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GETTING STARTED

☞ INSTALLING GHOST MASTER® ☞

Insert Ghost Master Disc 1 into your CD-ROM drive, and then follow the instructions on screen.

If Setup does not commence automatically then follow these steps:

1. Double Click on your MY COMPUTER desktop icon.
2. Double Click on the CD icon
3. Double Click on SETUP

☞ STARTING THE GAME ☞

To start Ghost Master®:

1. Double Click on the GHOST MASTER desktop icon

or

1. Click START
2. Point to PROGRAMS
3. Point to EMPIRE INTERACTIVE
4. Point to GHOST MASTER
5. Click GHOST MASTER

☞ UNINSTALLING GHOST MASTER® ☞

To uninstall Ghost Master:

1. Click START
2. Point to PROGRAMS
3. Point to EMPIRE INTERACTIVE

4. Point to GHOST MASTER
5. Click UNINSTALL GHOST MASTER
6. Follow the on-screen instructions

or

1. Click START
2. Point to SETTINGS
3. Point to CONTROL PANEL
4. Double-Click on ADD or REMOVE PROGRAM
5. Select GHOST MASTER from the list
6. Click CHANGE/REMOVE
7. Follow the on-screen instructions

☞ THE MAIN MENU ☞

When you start Ghost Master you will be presented with the following menu screen:



1. CONTINUE GAME - Continue the last played game
2. NEW GAME - Begin a new game
3. LOAD GAME - Restore a previous saved game (see "HOW TO GO BACK IN TIME" on page 17)
4. OPTIONS - Modify various in-game options settings (see "CHANGING OPTIONS SETTINGS" on page 4)
5. CREDITS - View a list of Ghost Master credits
6. EXIT - Quit Ghost Master and return to Windows

☞ CHANGING OPTIONS SETTINGS ☜

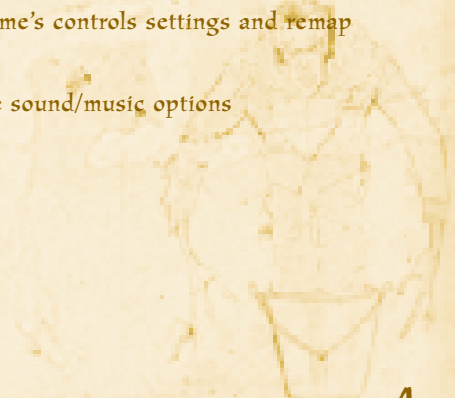
You can adjust many in-game settings in the Options menu for optimum performance.

GAME - Adjust various game settings

1. **HAUNTING 101 TUTORIAL ON** - Toggles whether to enable the tutorial mode for the level Haunting 101 (see **CHOOSING WHETHER TO USE THE TUTORIAL** on page 5)
2. **SHOW TOOL TIPS FOR POWERS** - Toggles whether the pop-up tool tips appear in game
3. **TOOL TIP DELAY** - Adjust the length of time it takes for the tool tips to appear
4. **EVENT CAMERAS** - Setup how frequently in-game event cameras appear (none, critical or all)
5. **SCREEN EDGE PAN** - Toggles mouse camera movement when the mouse pointer is dragged towards the edge of the screen
6. **AUTO MOVE CURSOR** - Move the mouse cursor to the centre of the screen automatically
7. **PAN SPEED** - Adjust how fast the screen pans

CONTROLS - Adjust the game's controls settings and remap default key shortcuts

AUDIO - Adjust the in-game sound/music options



DISPLAY - Advanced graphics options

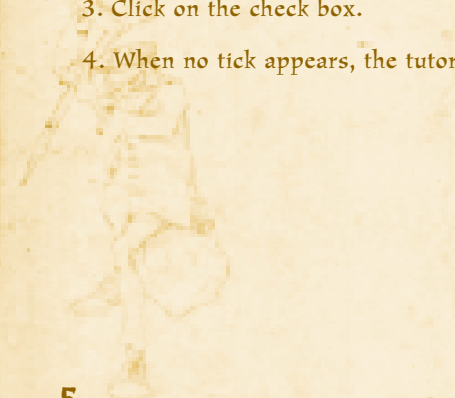
1. **RESOLUTION** - Change the in-game screen resolution
2. **OVERALL GRAPHICS QUALITY** - Adjust the general graphics quality (fastest, average or best)
3. **TEXTURE QUALITY** - Change the bit depth of the games textures
4. **GAMMA** - Adjust the game's brightness level
5. **ENHANCED CURSOR** - Toggle between basic (fastest) or enhanced mouse pointer

☞ CHOOSING WHETHER TO USE THE TUTORIAL ☜

By default, the game will start with the Tutorial enabled, and the first haunting you play will include a complete tutorial of the basics of haunting.

If you wish to play without the tutorial (perhaps using the manual as your guide instead):

1. Select **OPTIONS** from the Ghost Master main menu.
2. Point to the check box marked **HAUNTING 101 TUTORIAL ON**.
3. Click on the check box.
4. When no tick appears, the tutorial has been disabled.



