

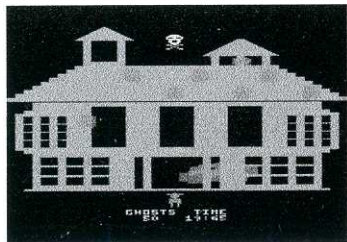
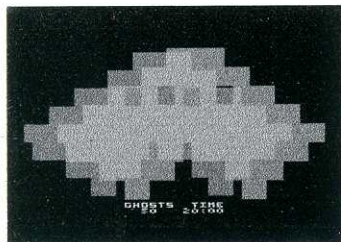
# GHOST ATTACK!

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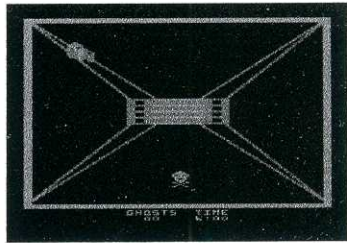
*"They say the mansion is haunted. But nobody really knows for sure. And you've just got to find out. Armed with your photobeam, you begin your search. Suddenly, there's a flash of light. Then another. And another. They're all around you, coming from walls, doors, windows, everywhere. You reach for your trusty photobeam. Now somebody knows for sure..."*

This was originally planned as a pack-in cassette game for Amiga's Power Module peripheral, and would have been the 1<sup>st</sup> ever 3-D game for the Atari VCS/2600... and it still is! It was later planned to be 1 of 3 "3-D" games on Power-Play Arcade cart #1. It was programmed by Mike Glass and Jerry Lawson implemented the use of 3-D. 3 different prototypes exist – each being a different level of the game. Unfortunately, none of the prototypes are 100% complete, but 2 are playable. Everything is included on this cartridge for the sake of completeness.



The menu was originally designed for use with the Power-Play Arcade cart and was modified for use with this cartridge. At the menu, press **SELECT** to choose which level to play and press either **RESET** or the **Fire** button to start. There are 3 different levels or scenes to choose from – a haunted house, a spooky graveyard, and a ghostly portal. The **Difficulty Switches** don't appear to be used.

On the 1st level, the goal is to clear the house of ghosts. Use the joystick to align yourself on the same plane as a ghost and press the fire button to shoot your photobeam. If you shoot enough ghosts, you'll automatically advance to level 2. The 2nd level takes place in a graveyard and the goal was to clear the area of ghosts. The 3rd level is a 1<sup>st</sup>-person view looking into a portal and the goal was to shoot as many ghosts as possible before they escape out into the world.



The Video Soft 3-D GHOST ATTACK cartridge is designed to operate with the ATARI® 2600™ Video Computer System™ console and all compatible machines.

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your cartridge and your ATARI® 2600™ VCS™.

The 3-D GHOST ATTACK team:

Jerry Lawson, designer

Michael K. Glass, programmer

David Tryzenski, artwork

Randy Carihfield, cartridge pcbs

Joe Santulli, cartridge casings

Harry Dodgson, help with coding

Dennis Debro, help with coding

Tim Duarte, marketing

Scott Stilphen, everything else

\*Special thanks to Video Soft founder Jerry Lawson for releasing this long-lost game.