

Ghost Hunter



Table of Contents

Welcome and Registration 1

| | |
|----------------------------------|---|
| About Ghost Hunter | 1 |
| System Requirements | 1 |
| Registering Ghost Hunter | 1 |
| Contacting Stand Alone Inc. | 2 |
| Business Hours | 2 |
| Email | 3 |
| Phone | 3 |
| Regular Mail | 3 |
| World Wide Web | 3 |
| Reporting Bugs | 3 |
| Version History | 3 |

Installation 4

Good Ghost Hunting 101 5

| | |
|--|---|
| The Explosive Saga of a Boy and his Tank | 5 |
| All you Wanted to Know About Tanks, but Were Afraid to Ask | 6 |
| Battle Screen | 6 |
| Starting a New Game | 6 |
| Pausing a Game | 6 |
| You and Your Tank | 7 |
| Firing the Plasma Cannon | 7 |
| More on Tanks | 7 |
| More Tanks | 7 |
| Claiming the Moral High Ground Through Superior Firepower | 8 |
| Normal Ghosts | 8 |
| Spectres | 8 |
| Shadows | 8 |
| Grim Reaper | 8 |
| Ghost Hunter: The Game That Cares About Your Opinions | 9 |
| Game Levels | 9 |
| High Score | 9 |

Welcome and Registration

About Ghost Hunter

Welcome to Ghost Hunter, a game for the Newton OS where you get to hunt down ghosts with a tank. The first two chapters are boring stuff about installation, registration, and contacting us. If you just want to play the game, skip on ahead to Chapter Three. Really. It's okay. You won't hurt my feelings or anything.

Included in this archive are the following packages:

- GhostHunter.pkg

This is the software package that you need to install on your Newton

- GhostHunter.pdf

This is the users' manual for Ghost Hunter. You are reading it right now.

- GhostHunter.txt

This is a text only format of the users' manual. If at all possible, use the pdf version of the manual as it has layout and graphics that cannot be included in the text version. The pdf version of the manual is viewed using Adobe® Acrobat Reader®. This can be obtained free of charge at www.adobe.com.

- SASstuff.txt

A list of all of the software available from Stand Alone Inc.

- SA reg.pkg

If there isn't a registration option under the  button, install this package to register your software.

System Requirements

Ghost Hunter requires Newton OS 2.1, and a Message Pad 2000, Message Pad 2100, or eMate.

Registering Ghost Hunter

The Ghost Hunter Demo will work for a 30 day trial period. At the end of the 30 Days, it will stop working. To avert this tragedy, you will need to get in touch with Stand Alone to register your software. You can register with us by several different methods.

You will need to include the following information, no matter how you choose to register. Most importantly, you need to include your name EXACTLY as it is entered in your Newton, including spaces. We use this to generate your password, so it must be precise. You will need to specify which programs you wish to register, and include payment for each of them. We accept Visa, Mastercard, and American Express. If you are using normal mail, you can send us a check as well. Make sure to include your card number, the expiration date, and what type of card you are using. You also need to give us a way to get in touch with you. Email is the preferred way, followed by your address and phone number. An Email address is not strictly necessary, but it will result in much faster service.

For instant gratification, register by phone, and pay using Visa or Mastercard. To do so, call (773) 477-2492 and we will give you a password right over the phone.

Alternatively, you can send us a check to the address below.

You can also Email us one of several ways. The application has a Register section under the  button. Tap on that to open up a registration slip. If you fill out that slip, and have an Email client on your Newton, it will automatically Email us and we will send you a registration code. You could also just Email us the relevant information from your Newton or a desktop machine, and we'll send you a code. If you are registering through Compuserve, use, GO SWREG.

Once you register, you will receive a password from us. You can install this password one of two ways. There is an option to Enter Password under the  menu. Tap on it to bring up a screen that has a space to enter the password. Alternatively, just install the SA Register package enclosed in the Ghost Hunter archive. Select "Ghost Hunter" from the pop-up menu at the top, and enter the password. You should get a message confirming the password. Afterwards, you may remove the SAS Register application from you Newton.