☞ THE PAUSE MENU ☜

Once in game, the pause menu can be accessed by pressing the Escape key or by clicking on the options icon in the bottom left corner of the screen.



1. **RESUME HAUNTING** - Continue the current haunting
2. **HAUNTER COMMITTEE BRIEFING** - Review the Haunter Committee Briefing
3. **LOAD GAME** - Restore a previous saved game (see "HOW TO GO BACK IN TIME" on page 17)
4. **OPTIONS** - Modify various in-game options settings (see "CHANGING OPTIONS SETTINGS" on page 4)
5. **RESTART CURRENT HAUNTING** - Restart the current level (you are returned to Haunter Select screen)
6. **QUIT CURRENT HAUNTING** - Quit the current haunting and return to the scenario select screen
7. **EXIT** - Quit the current level and return to the main menu



THE BASICS OF HAUNTING

Assemble your Haunter Team, young Ghost Master, and use the powers of your ghosts to cast fear into the hearts of the living!

Remember: we of the dead may not terminate a mortal's fragile existence (after all, that outcome is already inevitable). Our task is to teach the mortals to pay proper respect to the dead by scaring the pants off them. And to have some fun as we do so.

Feel free to enter the mortal plane as soon as you deem it fit but heed the words writ here, for they are the distilled wisdom of legendary Ghost Masters such as Betty Krueger (the Nightmare Chef) and Stanley "Red Rum" Shining.



MOVE

Move your pointer to the edge of the screen to move it in that direction (the Arrow keys have the same effect).

SELECT

All interactions use the Left Mouse Button.

ZOOM VIEW

Use the Mouse Wheel, or Insert and Delete to zoom in and out.

ROTATE VIEW

Hold the Right Mouse Button then move the mouse left and right to rotate your view, or up and down to alter the angle of your view.



VIEWPOINT ICONS

LEFT AND RIGHT ARROWS: rotate left and right in forty-five degree increments.

UP AND DOWN ARROWS: move up or down floors (Page Up and Page Down have the same effect, as does the mouse wheel when the Right Mouse Button is held).

CENTRE BUTTON: Restore default view.

∞ FOUNDATIONS OF HAUNTING ∞

The subtleties of haunting have obsessed the greatest of dead minds for eternities. However, the following concepts are undeniably the core of any haunting.

HAUNTERS

Each ghost in your team is a haunter. The Ghost Master chooses where to place a haunter within the haunting location, and instructs them regarding the powers that may be used, but they do not have direct and total control over their haunters. You must learn to work with your team, as they will be the ones using powers to affect the world and scare mortals.



FETTERS

Haunters may only exist in the mortal realms by being tethered to a fetter – an object or place where ghosts may be bound. Learn to spot the glow around a fetter as this is a place you can put a ghost.



PLASM

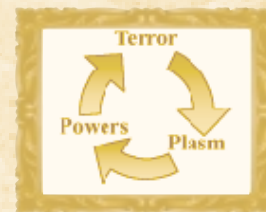
To exist upon the mortal plane, ghosts require a constant supply of Plasm. This intangible force is generated by mortal Terror. Plasm is not spent - rather, you allocate an amount of the available Plasm to a ghost. If you have 100 Plasm, 40 of which is allocated to a haunter, and you wish to give 80 to a different haunter, you can do so by reducing the Plasm allocated to the first ghost.

Plasm Flow is shown by the green Plasm Bar. The dark green portion shows the total Plasm generated by scared mortals. The light green portion shows the Plasm your bound haunters are using. You gain more Plasm when you scare mortals, and lose it if you let them calm down.



THE CIRCLE OF HAUNTING

Scare mortals to create Terror, which generates Plasm, which is used to charge haunter Powers, which scare mortals...



∞ HOW TO HAUNT IN TWENTY EASY STEPS ∞

The primary goal of any Ghost Master is to frighten mortals – generally human mortals (the differences between human mortals and other living creatures seem to revolve around the humans' increased capacity to complain). Follow these steps to learn how to do this!

STARTING A HAUNTING CAMPAIGN

1. BEGIN YOUR CAMPAIGN

Ghost Masters refer to haunting as 'the oldest game'. Select 'New Game' to begin your new campaign of terror!

If you do not want a tutorial, go to 'Options' and disable the tutorial before you start.



2. ENTER THE MORTAL REALMS

When mortals foolishly call upon the occult, they open the door for a Ghost Master. Names have power, so give them your name so you may enter the mortal realms!



3. SELECT HAUNTING

From the map of your haunting area, choose where you are going to haunt. As you win victories, more haunting assignments will be offered to you.

4. CHOOSE YOUR TEAM

You must choose your team before entering a haunting. For now, select 'Recommend' and let the Haunter Committee choose your team for you. Then select 'Go Haunt' to get started.



INVESTIGATING A HAUNTING SITE



5. STARTING PLASM

Your Plasm Bar begins with some Plasm (for Haunting 101, 100 Plasm). This is generated by the general unease of the mortals present.

