



LASER GHOST

SEGA

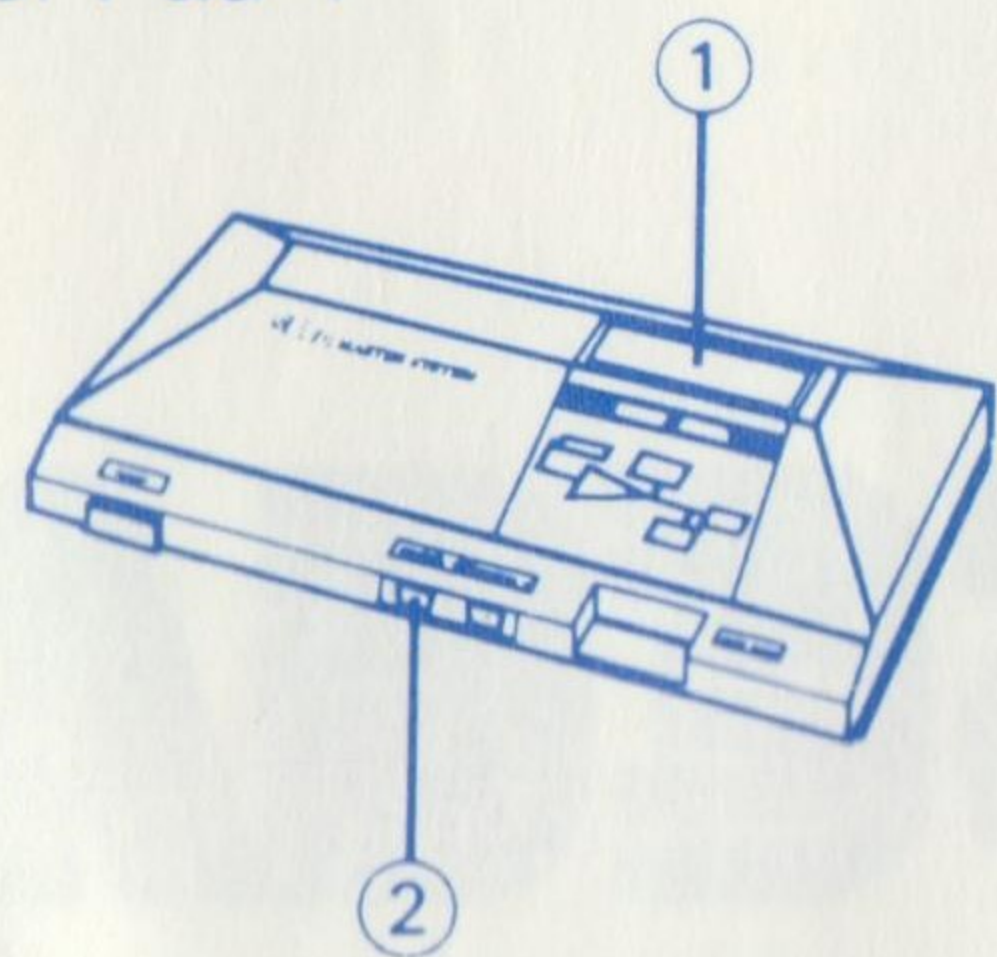
Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

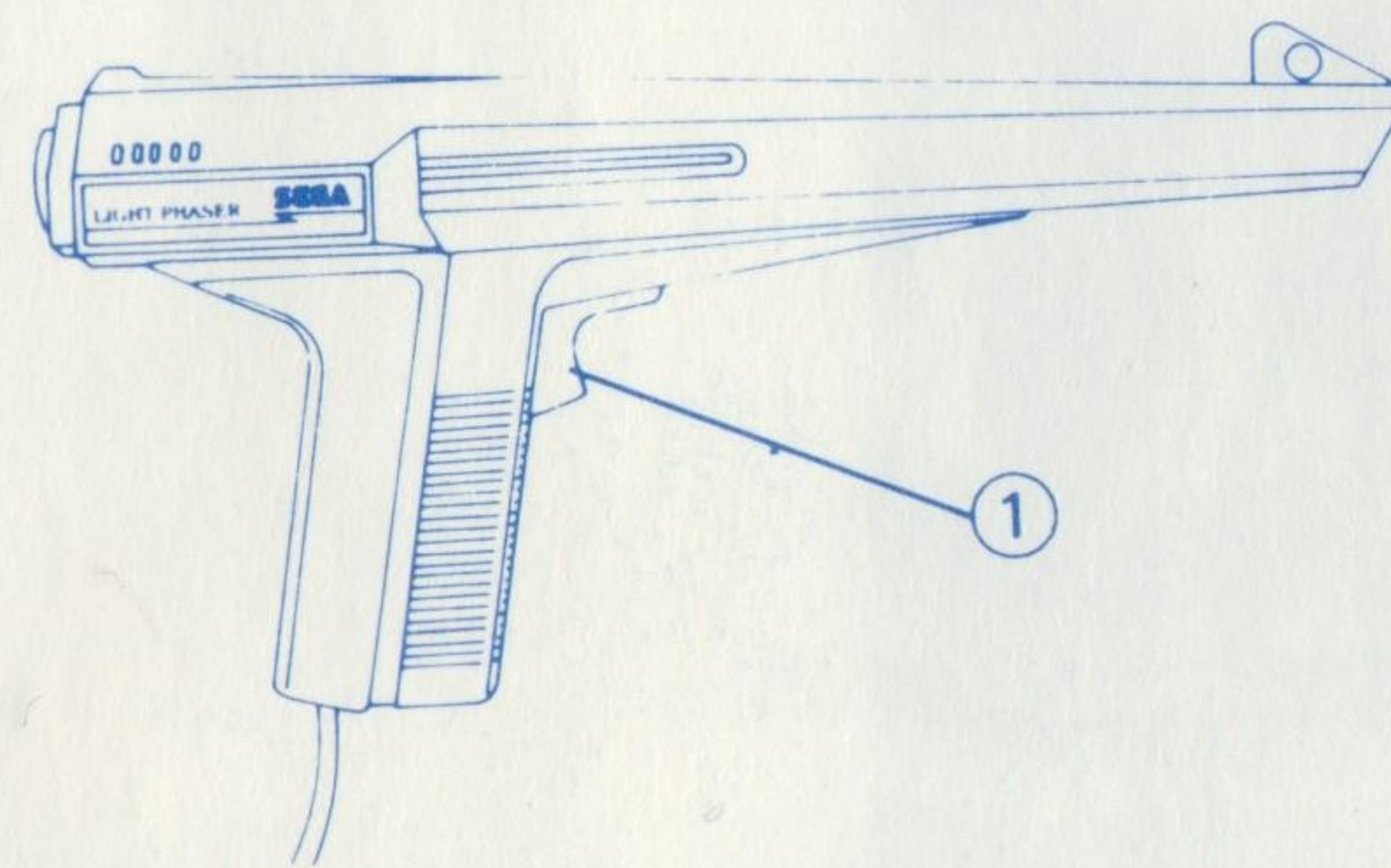
- ① Sega Cartridge
- ② Control Pad 1



Ghost City

Once every thirteen years, as sure as the sun rises in the east and sets in the west, Ghost City reappears. Located somewhere between life and death, between reality and dreams, the city is home to dark-hearted characters who detest all things beautiful. They steal the souls of good, decent people and use them to make more evil beings.

Soon after the city made its latest periodic reappearance, the residents of Ghost City got their slimy hands on Katherine, a darling 10-year-old girl from a nearby village. They stole her soul, threw her into the dark, damp basement of Demon Manor, and took her soul to the thirteenth floor of the Ghost City Hotel.



