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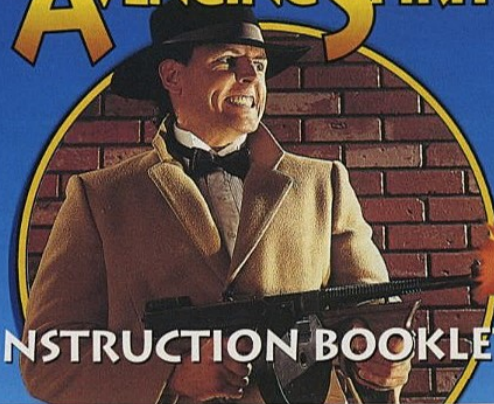


GAME BOY®

DMG-P8-USA



AVENGING SPIRIT™



INSTRUCTION BOOKLET

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A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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THE JALECO
MAJOR PLAYER'S CLUB?**

Here's what you get if you join:

- **WIN FREE GAMES** You'll be eligible to win free Jaleco games from our once-a-month drawings!
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**Here's what you get
if you don't join:**

- **YOU GET NUTTIN' IF YOU DON'T JOIN!** And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- **Find the Jaleco Major Player's Membership / Warranty card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!



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INTRODUCTION

Hey, you! Over here! You mean you can't see me? Well, never mind — just listen up. You're not gonna believe this story. I know I wouldn't, except that it happened to me. No kidding, it really did. It's all about my girlfriend Gennifer, and her father (he's a scientist), and these gangsters... and ghost energy. Yeah, I said "ghost". Just like in the cartoons. Anyway, I need your help, so maybe I should start from the beginning.



It all happened yesterday. Gennifer and I were strolling along, talking about her father's latest experiments with ghost energy. He's found a way to communicate with ghosts, and can even transfer their energy from one body to another. It's pretty important stuff, and he was afraid that his research might fall into the wrong hands.



Suddenly, out of nowhere... trouble. There at the end of the alley were these two thugs. Big, nasty-looking guys with dark glasses and bad suits. When one of them pulled a gun, I knew they weren't asking for directions.

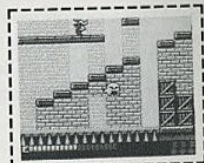
"Quick, grab the girl... it's the Professor's daughter."
"Stand back, kid, if you know what's good for you."
We're taking the girl and there's nothin' you can do about it!"

I lunged at the gunman, trying to grab the pistol out of his hands. Suddenly, before I knew what had happened... **BANG!!!** As I blacked out, the last thing I heard was Gennifer's cry for help growing fainter and fainter...





So that's where things stand. The gangsters have kidnapped Gennifer, and they're holding her for ransom until the Professor hands over his information on ghost energy. He says he'll never give in to those criminals, and he asked me to find Gennifer and set her free. With your help, I know we can do it! By the way... did I mention that I'm now a ghost?



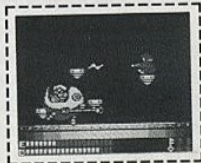
Yeah, it's weird. Ghosts are actually pretty helpless. We can't even keep our shape for very long... the energy just evaporates. So how are we gonna rescue Gennifer? Borrow another body, of course. You'll get the hang of it... just take over when they're not looking. Remember to watch your stamina, though — you'll be taking hits like everyone else. Once your stamina runs out, you only have a few seconds to switch to another body.



O.K. guys, time to get started... **Gennifer's waiting, and this ghost is ready to roll!**

OBJECT OF THE GAME

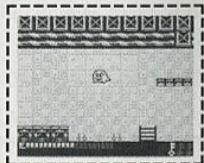
Avenging Spirit adds a whole new twist to adventure games... instead of playing just one character, you get to play more than twenty! You may have lost your physical presence, but your spirit is alive and well — and eager for some action. Unique controls let you switch characters whenever you wish so you can take advantage of every special power and weapon. Once you start, you won't want to give it up until you reach the last stage and defeat the final Boss. C'mon, get into the spirit... we guarantee this one will have you coming back for more!





Life as a Ghost

For someone in your situation, you look pretty happy... maybe you know something we don't. Anyway, quit sticking your tongue out at people and get going — this is serious business. Here's how it works.



You're already a Ghost, so you don't get any 'lives'... only a limited amount of Energy. There's no time limit and no scoring. You're goal is to make it to the next stage, where a whole new set of challenges awaits. Remember, you can't do nothin' as a Ghost. You can't attack your enemies, you can't collect special items, you can't even go through doorways. Besides, your Energy evaporates in no time at all when it's exposed to the outside air. The solution is to get inside another body... and fast.