6. GHOSTLY PRESENCE

Your very presence keeps mortals on edge until a power is used (see step 12). The Plasm Bar appears frozen while your ghostly presence is in effect. Take advantage of this time to survey the haunting.

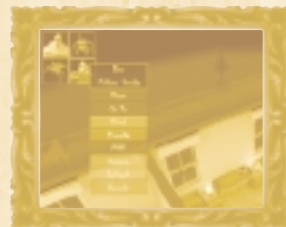


7. MORTALS

Study the mortals – where do they go? What do they do? You can keep track of mortals using the Mortal Pack, to the right of the screen. Look at all the rooms of the haunting. When you are ready, we'll put a ghost into the field.



BINDING TO FETTERS



8. SELECT HAUNTER

First select the haunter you want to bind from the Haunter Pack on the left. Clicking on a ghost in the Pack will open their menu allowing you to select from a number of options.



9. SELECT POWERS

Using the Powers option, you can activate a haunter's powers. They are arranged in Bands, with the most Plasm expensive at the top.

Click on a power and the haunter will be able to use that power and any powers that appear beneath it.

Most powers take time to recharge after use, but some can be used continuously



10. SELECT BIND

Click on Bind.

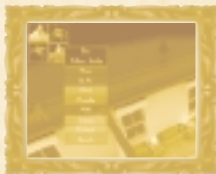
You are now carrying the haunter, and can see all the fetters it can be bound to.

11a. SELECT FETTER (AREA FETTER)

If the haunter you selected binds to an Area fetter (e.g. Boo, Clatterclaws, Weatherwitch), rooms or regions of ground will light up.

Click at the (lit) place you wish to bind the haunter.





11b. SELECT FETTER (OBJECT FETTER)

If the haunter you selected binds to an Object fetter (e.g. Cogjammer, Shivers, Ghastly), the appropriate objects will light up.

Click on the lit object you wish to bind the haunter too. You can only have one ghost on any given Object fetter.

12. HAUNTER IN ACTION!

In their normal state, invisible to mortals, haunters in the field glow green. They can use one recharge power and one continuous power at any given time. Ghosts decide for themselves which powers they want to use, up to the Band you selected for them.



Once a power has been used, Plasm will fall if mortals aren't kept scared.

HINT

You can change a haunter's Plasm Band from the Powers menu at any time.

When you point at a Band in the Powers menu, the required Plasm is displayed at the bottom. If this value is green, you have enough Plasm – if it is red, you don't have enough to put the haunter at that Band.

Also remember that when you give a haunter enough Plasm to charge a particular power, it can also charge any of its 'cheaper' powers.

MORTALS

13. ABOUT MORTALS



You can learn about mortals by pointing at them in the world or in their pack. You can easily spot frightened humans as they have a tendency to wave their arms, scream, and run around aimlessly. Learn these signs!



14. TERROR (RED)

Some powers cause Terror – you will see a red aura when this happens. More Terror means more Plasm – so you can power-up stronger Powers or bind more haunters!

15. BELIEF (BLUE)

Some powers cause Belief, shown by a blue aura. Sceptics with low Belief are less affected by Terror. Study what mortals consider normal (i.e. objects stay on the ground, weather occurs outside) and you will learn how to make them vulnerable to Terror by building Belief.



16. MADNESS (YELLOW)

A yellow aura indicates Madness. Mortal minds are brittle things and if exposed to the strange and irrational, some mortals will simply snap, becoming Insane (this counts as them having fled for your goals).

17. FLEEING (WILLPOWER)

The white portion of the bars is a mortal's Willpower. If you fill the white portion of their Terror bar the mortal will flee the haunting!



HINT

If a mortal's Madness exceeds their Willpower (the white portion of their Madness bar is full) they will go Insane – with hilarious results. If your goal is to cause everyone to flee, an Insane mortal will count as fled for this goal.

COMPLETE YOUR OBJECTIVES



18. USE MANY GHOSTS

When you have spare Plasm, get more ghosts into the field! Follow steps 8-12.

When you don't need a ghost in the field, use Bench to put them back in the pack.

19. REPOSITION YOUR HAUNTERS

Mortals change their habits in response to your haunting so you may have to move your ghosts (that is, bind them to a new fetter).

You do not need to Bench a haunter to bind it to a new fetter – just follow steps 8-12.



20. FULFIL YOUR GOALS

Sometimes your goal will be to scare everyone away – sometimes you will have more subtle goals. You can check what your objective is at any time by pressing ESC and selecting 'Haunting Objectives'.

☞ HAUNTER & MORTAL MENUS ☛

Haunter Menu	Mortal Menu	Meaning
View	View	Gives a close, following view (any key to exit)
Go To	Go To	Moves to that haunter/mortal's location
Bind	-	Use to 'carry' a haunter (see Step 10)
Powers	-	Use to change a haunter's Plasm Band (Step 9)
POV	POV	Look from haunter/mortal's perspective
Orders	-	Give specific instructions to a haunter
Epitaph	Bio	Information about a haunter/mortal
Bench	-	Return a haunter to the pack

HOW YOU MAY FAIL

As an undead entity of some power, an apprentice Ghost Master may be tempted to feel superior to the mortals they scare. And so they should. But do not become overconfident! A haunting may fail in a number of ways.