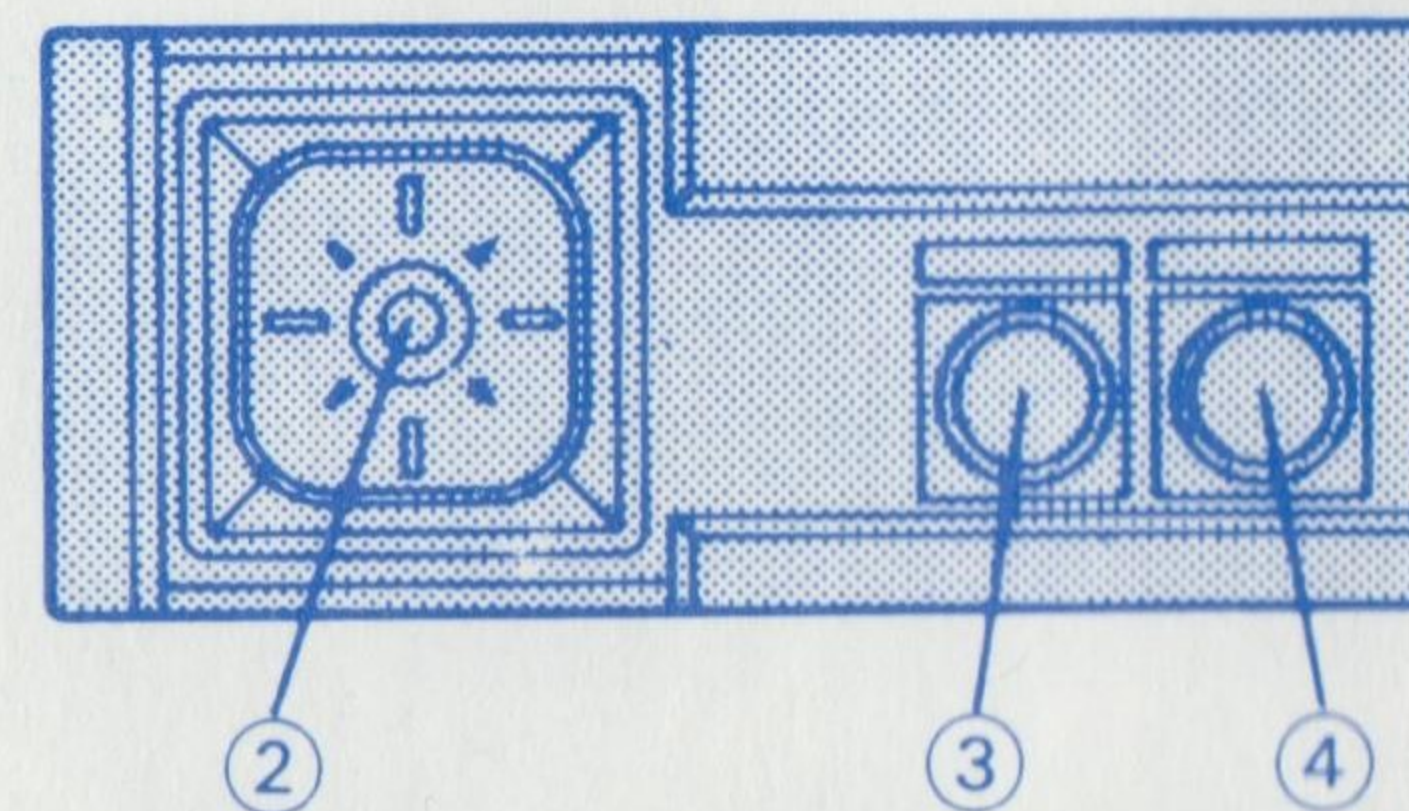
Katherine is too little to go up against all that evil by herself. She needs your help. Guide her into Ghost City and protect her from the menacing creatures. Watch out for the inanimate objects that suddenly come to life. Help this terminally-cute little girl to get her soul back!

Take Control

Laser Ghost can be played using (A) a Sega Light Phaser and Control Pad, or (B) a Control Pad only.

(A) Using Light Phaser and Control Pad

Plug the Light Phaser into Control 1 on your game console, and the Control Pad into Control 2.



Light Phaser

- Press (pull) to fire Normal Shots.

- ① Trigger

Control Pad

- ② D-Button

- The D-Button has *no function* in this mode of play.

- ③, ④ Buttons 1 and 2

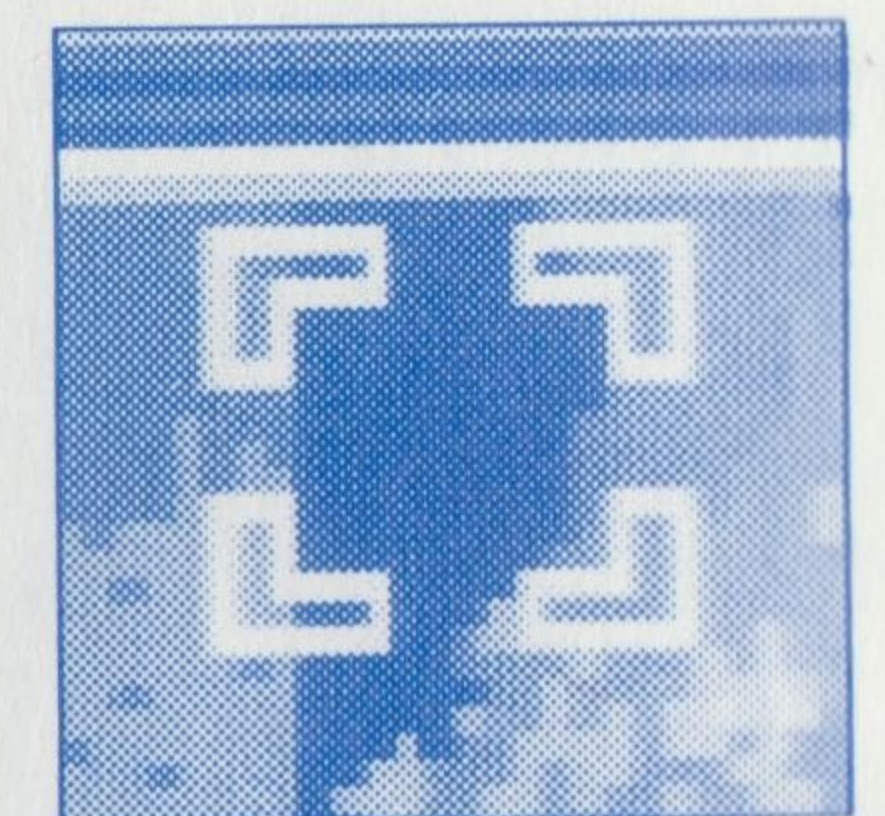
- Press to start the game.
- Press to fire Special Shots.

(B) Control Pad Only

Plug the Control Pad into Control 1 on your game console.

- ② D-Button

- Press to move the gunsight in any direction.



③ Button 1

- Press to start the game.
- Press to fire Normal Shots.

