

Nintendo
GAME BOY **COLOR**

CASPERTM

CGB-AF9E-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.



CASPER™

The Friendly Ghost

TABLE OF CONTENTS

Getting Started.....	2
Introduction.....	3
Main Options.....	5
Playing Casper.....	7
Morphing.....	12

GETTING STARTED

1. Make sure the power is OFF on your Nintendo Game Boy®.
2. Insert your CASPER Game Boy® Pak into the Game Pak slot as described in the instruction manual.
3. Slide the power switch to ON by pushing it toward the top of your Nintendo Game Boy®.

INTRODUCTION

Buccaneers and buried gold. Whipstaff doth a treasure hold.

Welcome to Whipstaff Manor, where specters haunt the halls and humans are most definitely NOT wanted. For more than a century the ghostly inhabitants have done a fine job of scaring away "fleshies", keeping Whipstaff to themselves just the way they like it: dusty, cobwebbed and deserted.

However, all that is about to change. Whipstaff has changed hands; the stately old mansion now belongs to ill-tempered heiress Carrigan Crittenden. According to the deed, "Buccaneers and buried gold, Whipstaff doth a treasure hold." Carrigan is determined to get her hands on that treasure, and what Carrigan wants, Carrigan gets.

Unfortunately for her, she's not the only spoiled brat at Whipstaff ~ what the GHOSTS want, the ghosts GET! They want Whipstaff to themselves, and unlike the manor's new fleshie owner, they've been getting their way for over a hundred years!

Thwarted from her gold hunting and driven out of the mansion by the Uncle's spectral antics, a disgruntled Carrigan seeks an expert and finds one: Psychiatrist Dr. James Harvey, possibly the only "therapist to the dead" in the world. He moves into the mansion with his twelve-year-old daughter Kat, prepared to deal with the ghosts on their own obnoxious terms...

You play Casper, youngest of the Whipstaff ghosts. The other three are your odious uncles, Stretch, Stinkie, and Fatso, who love nothing better than to scare the heck out of any fleshie who dares set foot inside their haunted mansion. However, as far as you're concerned, the afterlife is the worst. You're bored and lonely, and you just don't enjoy frightening people.

You just want a friend.

MAIN OPTIONS

Use the control pad to highlight the option you wish to select. Press the 'A' Button to select that option.

NEW GAME

Start the game from the very beginning.