PLASM ALERT

Should the flow of Plasm dry up, or be overstretched by the use of too many expensive haunter powers, the Plasm Alarm will sound.

The Ghost Master will have a short time to rebalance their Plasm resources by benching or lowering the power bands of haunters, or risk ejection from the mortal realms.

GOAL FAILED

Always keep track of what your goal is! If you need the mortals to complete your goal, do not bring about failure carelessly by scaring them away.

A good Ghost Master should always be aware of the purpose of their haunting, and consider what that may entail.



MORTAL THREAT

Despite being virtually insignificant to the needs of the universe, humans have developed many ways to protect themselves from our kind – some may even attempt to banish your haunters!

Banished ghosts are not available for the rest of the haunting – and the loss of too many ghosts may force the haunting to be aborted.

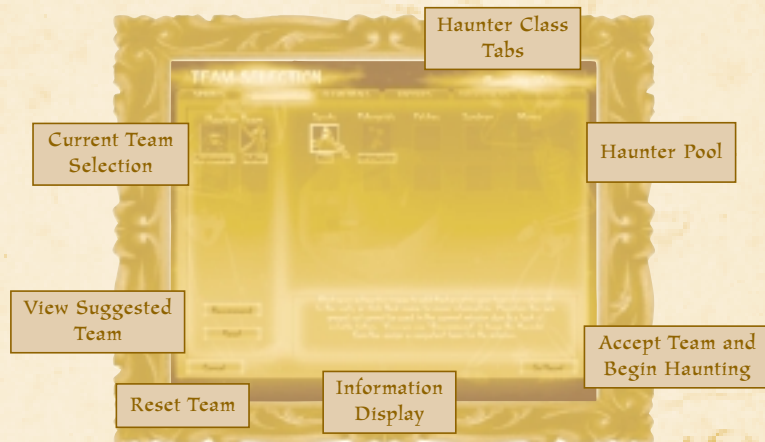
HINT

If you set a haunter to a high Plasm Band before binding them to a fetter, and Plasm falls to a level insufficient to support that power when you bind them, you will become overdrawn. This risks a haunting failure, so be careful!

☞ HOW TO SELECT YOUR OWN HAUNTER TEAM ☞

Each Recommended Team is guaranteed to be able to achieve the haunting goals, but may not be the best team for your haunting style. Selecting your own team can be more satisfying and – once you get to know your ghosts – more effective.

Your Haunter Team will consist of up to eight ghosts, and your allowed team size will be increased as the difficulty of your assignments grows. Choose your team wisely!



Use the tabs to move between the six different Classes of haunter (each one requiring a greater amount of Plasm to maintain from Sprites, at the lowest end, to Horrors at the highest). Then:

- ☞ **ADD TO TEAM** by clicking on a haunter in the pool area.
- ☞ **REMOVE FROM TEAM** by clicking on a haunter in the team area.
- ☞ **EXAMINE POWERS** by clicking upon a haunter's name.

To accept your team, click upon 'Go Haunt' – you will then move to the mortal realms and start your assignment. You cannot change your team after this point without exiting or restarting that haunting.

☞ HOW TO GO BACK IN TIME (SAVES & REVISIT) ☞

Death, as you may know from experience, is not the end. Neither, then, is failure. The Haunter Committee commands some potent temporal powers, which are used to exploit the full potential of every haunting.

SAVES: USING TEMPORAL FILES

A secretive, overworked branch of the Haunter Committee spends its time cataloguing the time of others. The Committee archives contain many thousands of choice moments (the majority of which are probably out of date).

At certain points during your haunting career, a Temporal Clerk will invisibly log your choral co-ordinates automatically. These 'saves' allow your campaign of terror to be resumed from that point. The Ghost Master has no control of this process, except to select which temporal file to revisit, should they wish to, using the 'Load' option.

Because chronicling every moment of a haunting would overstress even our dedicated minions, temporal filing is performed only between hauntings and after powers are taught.

Although restoring to an earlier Temporal Save is always possible, it is never recommended or necessary. Use at your discretion.

REVISIT: USING THE TIME GATE

Our mastery of time goes beyond even this. Imagine – a potential recruit had been located within a haunting site, but the completion of the haunting goal prevented the Ghost Master from laying them to rest.

Our Time Gate comes in handy in situations like this. The Ghost Master may revisit any completed haunting and find it returned to a state of temporal virginity. This technique may be used for recruitment purposes, to experiment, to practise haunting, or simply to relive fond memories of the screams and the tears.

To use the Time Gate, click upon the appropriate Revisit option on the High Score Table for the haunting you wish to return to.