④ Button 2

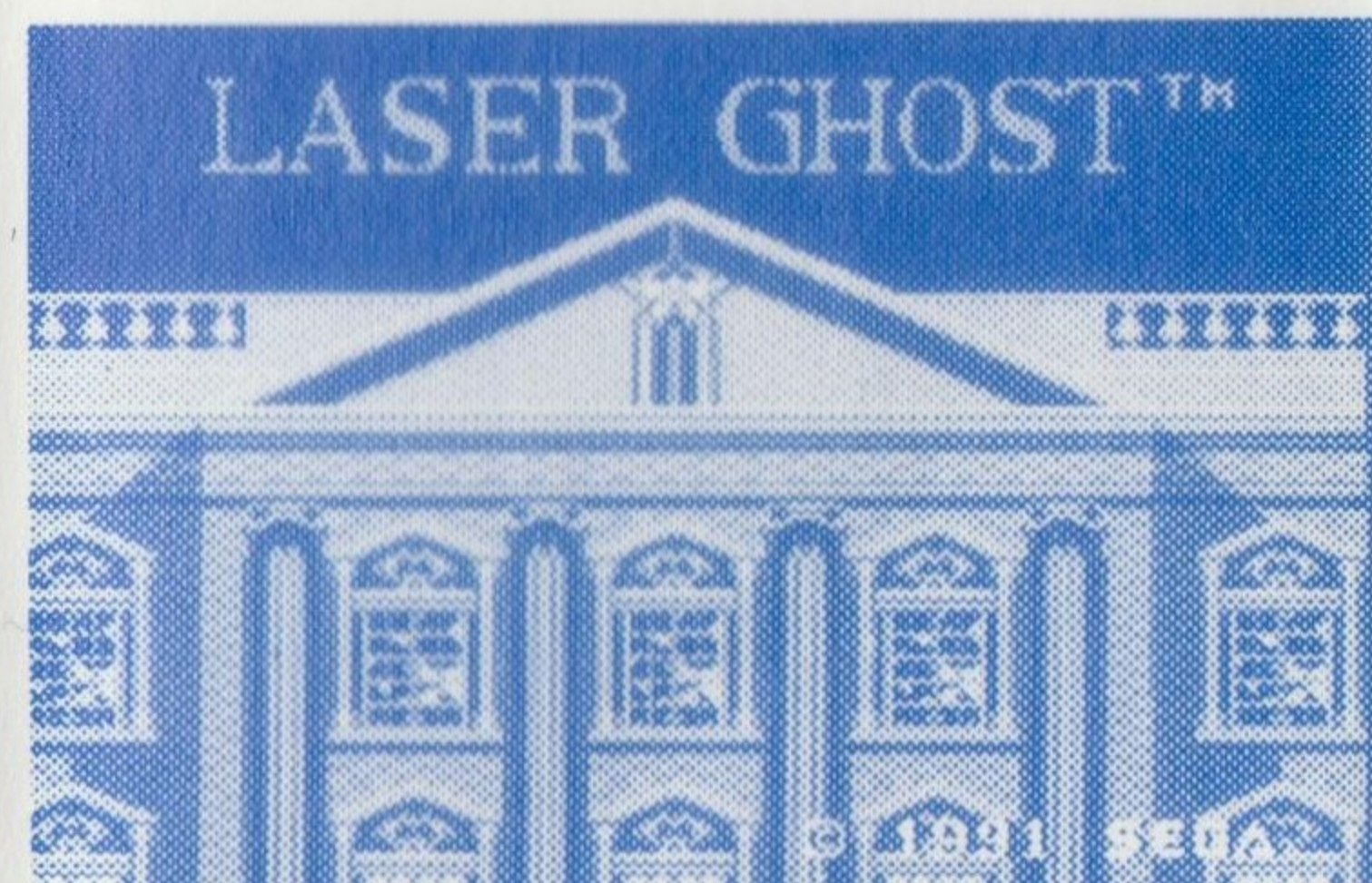
- Press to start the game.
- Press to fire Special Shots.

Getting Started

The Title screen follows the Sega logo. Pull the trigger on the Light Phaser (Mode A) or press Button 1 or 2 on the Control Pad (Mode B) to continue.

IMPORTANT!!

If you're using the Light Phaser, *do not pull the trigger* when this screen appears. Press Button 1 or 2 on the Control Pad to begin play. Pulling the trigger on the Light Phaser will render it unusable!!

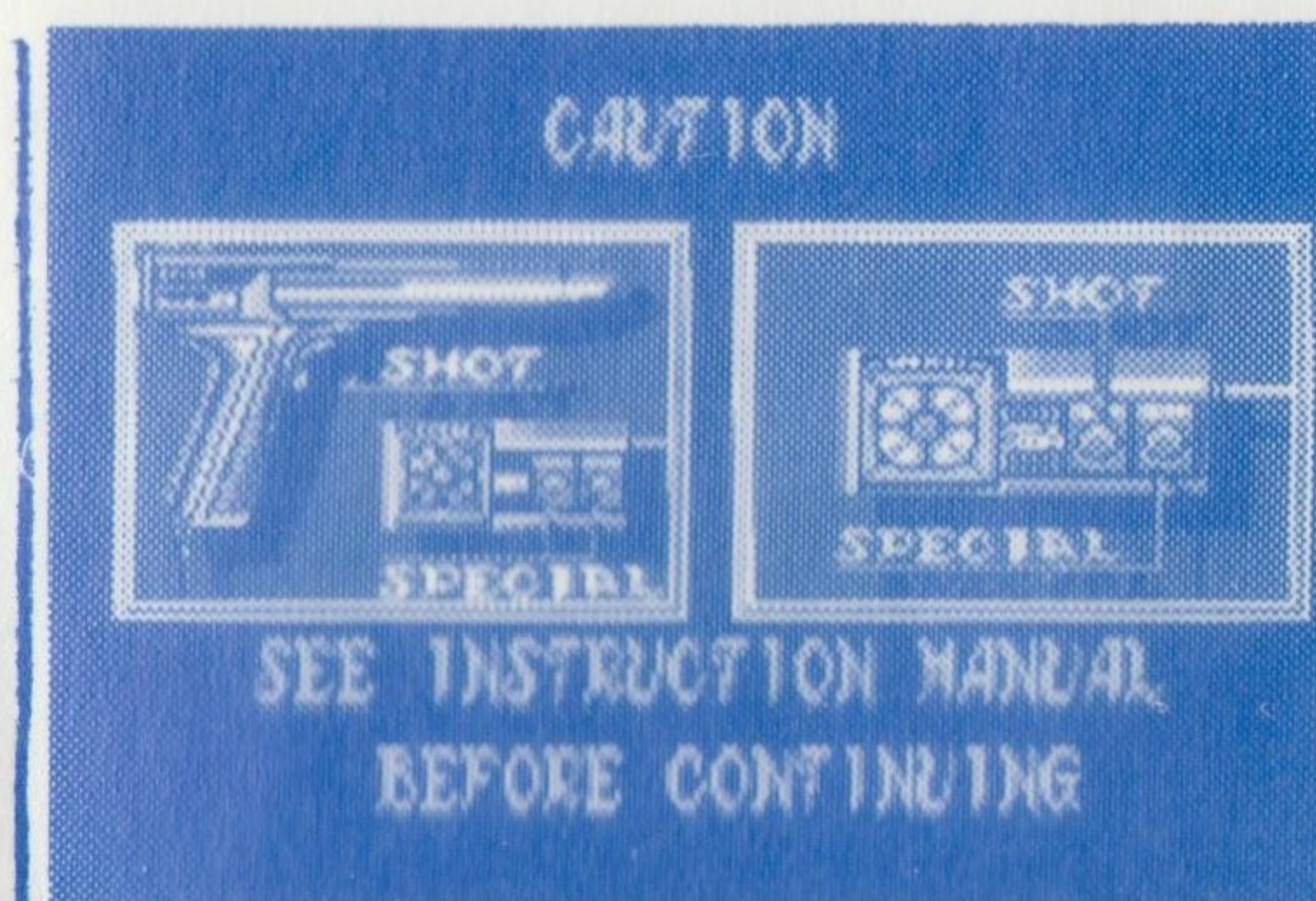


The story screens appear next. Pull the trigger on the Light Phaser (Mode A) or press Button 1 or 2 on the Control Pad (Mode B) to skip them and begin the game. Read the screens the first time you play to really feel the sadness and fear that, along with the ghosts and goblins, holds poor Katherine prisoner.

