**