HINT

When training haunters, your choices of taught power will be permanent once accepted. You may still use previous saves to resume haunting at a point before you made your training choices, if you must.



HAUNTERS

The Haunter Committee divides haunters into six classes by their relative Plasm costs. More Plasm-expensive does not mean better – just more ferocious compared to the versatile, lower-cost haunters. A wise Ghost Master balances their Team by selecting ghosts from the full spectrum of Classes.

SPRITES



Sprites are the most Plasm-cheap haunters to field. They don't wield the most potent of powers, but are excellent for generating unease in mortals when Plasm is low.

DISTURBANCES



Disturbances are a varied and versatile Class who arguably offer the best balance between power and cost. However, the more powerful Disturbances are hindered somewhat by their limited choice of fetters.

ELEMENTALS



Elementals are mid-cost spirits of nature rather than entities who once were alive. For versatility they are unparalleled. They are proud and noble, and have a tendency to sulk when called 'ghosts'.

VAPOURS



Vapours are excellent haunters, but can be hard to use due to fetter limitations. They often have influence over emotions, madness and storms.

FRIGHTENERS



Frighteners are Plasm-expensive haunters who make up for their costly nature via the effectiveness of their powers. They are generally more subtle than Horrors, and slightly cheaper. Some of the most powerful haunters belong to this class.

HORRORS



These "shock-haunters" drain Plasm badly, and as such it is difficult to put them to use early in a haunting. Their brutal, unsophisticated powers are, however, worth the wait.

☞ TRAINING YOUR HAUNTERS ☞

Just as haunters come in many shapes and sizes, so too do they arrive under your control having experienced various levels of training.

ON-THE-JOB TRAINING

All haunters learn as they work. The more a Ghost Master fields a specific haunter, the more training that haunter gains.

On-the-job training leads to more competent haunters, who will be more capable of employing their abilities in useful ways. In addition, better-trained haunters will be able to learn both a greater number and a greater range of direct Orders from their Ghost Master.

TRAINING LEVELS

The more you use a haunter in the field, the higher their training level. Haunters learn more complex Orders at higher training levels, and can learn more Orders simultaneously:

- ☞ WILD (1 ORDER AT A TIME): Wild haunters are chaotic, hard to control, and have short attention spans.
- ☞ UNTRAINED (UP TO 2 ORDERS AT A TIME): The complexity of orders understood by Untrained haunters is underwhelming.
- ☞ HOUSE BROKEN (UP TO 3 ORDERS AT A TIME): A good level of training for the average ghost, House Broken haunters will use powers intelligently, can understand moderately complex instructions, and will not scratch at the wallpaper.

- ☞ **DOMESTICATED (UP TO 4 ORDERS AT A TIME):** Domesticated haunters are extremely flexible in both haunting and instruction, and even tidy their crypts without being told to.
- ☞ **TRAINED (UP TO 5 ORDERS AT A TIME):** At this level of training, ghosts can understand orders that even some Ghost Masters have problems with. It is up to you whether you wish to use these orders or not.

There are further training levels beyond these five which you will discover if you continue to give your haunters on-the-job training. Haunters can learn up to eight orders in total when they are fully trained.

You can see some examples of Orders being used in Tactical Exercise G: Orders, on page 31.

☞ TEACHING NEW POWERS IN THE GHOUL ROOM ☞

Between hauntings, you can go to your base of operations to teach new powers. This will give your haunters more powers to use in the field, and is a good reward for an excellent performance during a haunting.



- 1. GET GOLD PLASM**
Gold Plasm is the currency of the nether world, and is earned by the Ghost Master as payment for haunting, and for noteworthy achievements. "Every scream is profit," as some material ghouls like to say.

- 2. GO TO THE GHOUL ROOM**

A Ghost Master initiates power training by visiting their base of operations (which is often dubbed 'The Ghoul Room'). Click on the Ghoul Room to visit.



- 3. SELECT A HAUNTER**
Click on any haunter and select their Powers menu. For each empty Plasm Band a haunter has, one or two powers are presented as possibilities for training, along with their cost in Gold Plasm.

- 4. SELECT POWER TO TEACH**
Click on your choice of power to teach it to your ghost. Each haunter is limited to learning a single power for each Plasm Band it wields, and very few haunters can learn powers from the highest Bands. Once a power is taught, it cannot be unlearned.