A Hot Time in the City Tonight!

Get Katherine out of the basement so you can begin on your dangerous journey to the Ghost City Hotel. Katherine can still walk under her own power — she needs you to fend off the attacks of the many nasty creatures in her path. Fire at enemies, but be sure not to hit Katherine.

Shoot at cracks in the walls, or at certain objects, to gain valuable items that will help you keep going. You must guide Katherine to the thirteenth floor of the hotel and recover her soul before Ghost City vanishes again!



Screen Signals

- ① Your current score. You gain points for wiping out evil creatures (see Scoring on page 20).
- ② Shows how much ground you and Katherine still have to cover before clearing the Chapter.
- ③ Katherine's Life Gauge. For each two hits she takes, one of the Hearts disappears. When they're all gone, you lose one player.
- ④ Time remaining. You have to clear the Chapter before the timer reaches zero, or the game ends.
- ⑤ The number of Special Shots you've collected so far. You begin the game with three shots.

Items

Hidden in walls and various objects (tombstones, chests, etc.) are items that will help you to continue your journey. When the item symbol appears, shoot at it. If it moves off-screen to either side, you've got it. If it drops to the bottom of the screen, you blew it!

- ① Collect a 100-point bonus!
- ② Good for one Special Shot!
- ③ Add one Heart to Katherine's Life Gauge!

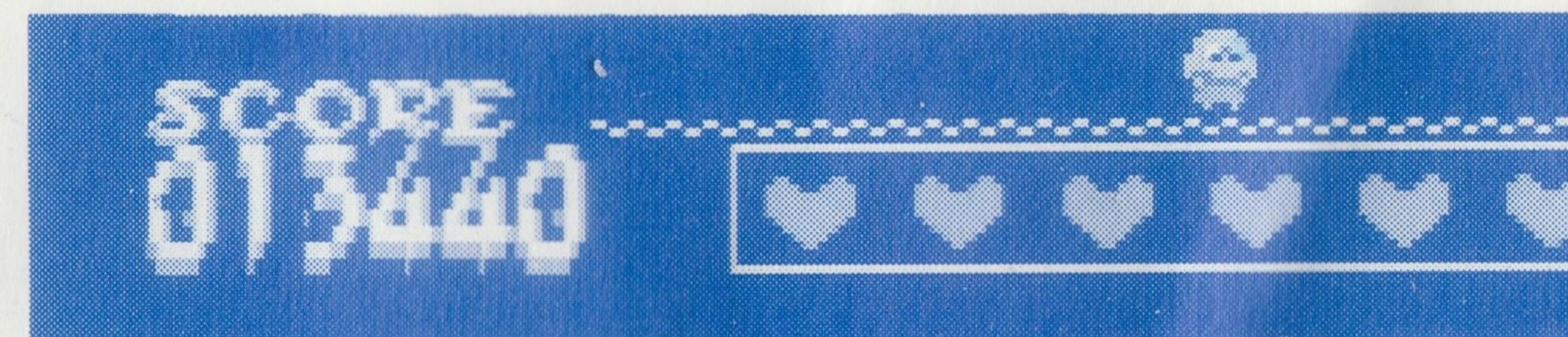
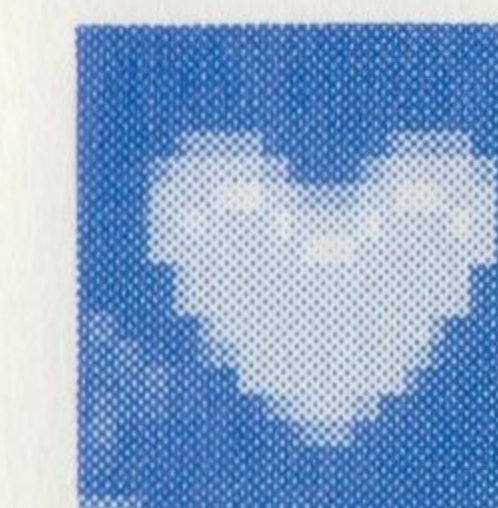
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The Road to Ghost City!