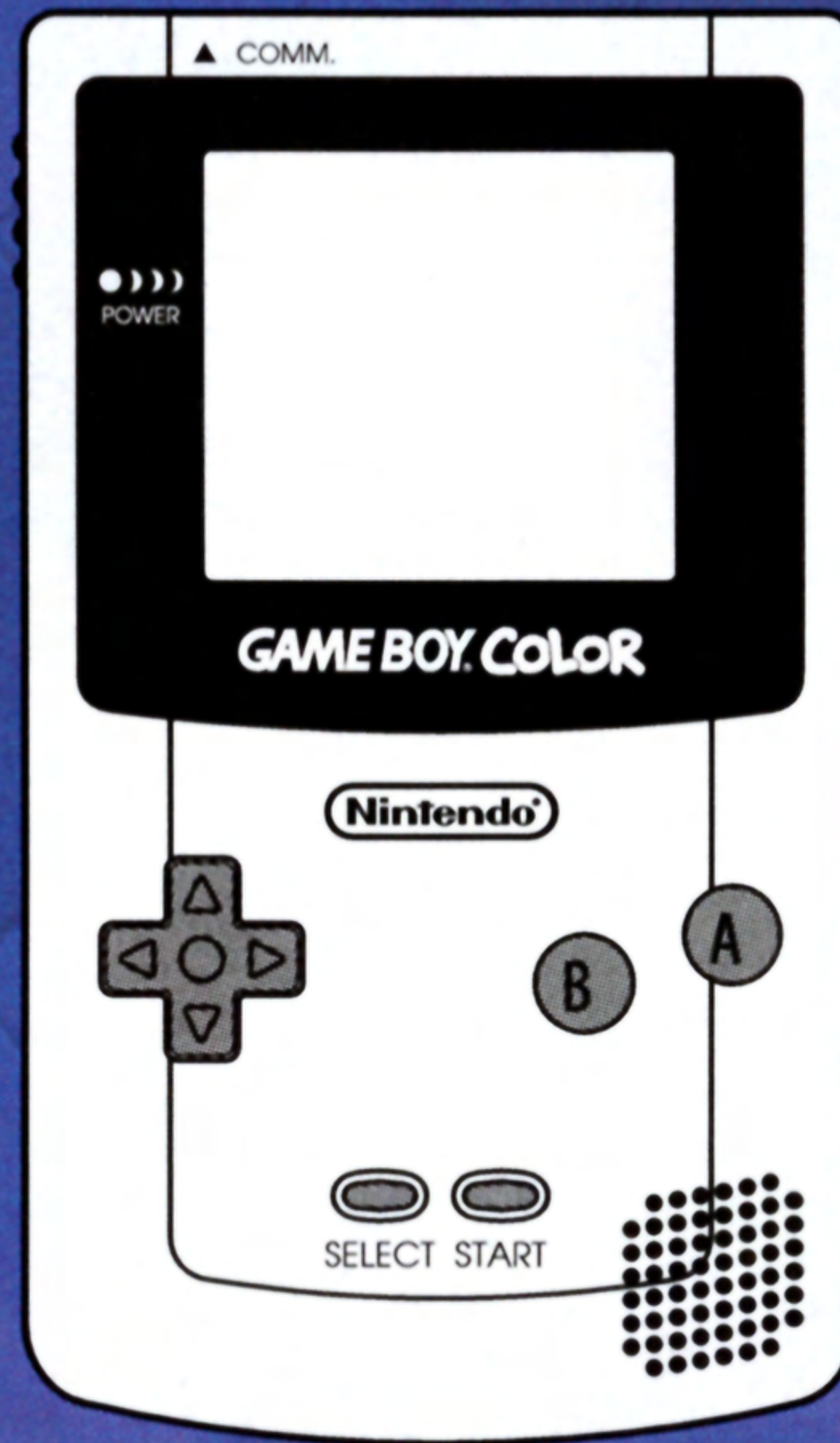
LOAD GAME

Continue a previous game by loading from battery backup.

♪ SOUND

Turn the music on or off.

CONTROL



PLAYING CASPER

Use the control pad to move Casper through Whipstaff Manor.

Use the 'A' Button to perform an action on objects in the Manor.

Use the 'B' Button to examine objects and items in the Manor.

Pressing START will pause the game and show a map of your position. Press START again to continue playing the game.

Press SELECT to show your inventory screen. Use the control pad to highlight an item from the list and the 'A' Button to select it.

USING ITEMS FROM INVENTORY

Items are can be used in 3 different ways:

Items that open up new areas such as keys or weights are taken automatically from your inventory when you press the 'A' Button, while moving Casper around the Manor.

Items such as jigsaw pieces or other usable objects need to be selected from the Inventory screen with the 'A' button.

Finally, items that Casper can use against his Uncles, such as the Perfume or Camera, should be selected in the inventory screen as listed above. These can then be used in the correct room by pressing the 'A' Button.

SAVING

By selecting the Save icon from the Inventory screen, you can choose to continue playing, save your current position or quit the game. You may have up to 4 games saved at any one time. Any saved game will have a progress bar indicating the number of coins collected, in lots of ten, in the given saved game.

STATUS

Casper's status is displayed in the Inventory screen. The numbers at the bottom of the screen show the amount of Brass and Iron keys, Coins and weights collected. Casper's health is also shown in the bottom-right corner. Casper will start the game with 50 health points, which can be increased to 99 by collecting food. Casper will lose health points whenever he is hurt, or by using his morph powers.

EXPLORING

While exploring Whipstaff Manor you will discover many items that will help your progress...

Air vents run throughout the Manor and will allow you to visit many hidden rooms. Use the Smoke Morph while standing over an air vent to travel to a new location.

Locked doors can be opened with the iron keys that are scattered around the Manor. Colored doors can only be opened with the correct colored keys. Locked chests contain surprises but these can only be opened with the brass keys. Pushing the 'A' Button will automatically select and use the correct key to open them.

Fireplaces can allow you to reach hidden rooms in the Manor by using the Smoke Morph... but first you will need to put out the fires. Now what puts out fire?

Switches allow you to open new areas of the Manor by opening locked or hidden doors. Wall switches can be activated with the 'A' Button. Floor switches can only be activated by dropping an iron weight on them, again just press the 'A' Button and Casper will automatically drop any iron weights from his inventory.

Sinks are a good supply of water and can be reused, but you'll need something to carry the water around in.

Suits of Armor can be found throughout the Manor, though some of them are not just for decoration. Examine them with the 'B' Button to find any with loose spears, and press the 'A' Button to reveal a secret!

MORPHING

To complete the game, Casper will need to learn how to 'Morph'. Scattered around the rooms of Whipstaff Manor are various jigsaw pieces. Find four pieces that match and use them with the empty picture frames to learn a 'Morph'. Once learned, open the Inventory screen and select the morph icon to change Casper. Using these Morphs, Casper will be able to reach new areas of the Manor and defeat his foul uncles.

Some of the morph's you can use include...

Smoke

Turns Casper into a puff of smoke, allowing him to slip through air vents.

Ball

Turns Casper into a bouncy, rubber ball. Useful for reaching high holes.

Saw

Turns Casper into a powerful buzz saw that will cut through any wooden barricades.

Fan

Allows Casper to push other ghosts around.

Casper can also discover other Morphs to use later in the game. Remember! Morphing will reduce Casper's health, so make sure you keep eating, even the broccoli!!