HINT

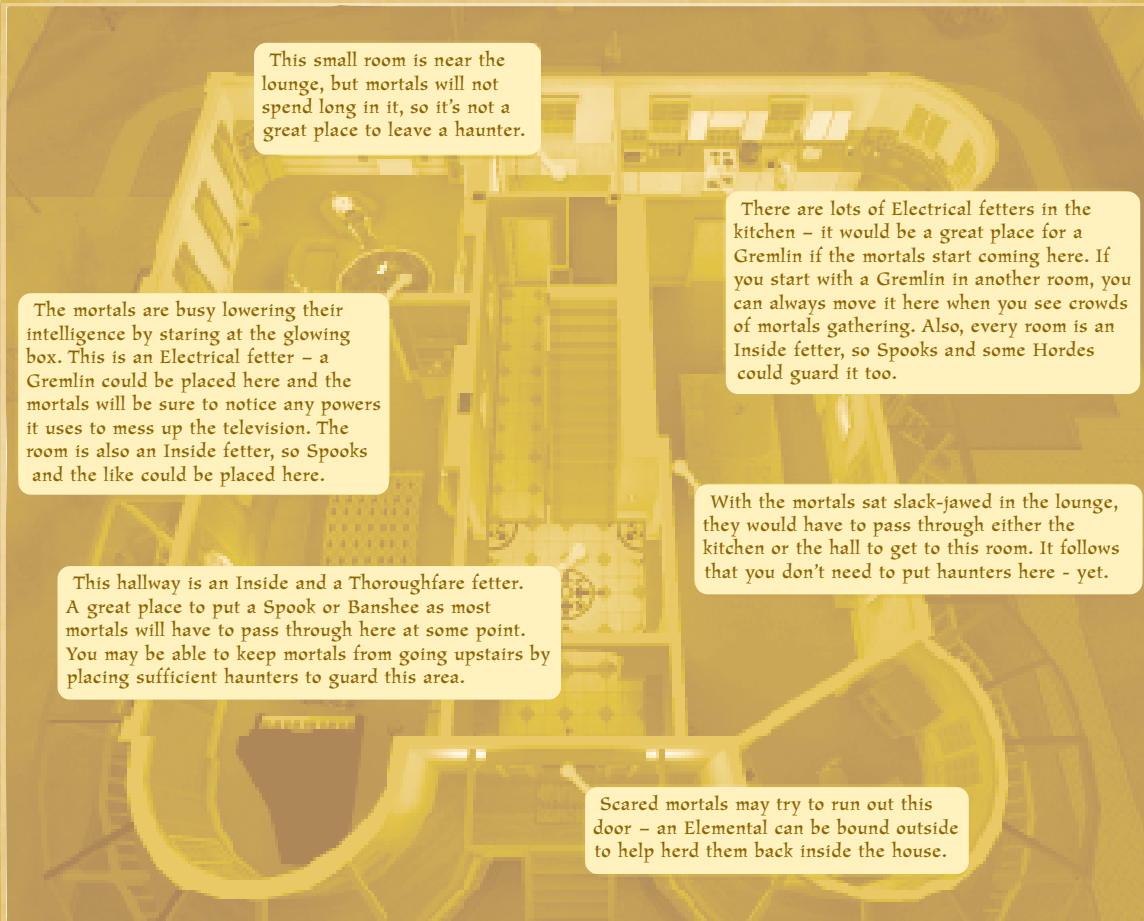
The Haunter Committee awards Gold Plasm in response to many Ghost Master feats, from making mortals scream to driving them bug-nuts insane. Feel free to use the Time Gate to revisit previous hauntings – superior performance will result in Gold Plasm rewards.



ACTICAL EXERCISES

☞ A. MULTI-GHOST OPERATIONS ☞

This is the first of several Tactical exercises provided by the ever vigilant Bureau of Astral Affairs to aid in your training. The purpose of this exercise is to teach you to think carefully about where you are binding haunters. Most mortals are very foolish, and you can anticipate their movements and plan ambushes.



This small room is near the lounge, but mortals will not spend long in it, so it's not a great place to leave a haunter.

The mortals are busy lowering their intelligence by staring at the glowing box. This is an Electrical fetter - a Gremlin could be placed here and the mortals will be sure to notice any powers it uses to mess up the television. The room is also an Inside fetter, so Spooks and the like could be placed here.

There are lots of Electrical fetters in the kitchen - it would be a great place for a Gremlin if the mortals start coming here. If you start with a Gremlin in another room, you can always move it here when you see crowds of mortals gathering. Also, every room is an Inside fetter, so Spooks and some Hordes could guard it too.

This hallway is an Inside and a Thoroughfare fetter. A great place to put a Spook or Banshee as most mortals will have to pass through here at some point. You may be able to keep mortals from going upstairs by placing sufficient hauntings to guard this area.

With the mortals sat slack-jawed in the lounge, they would have to pass through either the kitchen or the hall to get to this room. It follows that you don't need to put hauntings here - yet.

Scared mortals may try to run out this door - an Elemental can be bound outside to help herd them back inside the house.

HINT

Efficient haunting means keeping the pressure up on the mortals – leave them alone, and they'll calm down. If you can position haunTERS to hit them wherever they turn, you will soon have them making that amusing screaming noise and heading for the door!

∞ B. BLITZING MORTALS ∞

Some mortals will run screaming from the slightest unusual activity, but others will be tougher. They may lack Belief in the unseen world, which makes haunting them harder, or they may just have unusually strong Willpower. Blitzing is all about hitting a mortal in the most effective manner.

BELIEF BLITZ

1. BELIEF POWERS



Tough sceptics can be shown the error of their ways by using powers that increase their Belief.