Contacting Stand Alone Inc.

There are several ways to get in touch with us here at Stand Alone, Inc. Email is the preferred form of communication, but whatever works for you is fine. If you have any questions, comments, suggestions or compliments, please don't hesitate to contact us through any of the methods listed below.

Business Hours

Stand Alone is open from 9 AM to 8 PM Monday to Friday, and 10 AM to 4 PM Saturday. We are closed on Sunday. These times are CST and GMT -5.

Email

internet: info@standalone.com
AOL: Std Alone
CompuServe: 76342,3057

Phone

Voice: (773) 477-2492
Fax: (773) 477-2579

Regular Mail

Stand Alone
3171 N. Hudson, Suite 1
Chicago, IL 60657
USA

World Wide Web

<http://www.standalone.com>

Reporting Bugs

If you find a bug in our software, it would be helpful if you reported the bug to us. To report a bug, please Email us with Bug Report Request in the subject line. In the Email, include the following information:

- What type of Newton you are using (i.e. MP 2000)
- The version number of the system software (i.e. Newton OS 2.1)
- The software name and version number (i.e. Ghost Hunter 1.03)
- The error number
- A brief description of how we can recreate the error
- Your name and Email address so we can contact you when the bug is fixed

When reporting bugs, it is best to Email us, rather than calling, so that the programmers have a written record of the information they need to solve the problem. As soon as we receive your Email, the programmer will examine the problem, and fix it.. Because our programmers are busy creating software, it can take a while for them to reply, but they will release a new version of the software that fixes the bug as soon as they can.

Version History

| Version | Date | Notes |
|---------|-------------------|----------------------|
| 1.0 | February 31, 1998 | First public release |

Installation

The first thing that you need to do to get your software up and running is to install it on your Newton. To do this, you need to have Newton Backup Utility, or Newton Connection Utilities, set up to talk to your Newton. If you have problems with this part of the installation, please contact consult the documentation that came with your Newton. Once Newton Backup Utility is set up, just follow the steps listed below to for each of the packages you wish to install.

1. Open the Newton Backup Utility , or Newton Connection Utilities



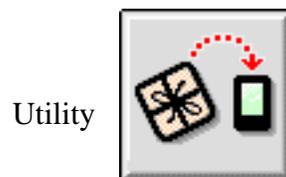
on your Desktop machine.

2. On your Newton, go to the Extras Drawer  and tap the Connection icon



3. Once the Newton Backup Utility has loaded on your desktop machine, make sure your cables are connected and tap the **Connect** button on your Newton.
4. For each of the packages you wish to install, do the following:

- Tap the Install Package button in the Newton Backup



- Go to the folder where your packages are, and select the desired package.
- Click on the “Install” button

Good Ghost Hunting 101

The Explosive Saga of a Boy and his Tank

You are an enlightened member of the 21st century. You believed in logic, reason, and left the supernatural for the superstitious. After all, you wouldn't have made it into your position as leader of an elite plasma tank squadron if you didn't have a level head on your shoulders.

But things have changed. Last night, a rift opened in the space-time continuum between your world and somewhere else. You were out testing the brand new machine from PLASMATANK INC. with your unit, you saw a bright light, and then you weren't on your world anymore. You don't know how it happened, or how it is possible, or even where you are. All you know is that you're a long way from home, and there are things coming at you from all sides.

Things. Things you have never seen before. Things that your superstitious ancestors could only have called ghosts. And they're all around you.

The little ones aren't so bad. They just fade in and out, and distract you. Even the Shadows aren't too dangerous. They're tough, tricky, and hard to detect, but they can't actually hurt you. After all, isn't that what you've always heard about ghosts—that they can't hurt you?

What you heard was wrong. Dead wrong. Tucked away amongst the little ghosts are Spectres: great hulking blobs of ectoplasm that shoot deadly blasts of explosive goo. As bad as they are though, you've seen something worse. Off in the distance, there's a hooded skeleton with a scythe. Even the other ghosts are scared of him, and you don't even want to think about what he will do to you.