Borrowing Other Characters

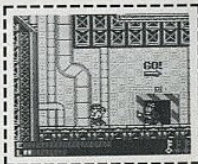
In order to protect your Energy and complete your rescue mission, you'll need to "borrow" other characters' bodies along the way. Luckily for you, they have no say in the matter. You can choose any character you like, but remember you don't have much time. I'd recommend taking the nearest available victim. Don't be alarmed if the lights dim and you see a few stars — they're not going to give up without a struggle, you know.

When the character you're borrowing loses his Stamina, the Ghost will reappear and you'll have to find another body to inhabit (nothing lasts forever). If you get tired of the one you're using, you can leave it at any time... just make sure that there's a replacement handy. If your Energy runs out at any time during the game, you are given the option of continuing from the beginning of the last stage.



Clearing Stages

There are six stages in *Avenging Spirit*, with a Boss at the end of each one. As you make your way through a stage, look for a doorway with the word *GO!* over it. Get ready to face the Boss once you pass through this doorway. During this fight, you will have whatever Energy remained at the end of the stage, and the weapon (if any) used by your character.



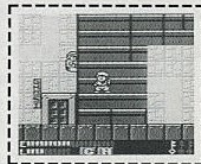
If you defeat the Boss, you advance to the next stage as the same character. Your character's Energy and Stamina are completely restored at the start of each stage.

Special Items

As you go along, you can restore your Energy and Stamina by collecting special items. You'll also need to collect three gold keys, and the letters



that spell the word GHOST. These items will appear at the bottom of the screen once you find them, and will remain even if you lose your Energy and have to start over at the beginning of the stage. Be careful not to pass up either of the first two keys... once you exit a stage, there's no way to get back. You will need these items to open two doors on the last stage.



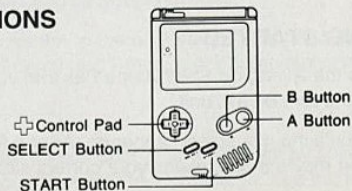
GETTING STARTED

1. Place the *Avenging Spirit* Game Pak into your Game Boy (label side out) and turn on the unit.
2. Wait until the title screen appears. After a few moments you will see a short movie that explains your current situation.



3. When you're ready to begin playing, press **START**.
4. The words **MUSIC ON** now appear on the screen. If you want to turn the music off, press **Left** or **Right** on the Control Pad until **MUSIC OFF** appears. (If you turn off the music you will still hear the sound effects.) Press any button to continue.
5. The story continues. Press any button to begin the game.

CONTROLLER FUNCTIONS



Ghost Controls

- | | |
|----------------------|---|
| Control Pad | Move the Ghost up, down, left, or right |
| A or B Button | Enter another character's body. The Ghost must be directly over or on top of the character. |
| SELECT | Leave a character's body |
| START | Pause the game |

Character Controls

- | | |
|--------------------|-------------------|
| Control Pad | |
| UP | Climb up a ladder |

- | | |
|-----------------|---|
| DOWN | Crouch, climb down a ladder |
| LEFT | Move left |
| RIGHT | Move right |
| A Button | Jump (Some characters jump higher and farther than others, as described below.) |
| B Button | Attack |
| START | Pause the game |



ON-SCREEN DISPLAYS

Start of Game

When the game begins, you see three characters on the screen. To enter a character, position the Ghost over that character and press either the **A Button** or the **B Button**. Start the game by moving your character all the way to the right. You may attack or jump over the other characters in your way. If you do not select a character, you will begin the game as the Ghost.



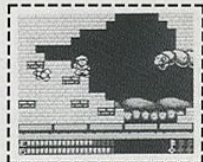
Energy Meter

The letter "E" appears next to your Energy Meter, which is shown in the lower left portion of the screen. This is the Ghost's energy. While you are occupying a character, your energy decreases gradually each time you are hit. You can restore your energy by collecting special items along the way.



Your energy decreases more quickly when the Ghost is not occupying a character, so be sure to switch characters as quickly as possible.

On the Boss screens, the Boss Energy Meter (marked with a "B") appears beneath your own, and decreases each time he is hit. Your job is to defeat the Boss before your own energy runs out.



When your energy runs out, the Ghost fades away and floats to the top of the screen. You may then choose **CONTINUE** to start over at the beginning of the last stage, or choose **END** to return to the title screen. Use the Control Pad or **SELECT** to choose an option, then press **START**. If you choose **CONTINUE**, you are placed at the beginning of the current stage in the body of the last character you inhabited.