Telekinetic (e.g. Kinesis, TK Storm) and Possession powers (e.g. Dominate, Possess) are especially good, as is indoor weather – the more stormy the better!

2. PROOF OF THE SUPERNATURAL

As a general rule, the more strange and unnatural an event is, the more Belief it will build.

Turning water to blood, making a mortal particularly lucky or unlucky, and widespread electrical malfunctions are all good for building Belief.

3. TERROR POWERS



When you have built up a mortal's Belief, they become more vulnerable to your more horrific powers.

Hit them with Fear (e.g. Dread, Terrorise) or Pursuit Powers (e.g. Chase, Hide & Seek) to scare them.

Most high Band powers will fill mortals with Terror.

HINT

When you find your haunTERS have moved around without you, it's because they are roaming. HaunTERS with Pursuit powers (e.g. Hordes and Spooks) roam to chase mortals, effectively changing their own fetter.

FEAR BLITZ

1. UNCOVERING FEARS

Every mortal has certain secret Fears which terrify them more than anything else. Mortals have both Conscious and Subconscious Fears.

Powers like Taste Aura and Aura Reading will reveal a mortal's Conscious Fear.

2. VULNERABILITIES

When you know something about a mortal's Fears, it shows up in their Biography, which you can access from the Mortal Pack. This knowledge can be used on the paranoid little mortals to terrorise them more effectively.

3. FLAVOURS OF HORROR



Terror comes in many flavours, delicious and satisfying – Electrical, Trapped, Storm, Creepy Crawly, and many more.

If you know that a mortal has a Fear of Electrical things, then powers like Strange Behaviour and Sparkstorm will hit them right where it hurts!

The essence of the Fear Blitz is finding out what a mortal's weaknesses are and then hitting them with just the right powers. It is a highly skilled approach to haunting, pioneered by the noted Phantom, Dr. Sang-Freud.

HINT

A mortal is particularly scared by their Conscious Fear but they are extremely vulnerable to their Subconscious Fear, if you can uncover it. There is always a relationship between Conscious and Subconscious Fear... close observation of a mortal may teach you as much about their Fears as using powers.

☞ C. RECRUITING RESTLESS SPIRITS ☞

Part of your duty as a Ghost Master is to recruit new haunters to come and work for the Haunter Committee. Many restless spirits are out there, trapped in the mortal realms by careless accident or unfinished business.

LAYING TO REST

1. TALK TO RESTLESS SPIRITS



When you find a Restless Spirit, click on them to hear what they have to say.

If you don't follow what they're saying, ask again and most will try and explain their plight more clearly.

2. MAKE A PLAN

Once you know what the problem is, you need a solution.

Always examine the area closely, and consider what fetters are available to you.



3. FIND A SOLUTION

The Department of Clairvoyance reports that one of the first Restless Spirits you will encounter will be trapped in a vacuum cleaner.

You can't bind another haunter to her fetter, but a Gremlin on another fetter nearby might be able to cause the vacuum cleaner to malfunction...

HINT

You can use the powers of Restless Spirits even before they've been laid to rest. After speaking to them, you can access their powers from the haunter pack like any other haunter.

If you don't lay them to rest first time around, try again later with different ghosts (and different powers) using the Time Gate – see page 17.

☞ D. HERDING MORTALS ☞

Mortals are stubborn, stupid creatures more concerned with what goes in their mouths and what goes on in their beds than anything else. A skilled Ghost Master must learn how to herd mortals in order to get them to go where they are needed.

MANIPULATING MORTALS



A. DRAW THEM CLOSER

You can draw mortals towards a location with noises, unusual scents and certain special powers.

Most mortals will investigate unusual sounds and the like provided they are relatively calm – a scared mortal will not investigate!

B. MOVE THEM OUT

Making an area uninviting to mortals is a good way to clear them out.

Bad weather, bad smells, or just plain weirdness usually does the trick.

C. USE TERROR

Remember you can always use Terror powers to help move mortals along.

Tactical placement of haunters (as described in the Multi-ghost Operations tactical exercise) can also be very helpful.

HINT

If you are using powers to draw a mortal to a location, be careful the same ghost's powers don't scare them away when they get there! If necessary, you can always use Orders to refine your strategy.

⌘ E. ADVANCED FETTERING ⌘

While most ghosts fether to stationary objects, there are some situations in which a haunter may have a mobile fether. Mastering advanced fether techniques will allow you to greatly extend your reign of terror.

CHILDREN

The amoral innocence of young mortal minds is ideally suited to the fethering needs of some haunters. Poltergeists and Tricksters may be bound to a child, who in turn will be delighted, rather than horrified, by any ghostly powers they witness.



SLEEPWALKERS

Sandmen have learnt the ability to induce a sleep-like trance in mortals. This allows the spirit to inhabit that mortal's dreams, rendering them immune to all haunting effects and allowing the Sandman to use them as a fether as they sleepwalk.