Chapter 1 — Demon Manor

Chapter 2 — The Haunted Portrait

Chapter 3 — Demon Woods

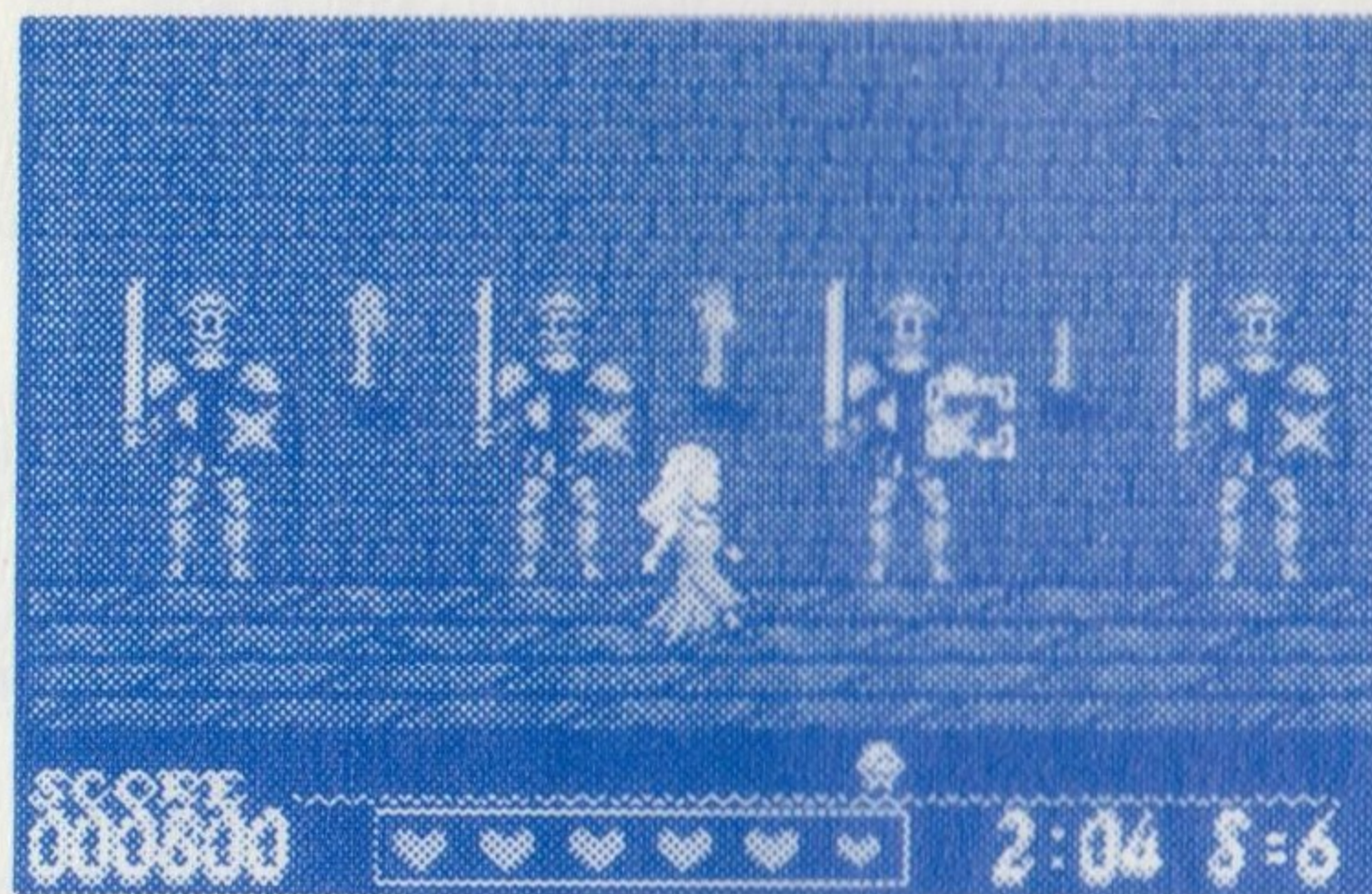
Chapter 4 — The Sinister Swamp

Chapter 5 — The City of Terror

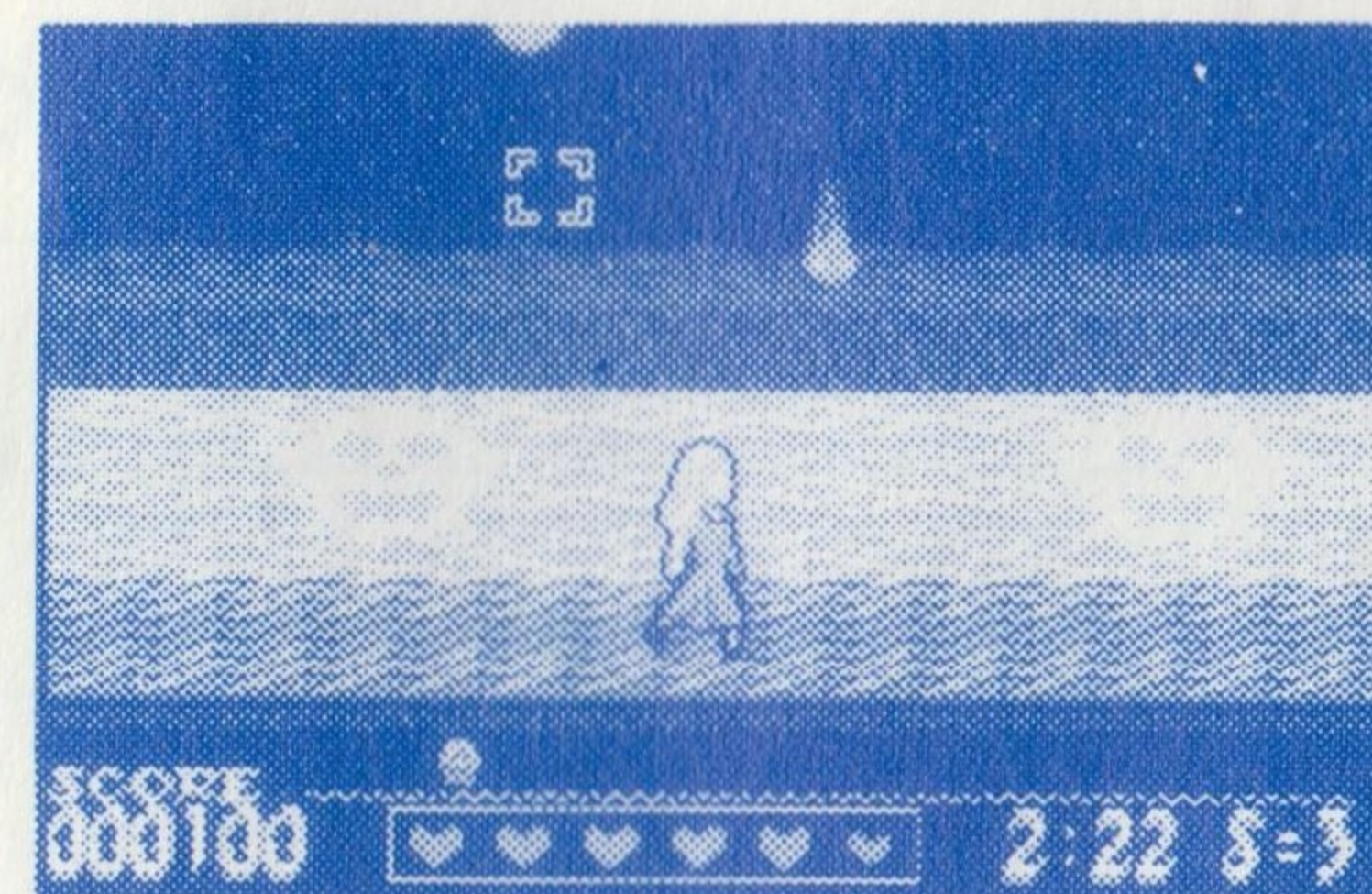
Chapter 6 — Beyond Horror Hotel

If you think they're going to just hand over Katherine's soul at this point, you're in for quite a shock!