Stamina Meter

The Stamina Meter is displayed in the lower left corner of the screen, beneath your Energy Meter. This meter shows the stamina of the character you are currently inhabiting. As you will see, some characters have more stamina than others. You lose stamina when you are hit or when you run into another character — collect special items to build it back up. When your stamina runs out, the Ghost will leave that character's body. You then must find another body to inhabit before your Energy runs out.

Keys

Three special keys are hidden in the game. You must find these keys in order to unlock the final door and rescue your girlfriend. Once you find a key, it appears on the bottom of the screen. You will keep the key even if you run out of Energy and start over again at the beginning of the stage.



Letters

On Stage 6, collect the letters you need to spell the word GHOST. The letters appear at the bottom of the screen as you collect them. You may collect them in any order.

SPECIAL ITEMS

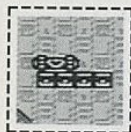
You may only collect special items while you are inhabiting the body of a character.



Medicine

Collect jars of medicine to increase your Energy level. Some jars are more powerful than others.



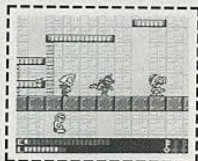


Heart Capsule Collect heart capsules to increase the stamina of the character you are currently inhabiting.

THE CHARACTERS

All of the characters on the screen are your enemies. Either stay out of their way or be prepared for a fight. Some are gangsters and hit men. Others are... well, they're a pretty unusual bunch, to say the least.

Each character has a unique way of moving and attacking. The brief descriptions below give you an idea of what you're up against... or what will be available to you when you take over that character. Stamina ranges



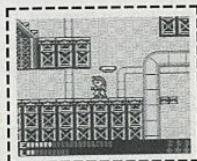
from 2 to 10. This rating tells you how well each character stands up to attack. When a character's stamina runs out, the Ghost must leave that character and enter another one quickly before his energy evaporates. Jumping ability is shown as Poor, Fair, Good, Above Average, or Excellent.

Amazons

Stamina: 2 or 3 Jumping Ability: Above Average
Women warriors that can kick, jab, and punch with the best of them. These gutsy gals get really tough on the higher levels, slinging crescent-shaped projectiles at anyone foolish enough to stand in their way.

Commandos

Stamina: 4 Jumping Ability: Good
These soldiers of fortune have signed on for a tour of duty in the gang. All have about the same fighting





ability, but each uses a different weapon:

Gunner:	Machine gun
Bomber:	High-intensity explosives
Laser Launcher:	High-powered laser
Rocket Man:	Homing missiles

Dracula

Stamina: 6 Jumping Ability: Fair

The Count himself, brought back to life after 400 years of *really* cold storage in Transylvania... or was that Pennsylvania? He may not be invincible, but he's got a pretty good supply of blood-thirsty bats.

Dragon Man

Stamina: 8 Jumping Ability: Poor

These fire-breathing creatures are half-human and half-reptile... now



there's a winning combination. Rumor has it that they eat too much garlic. Super-charged mutant dragons with even stronger breath are waiting for you on the higher levels.

Gangsters

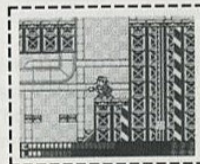
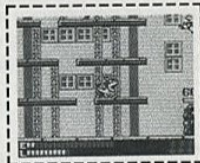
Stamina: 2 or 3 Jumping Ability: Fair

You'll know these guys when you see them... dressed in bad suits and beat-up fedoras. The lower-ranking thugs are packing pistols. Higher ranking hoods carry machine guns.

Guru

Stamina: 4 Jumping Ability: Good

This one's a mean opponent... his punches aren't very damaging, but what he lacks in power he makes





up for in persistence and maneuverability. Long years of yoga and meditation have given him the ability to levitate. Keep pressing the **A Button** and he may never come down.

Hit Man

Stamina: 3 Jumping Ability: Excellent

The sniper of the gang — hard to catch. He jumps as high as he can, then fires his submachine gun in mid-air.

Magicians

Stamina: 5 and 7 Jumping Ability: Good

They may look like teddy bears, but don't be fooled... there's nothing cute or cuddly about flaming fireballs. Black-robed Magicians are the most powerful and use their magic wands to shoot lightning bolts.



Ninja Warriors

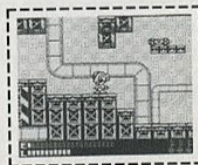
Stamina: 5 or 6 Jumping Ability: Excellent

Boy, can these dudes jump! They're also well armed, making them fierce opponents... or valuable assets, depending on your point of view. White Ninjas hurl razor-sharp stars. Black Ninjas wield deadly metal chains which are accurate at an amazing distance.