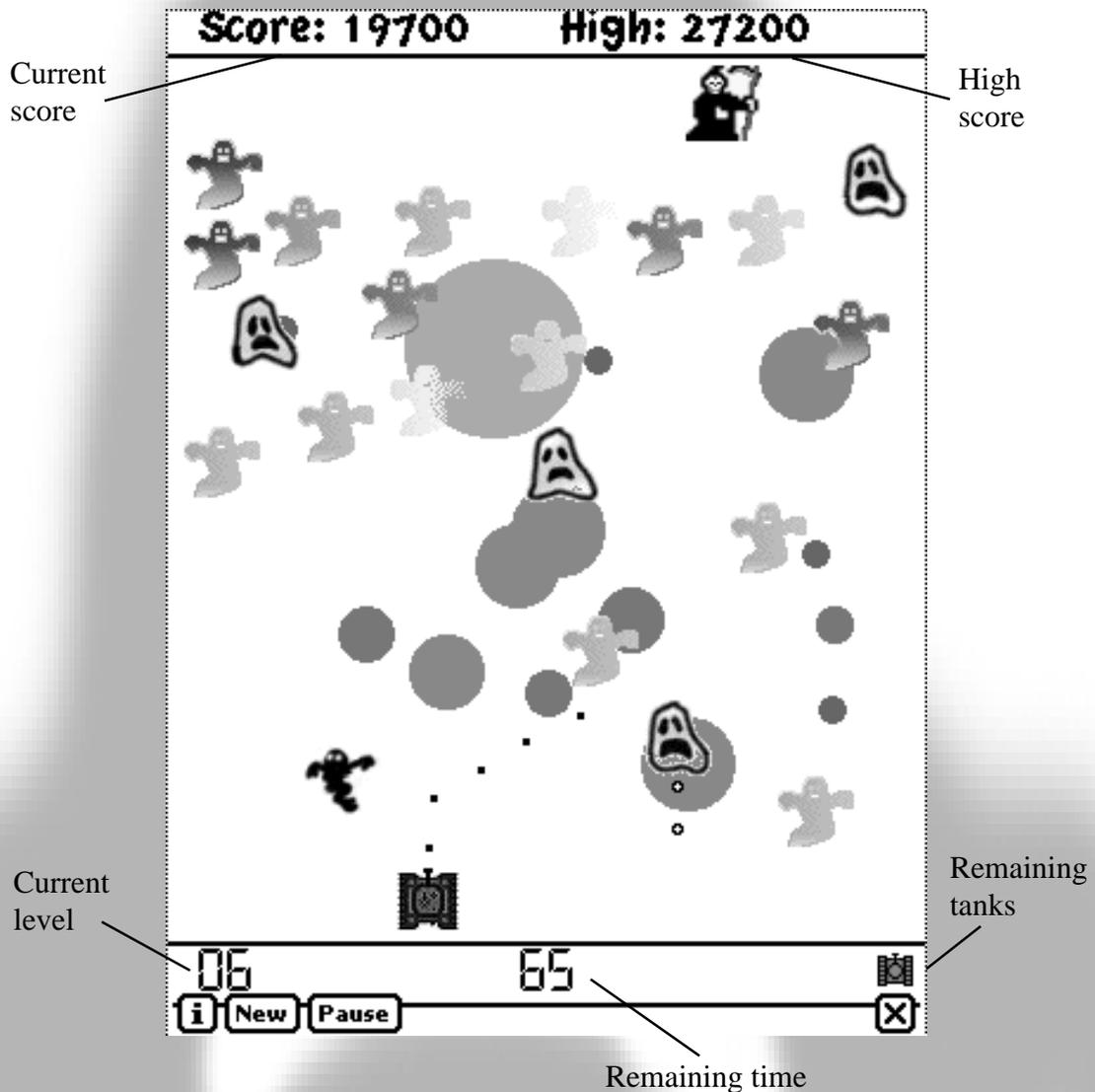
No matter how bad it is, you haven't lost hope. You're well trained, well equipped, and your plasma blasts have made quick work of most of the ghosts you've seen. And hey, even if you're stuck in an alternate reality being attacked by an endless supply of evil creatures, you do have one advantage.

