



Introduction

Many have tried to rescue the power jewels from the creepy mansion on the top of the hill. None has lived to tell the tale. Now it is up to you to try to wrest the treasure from the mansion's deadly inhabitants.

Run through the Spectres' Lair, Horrid Hall, the Spider's Parlour and Death Tower. Leap over the poison-smeared spikes, scamper along the moving platforms and contracting floorboards, run past bouncing spiders and use the powerful springs to propel you onto overhanging platforms.

Consuming the yellow titbits earns you extra points and eating the stray power jewel causes the ghost (or ghosts on higher levels) to disappear for about fifteen seconds.

A bonus score in the top right hand corner of the screen counts from 50 down to zero. If you don't reach the top of the screen within this time limit, you lose a life. You ghout with 4 lives. An extra life is awarded every four screens up to a maximum of 6 lives.

Game Controls

Z - Left, X - Right, RETURN - Jump SPACE - Start Game, P/O - Pause On/Off, ESCAPE - Quit Game