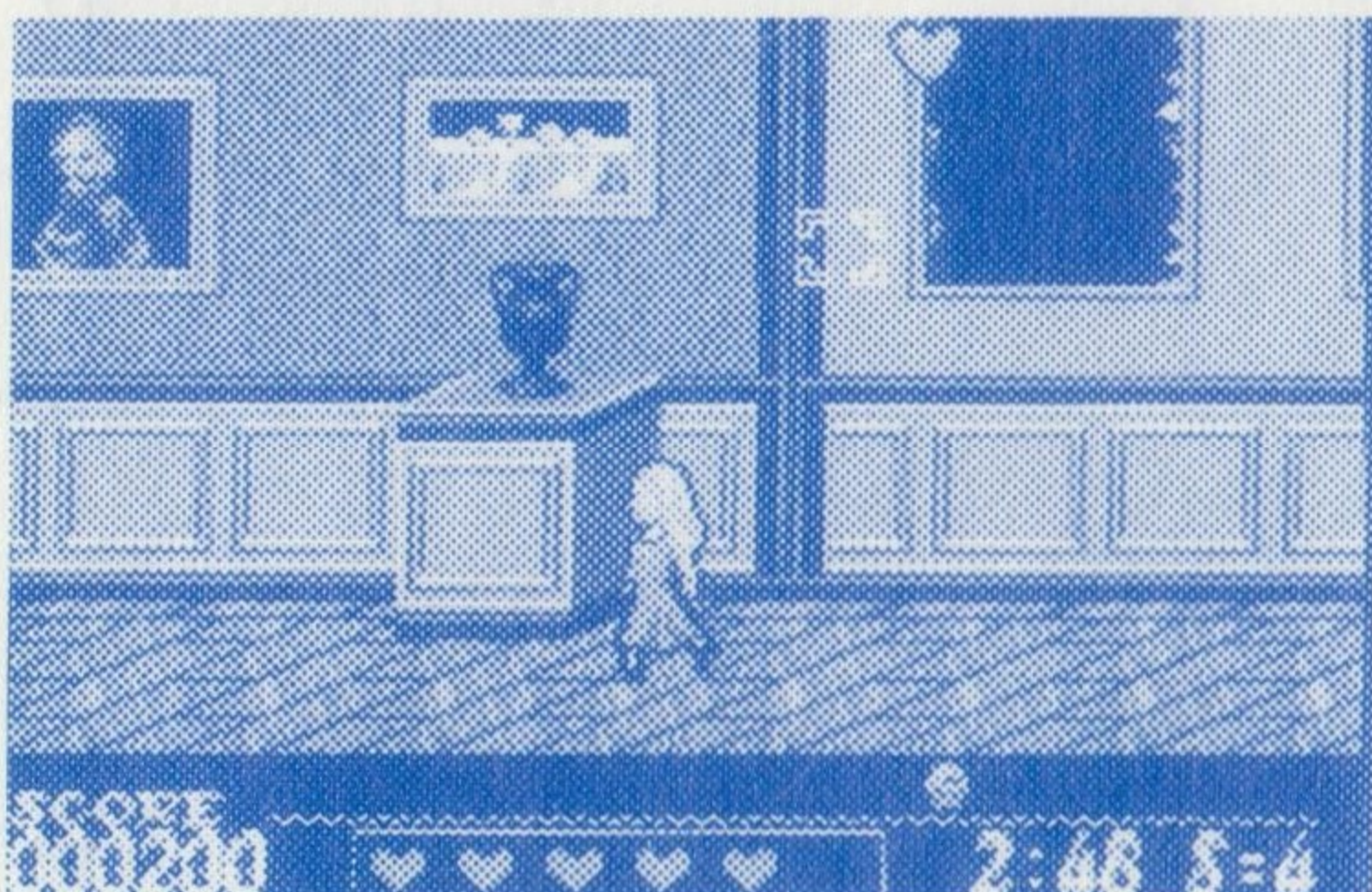
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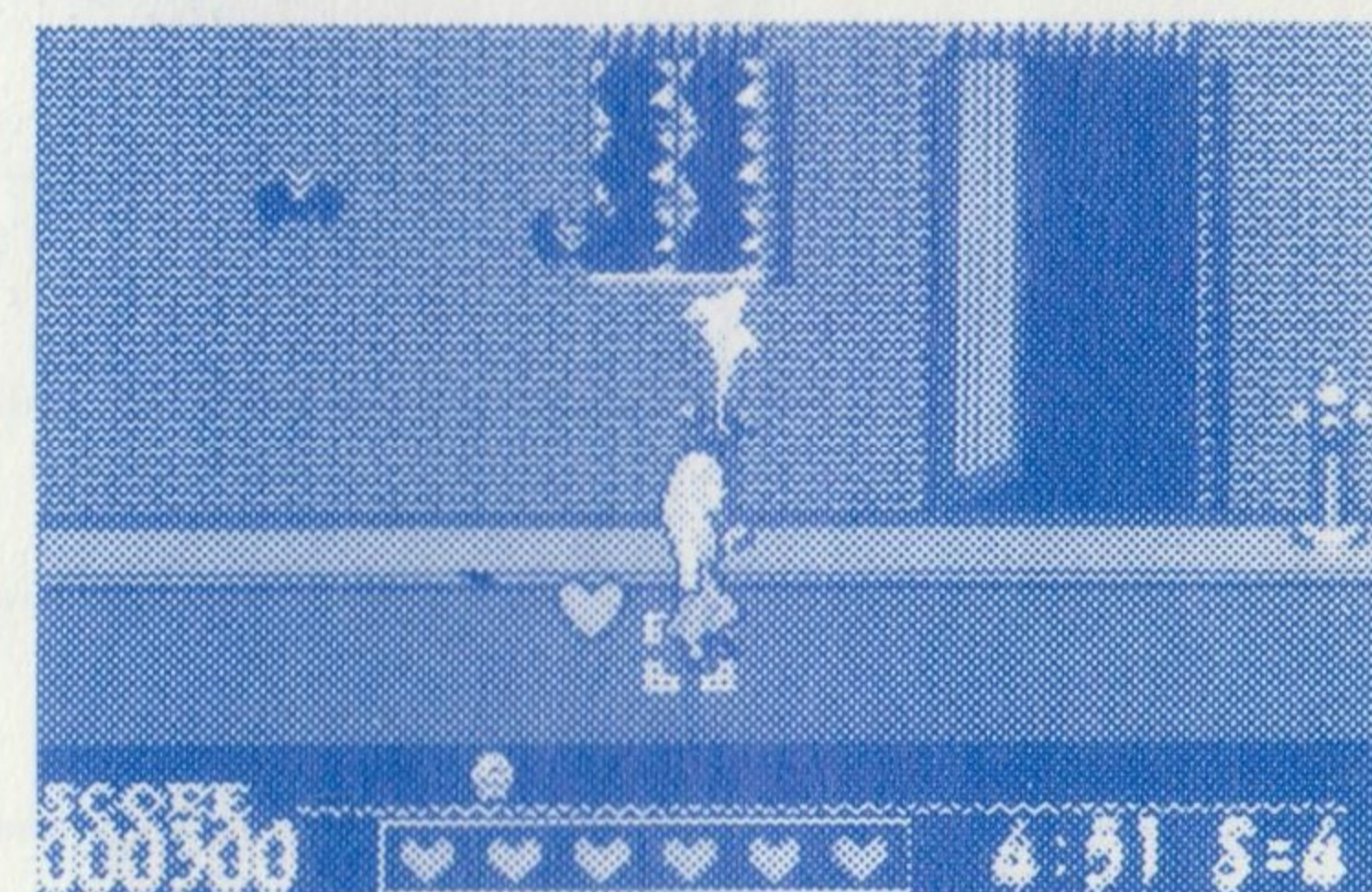
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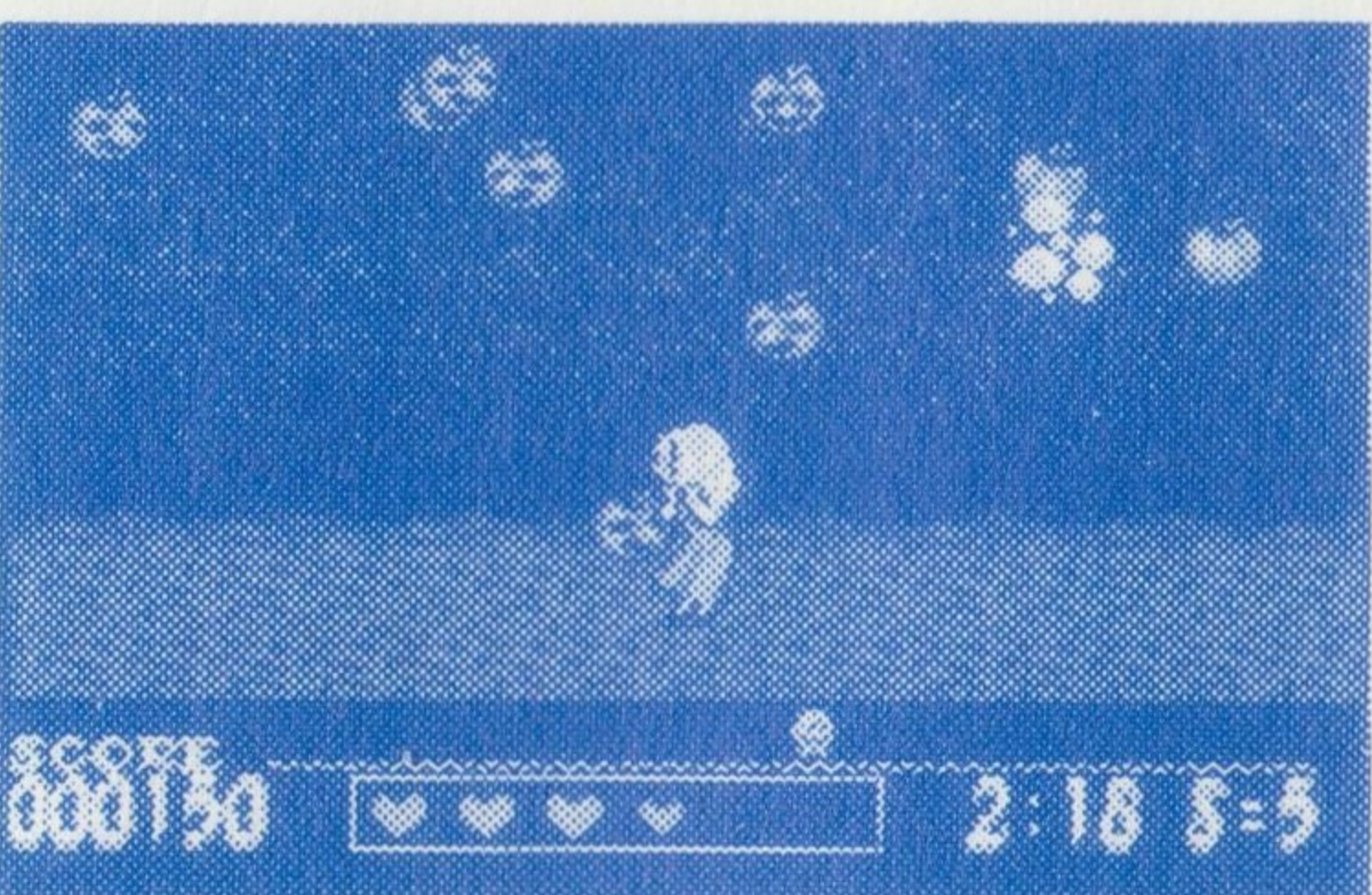