CREDITS

G3 INTERACTIVE

Programmer
STEVE HEY

Additional Programming
RICHARD NAYLOR

Graphics
PAUL McKEE

Sound
ALLISTER BRIMBLE

INTERPLAY

Vice President
of Development
TRISH WRIGHT

Producer
KYLE SHUBEL

Marketing
MONICA GUERRA

Director of QA
JEREMY S. BARNES

Project Supervisor
SHANNA TAKAYAMA

Senior Tester
JOHN KIRKLAND

Testers
JAY NIELSEN
SAVINA GREENE
DANIELLE CRAGUN
JERMANE MILES

Traffic Manager
SHERRY LAVERTU

Manual Design & Layout
SANDIE MINGUEZ

INTERPLAY EUROPE

Senior Producer
DIARMID CLARKE

Associate Producer
DAN KINGDOM

Casper™ The Friendly Ghost™

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Entertainment Corp.™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. IF the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness

for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIMITED WARRANTY

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1)

a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (949) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

Warranty Replacements
Interplay Entertainment Corp. • 16815 Von Karman
Avenue • Irvine, CA 92606

COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by Interplay Entertainment Corp. and are protected by the copyright laws that pertain to computer software. You may not copy the software. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works,

decompile, disassemble, or otherwise reverse engineer or derive source code from all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

Notice: Interplay reserves the right to make modifications or improvements to the product described in the manual at any time and without notice.

SOFTWARE USE LIMITATIONS AND LIMITED LICENSE

This copy of Casper™ (the Software) is intended solely for your personal noncommercial home entertainment use. You may not decompile, reverse engineer, or disassemble the Software, except as permitted by law. Interplay Productions retains all right, title and interest in the Software including all intellectual property rights embodied therein and derivatives thereof. The Software, including, without limitation, all code, data structures, characters, images, sounds, text, screens, game play,

derivative works and all other elements of the Software may not be copied, resold, rented, leased, distributed (electronically or otherwise), used on pay-per-play, coin-op or other for-charge basis, or for any commercial purpose. Any permissions granted

herein are provided on a temporary basis and can be withdrawn by Interplay Entertainment Corp. at any time. All rights not expressly granted are reserved.

Modem and Network Play: If the Software contains modem or network play, you may play the Software via modem transmission with another person or persons directly without transmission through a third party service or indirectly through a third party service only if such service is an authorized licensee of Interplay.

For the purposes of this license, a third party service refers to any third party service which

provides a connection between two or more users of the Software, manages, organizes, or facilitates game play, translates protocols, or otherwise provides a service which commercially exploits the Software, but does not include a third party service which merely provides a telephonic connection (and nothing more) for modem or network play. Authorized licensee services are listed on the Interplay Productions World Wide Web Site located at <http://www.interplay.com>. This limited right to transmit the Software expressly excludes any transmission of the Software or any data streams thereof on a commercial basis, including, without limitation, transmitting the Software by way of a commercial service (excepting those specific commercial services licensed by Interplay) which translates the protocols or manages or organizes game play sessions. If you would like information about obtaining a pay-for-play or commercial license to the Software, please call Interplay Entertainment Corp. in the US at (949) 553-6655.

Acceptance of License Terms: By acquiring and retaining this Software, you assent to the terms and restrictions of this limited license. If you do not accept the terms of this limited license, you must return the Software together with all packaging, manuals and other material contained therein to the store where you acquired the Software for a full refund.

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product

support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Platform
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will

help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. You must call Interplay's HINT Line for hints, tips, or codes at 1-900-370-PLAY. You must be 18 years +, have a touch-tone phone, and the cost is \$0.95 per minute. Hint line is available for U.S. callers only.

Interplay Entertainment Corp. Support Fax:
(949) 252-2820

Interplay Entertainment Corp. Technical Support

16815 Von Karman Avenue
Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL:	support@interplay.com
WORLD WIDE WEB:	www.interplay.com
FTP:	ftp.interplay.com

INTERPLAY WEBSITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh

and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off. Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.

How to get there From your Internet account, point your favorite browser to:



www.interplay.com

This website is not intended for technical support, but to offer new machines and the latest product information. For technical support, please contact Interplay as described in the Customer Support section.

Casper™ The Friendly Ghost™



Stumped?!?! Frustrated??

Stuck?? Or do you just want to know the latest codes and tricks for this and many other Interplay titles?? Well, look no further because the solution for all

these problems is just a phone call away.

**Pick up the phone and call the Interplay
Hintline at**

1.900.370.PLAY<7529>

You can call this line 24 hours a day, 7 days a week. And best of all, it only costs 95¢ a minute, with all long distance charges included in that price.... you can't beat that for a great deal. Remember, you must be over 18 or have your parent's permission to call the hintline. You must have a touch-tone phone. This service is only available in the U.S. Charges and information are subject to change without notice.



Casper™ The Friendly Ghost™



CASPER ©2000 Universal City Studios, Inc, and Amblin Entertainment Inc. Casper and related characters are trademarks of and copyrighted by Harvey Comics, Inc. All Rights Reserved. ©2000 Harvey Comics, Inc. A Harvey Entertainment Company. All Rights Reserved. "CASPER" its logos, characters, names and all related indicia are trademarks of Harvey Comics, Inc. A Harvey Entertainment Company. Exclusively licensed by Harvey Comics, Inc. A Harvey Entertainment Company. Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Entertainment, Corp. All Rights Reserved.



BY GAMERS. FOR GAMERS.™

Interplay Entertainment, Corp.
16815 Von Karman Ave.
Irvine CA 92606

PRINTED IN JAPAN