Robot

Stamina: 10 Jumping Ability: Fair

An early attempt at bio-engineering, built entirely out of plutonium and spare rocket parts. Equipped with a limited range sensing device, it fires missiles once an enemy is detected. Highest stamina of any character.





Slugger

Stamina: 4 Jumping Ability: Above Average

They don't call this guy Slugger for nothin'. When he swings his bat, the ball goes flying... well, O.K., bouncing. Don't get hit on the rebound.



Snow Woman

Stamina: 5 Jumping Ability: Good

If you think you can handle her, think again... I'd advise you not to mess with this arctic adversary. She may be smiling sweetly, but the icy snowballs she rolls your way will freeze you in your tracks.

THE STAGES

There are six stages in *Avenging Spirit*. You must defeat the Boss at the end of each stage before you can move on to the next one. Defeat the

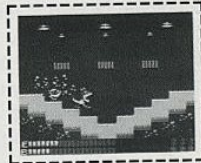


Boss at the end of Stage 6 to win the game.

Stage 1: The City

Jump from ledge to ledge as you battle it out with Gangsters, Amazons, Bombers, and even a fire-breathing Dragon or two... nothing you can't handle.

The protector at the end of this stage is the Master of the Stair — ol' Laser Breath himself. He'll keep you hopping as you try to guess where he's going to surface next.

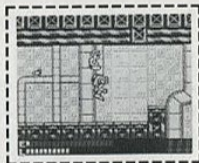


Stage 2: The Factory

Work your way through the factory by climbing stairs and ladders, jumping to platforms and riding up and down on lift pads. Laser jets and deadly cones add to the challenge, as do new enemies: a Guru, a Robot, and a Magician. Look for special items, including an invisible platform and jars of



medicine hidden in unlikely places. And don't leave this stage without the first Key! The Boss guarding the exit to this stage is the Pulverizer — two tons of merciful machinery all geared up and ready to roll. Destroy the main mechanism by jumping up and firing when the sliding door opens.



Stage 3: The Rooftops

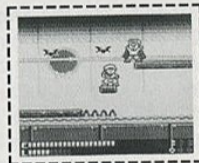
There's nothing more beautiful than the city at night... the bright lights... the stars... the Ninjas and Commandos? Someone must have told them you'd be here. Race along the walls and rooftops as you dodge opponents on all sides. If you survive long enough you'll also meet the Snow Woman, Rocket Man, Dracula, and Slugger. These guys really mean



business! As if all that weren't enough, get ready for the Giant Worm that blasts you with poisonous bubbles — it's waiting for you behind the last doorway.

Stage 4: The Shipyard

A flooded ship is the scene of your next assault — you'll have to battle more than the current to make it back to dry land. Test your strength against old "friends" along the way, as well as a few new ones — the Black Ninja, the Laser Launcher, and the White Magician. In the shipyard, magic bricks in the walls of the building lead to secret chambers filled with special items... some guarded, some not. Don't forget the upper level. A hidden jar of medicine will restore your energy before you exit. Watch out for the ghostly presence guarding the end of this stage!





Stage 5: The Warehouse

Gangsters guard the entrance to the warehouse, which holds the Key to your success. Try not to get lost as you pass through doorway after doorway — it's a pretty big place, as you'll soon find out. Be prepared for some of the fiercest fighting yet in this maddening maze of rooms. Once you find the exit, you're home free! Well, nearly home free. Did we forget to mention the Deadly Snaking Dragon?



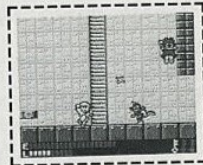
Stage 6: The Hideout

At last... the Hideout! This must be where the gangsters are keeping Gennifer, only where? As you might expect, the outer chamber is swarming with guards, including one or two of those mutant Dragons I mentioned earlier. Make it past the welcoming committee and you'll find



yourself in the heart of the hideout. Towering ladders, secret tunnels, and invisible platforms help you explore the territory.

The third Key is hidden behind a magic door... do I have to spell it out for you (try G-H-O-S-T)? You'll need all three keys to open the cell door on the upper level. And who do you think is waiting inside? I wonder... you might be in for a surprise. After rescuing Gennifer, your final opponent is the big Gangster himself. Hmm... something looks fishy here. You'll need all the strength and stamina you can muster to beat the odds in an all out fight to the finish!





GAME TIPS — THE JALECO MAJOR PLAYER'S HOTLINE

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline!*



TAKING CARE OF YOUR JALECO GAME

Please observe the following precautions with your new Jaleco game.

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- This equipment is precision-built. Do not use or store it under conditions of extreme temperature or subject it to rough handling or shock. Do not disassemble the unit.
- Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- Store the Game Pak in its protective case when not in use.



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Matches...candles....