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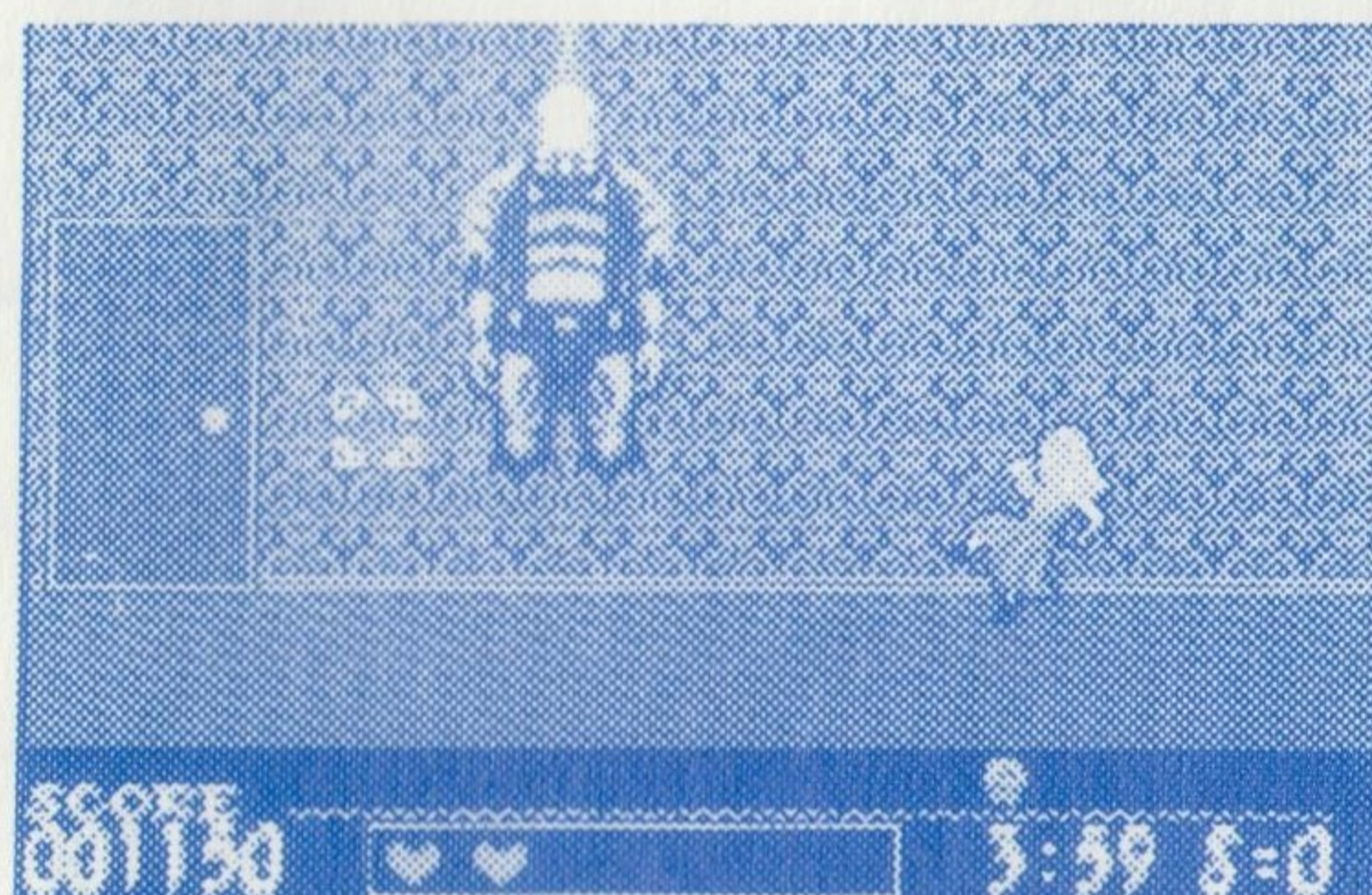
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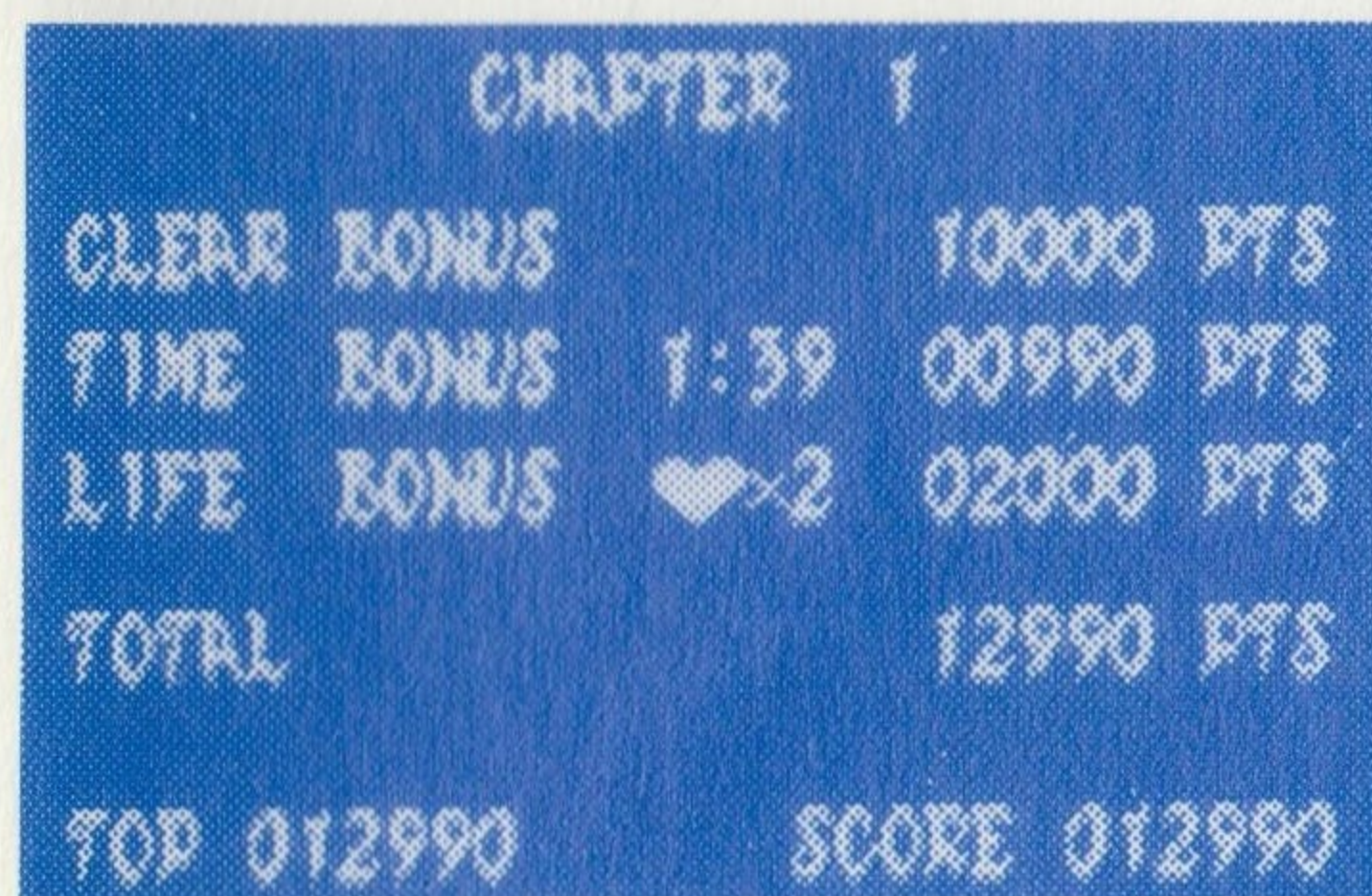