You have a tank.

All you Wanted to Know About Tanks, but Were Afraid to Ask

Battle Screen

When you first open up Ghost Hunter, you see the Battle Screen. All the action takes place here, so take some time to review it. Yes, we know you're a high trained and skilled Plasma Tank Commander, but read it anyway. You may just learn something that will save your life.



Starting a New Game

Tap on the New button to start a new game.

Pausing a Game

For the times when you're just about to get the high score and the doorbell rings, there is a Pause button. Tap it to stop all the ectoplasm action dead in it's tracks. And, of course, tap it again to start blasting.

You and Your Tank



You control your tank (Mmmmm. . . tanks!) by tapping on the screen.

Tapping to the right of the tank has the following effects:

- If the tank is stationary, it moves to the right.
- If the tank is moving to the right, it speeds up.
- If the tank is moving to the left, it slows down.

Tapping to the left of the tank has the following effects:

- If the tank is stationary, it moves to the left.
- If the tank is moving to the left, it speeds up.
- If the tank is moving to the right, it slows down.

Firing the Plasma Cannon

Tapping on the screen above the tank fires plasma blasts at the undead nasties. Unfortunately, due to problems with overheating, you can only have a maximum of 10 shots on the screen at a time. When you got this tank for testing, you heard from a friend that in order to reduce costs and increase profits, the marketing people at PLASMATANK INC. made the engineers remove half of COOLTEK™ equipment from the plasma gun. You've already made a mental note to have a word with the executives when you get home. Yes, a nice quiet little chat. Just you, them, and your tank.

More on Tanks

You begin the game with three tanks. If you are shot by a Specter, run out of time, or run into the Grim Reaper, you loose a tank.

More Tanks

Every 10,000 points, you get another tank. Think of it as a reward for superior firepower.

Claiming the Moral High Ground Through Superior Firepower

Your instructors in the academy used to say that reducing the sides to Us and Them removes all sorts of ethical baggage from a conflict. Well, you're not afraid to keep the baggage and call yourself Good and the ghosts Bad. After all, you have a tank.

Normal Ghosts



Normal Ghosts are more of an annoyance than anything else. They float around, fade in and out, and get in the way. The only way they can hurt you is by making you run out of time.

Shots to Kill: 1

Points: 100

Spectres



Spectres are nastier than the Normal Ghosts. They're not as sneaky, and are always in view, but they're tougher and shoot back. Alone they're not too bad, unless you let them get close. When they get in packs, watch out! Waves of ectoplasmic goo can get mighty hard to dodge.

Shots to Kill: 2

Points: 200

Shadows



While they can't hurt you directly, that's about the only good thing you can say about them. They're strong, fast, and very sneaky. They sulk around, invisible more often than not, and are hard to kill even when you do see them. Hunting them down can take a lot of time. Time you don't have.

Shots to Kill: 6

Points: 500

Grim Reaper



There are only two things to count on in life: death and taxes. In the interest of fair play there are no taxes in Ghost Hunter, but there is the Grim Reaper. He's big, he's bad, and he has a scythe. Mostly, he hangs out behind all the other ghosts and looks menacing, but if he comes after you, all you can do is get out of the way. He destroys everything he touches; even other ghosts! You've heard fairy tales of Death being beaten, but in this case discretion may be the better part of valor.

Shots to Kill: Good Luck!

Points: See Above

Ghost Hunter: The Game That Cares About Your Opinions

Game Levels

If you're overwhelmed by the undead horrors, or are looking for more of a challenge, you can change Ghost Hunter's skill levels. There are seven skill levels for Ghost Hunter, ranging from Boring to Unbeatable. The skill level determines how much time you are given for each level.

To set the skill level, go to the Ghost Hunter Preferences, which are found under the  button.

High Score

Ghost Hunter keeps track of your high score at the top of the Battle Screen. If you want, you can reset the high score in the Preferences.