Scoring

You pile up points for dusting enemies and collecting Bonus items. Clearing each chapter is worth bonus points as well.

Chapter	Clear Bonus
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	60,000

Clearing each chapter also nets you a Time Bonus (remaining time at 10 points/second) and Life Bonus (1,000 points for each remaining Heart).



CHAPTER 1	
CLEAR BONUS	10000 PTS
TIME BONUS 1:39	00990 PTS
LIFE BONUS ♥-2	02000 PTS
TOTAL	12990 PTS
TOP 012990	SCORE 012990

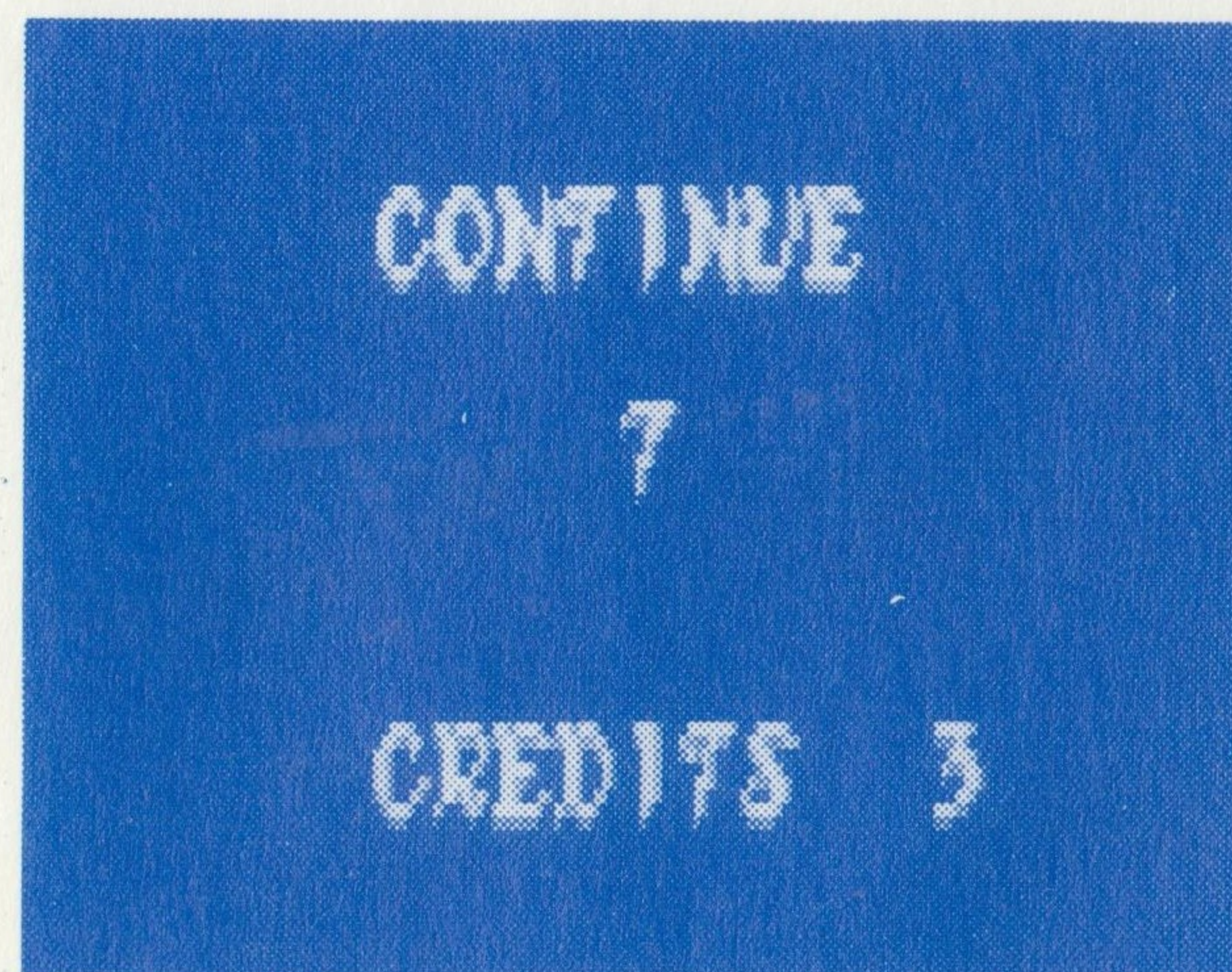
The high score in the current session of playing is displayed in the lower left corner of the screen.

Game Over/Continue

When there are no Hearts left in Katherine's Life Gauge, the game ends. continue play by pressing Button 1 or 2 on the Control Pad or by pulling the trigger on the Light Phaser at the Continue screen. You can continue up to three times.

Ghostly Guidance

- Find and take every item you can. It's a long way to Ghost City, and the going is treacherous!
- Tougher enemies appear not only at the end of each chapter, but pop up in the middle as well. Make sure you have a few Special Shots ready to use on them!
- When firing, keep a safe distance from Katherine. The shots hurt her as much as the ghouls and goblins do!
- Bats and other creatures that can fly are especially difficult to hit. You might need to use a Special Shot to get past them!
- The true test of your courage comes after you clear Chapter 6...



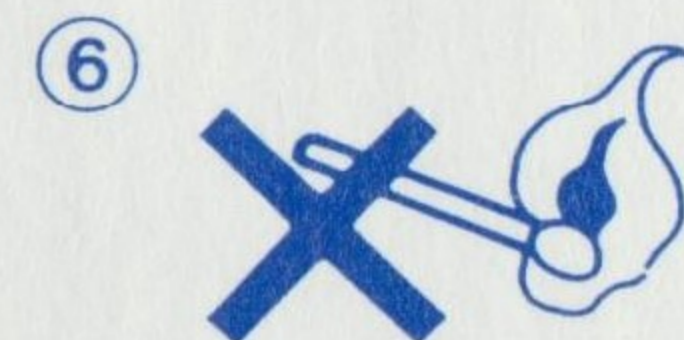
Handling This Cartridge

This Cartridge is intended exclusively for the Sega System.

For Proper Usage

- ① Do not immerse in water!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or disfigure!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
- * Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



SCOREBOOK

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SEGA