POSSESSION



Several haunters (including Spectres and Manes) have acquired the ability to take limited control over a mortal's behaviour. The mortal acts as a fether for the duration of the possession, but is guarded from haunting until the possession ends - which is a highly traumatic event!

GIFTS

Certain powers create gifts which act as fethers for use by your ghosts. These gifts may act as any fether in the current haunting (except Area fethers) and mortals cannot resist carrying them around. However, when any ghost bound to the gift uses a power, the box will be dropped by the startled bearer.

⌘ F. WEATHER CONTROL ⌘

Mortals have been bullied by the weather for millennia, unable to comprehend the seeming capriciousness of the wind and the rain. It would be unseemly for the dead to ignore something that mortals fear so much, and several haunters have powers dedicated to manipulating it.



BUILDING WIND FORCE

Many different powers will raise wind force a certain amount, and most of these will also prevent the wind from dying down. The Gather Winds power can only raise the force of the wind slightly, but when coupled with a continuous Wind power the results can be dramatic.

RAIN AND STORMS

If rain is added to sufficient winds, a storm will result – and the value of thunder to a haunting is well known. Many weather powers work in combination, and Ghost Masters are encouraged to experiment in order to find the most effective types of weather to influence the haunting.



OTHER WEATHER EFFECTS



As well as wind and rain, both cold and heat can have an influence on the prevailing weather in a haunting. The many different types of weather can be used to scare mortals, destroy artefacts and influence the mortal realms in other ways. Study this chaotic aspect of the mortal realms as it will serve you well.

HINT

Some powers can be used all the time. Ghosts cannot use these continuous powers simultaneously, so a haunter using Rain cannot use a continuous Wind power as well.

You will need to use multiple haunTERS to build the strongest weather effects.

⌘ G. ORDERS ⌘

A Ghost Master may choose to use Orders, to give specific instructions to their haunTERS. This is an optional, advanced technique – but certain Orders may prove particularly useful.

USE ONLY THE POWER AT YOUR CURRENT POWER BAND

This power can be used by any ghost and forces the haunter to use only the power at the Plasm Band you select. If your haunTERS aren't using the powers you want, you can give them this order to effectively take control of which powers they will use. Just put them on the Plasm Band of the power you want used.

ONLY USE POWERS IF MORTALS PRESENT

Ghosts which are Untrained or better (training level 1 and above) can use this Order which stops them from setting off powers when they are bored. However, if you train your haunTERS with plenty of field time, you will not need to use this order.

PICK ON MORTAL

This allows you to single out a mortal for special treatment... whenever the haunter can hit that mortal with a power, they will do so. Any haunter which is Untrained or better can use this Order.

DO NOT USE POWER EVER

This can be very useful if a haunter has a power that you don't want it to use, either because it's interfering with your diabolical schemes, or because you are bored of it. HaunTERS which are House broken (training level 2 and above) can use this.

YOU MAY ROAM AT WILL

Any Trained or Domesticated haunter can be ordered to roam with this Order even if they don't have Pursuit powers. This allows them to move between fetters without you giving them specific instructions to change fetter.

HINT

You do not need to use Orders to be a good Ghost Master, but it does give you options. Experiment with them and make your own decision as to whether or not you want to use Orders.



APPENDICES OF HAUNTING INFORMATION

APPENDIX I: TYPES OF POWERS

This appendix lists which haunTERS learn which types of power, and describes each type briefly with respect to the uses and abilities of those powers.

ATTRACTION	Apparition, Shadow, Trickster, Wisp Unsurprisingly, these powers attract mortals like moths to a flame, and can affect their sanity in the process.
COLD	Apparition, Poltergeist, Shadow, Spectre, Wendigo These powers make the surrounding area colder.
DREAM	Sandman Used on a sleeping mortal to uncover or exploit Fears.
ELECTRICAL	Fire Elemental, Gremlin, Poltergeist, Wraith Cause all manner of electrical malfunctions.
EMOTION	Banshee, Phantom, Sandman, Shadow Learn about a mortal's Fears or influence emotions.
FEAR	Banshee, Headless Horseman, Mane, Phantom, Shadow, Spectre, Wendigo, Wight The vanilla-flavour Terror powers.
FLOW	Poltergeist, Spook, Water Elemental Leaks, floods, and spurts of all kinds.
GROUND	Earth Elemental, Wight Powers for slowing mortals, shaking the ground and swallowing mortals into the cold, hard earth.
HEAT	Fire Elemental, Headless Horseman, Mane Turn up the heat and make them sweat, or use illusionary fire and enjoy the cute screams of the two-legged fireballs.

MADNESS	Fetch, Headless Horseman, Sandman, Shadow, Wendigo, Wisp The most effective powers for unhinging a mortal's sanity.
MANIFEST	Apparition, Banshee, Headless Horseman, Spectre, Spook, Wisp These allow a haunter to manifest visually.
MIRROR	Fetch A collection of powers used only by mirror-bound Fetches.
MISCHIEF	Gremlin, Poltergeist, Spook, Trickster An eclectic set of powers for jerking mortals around.
NATURE	Earth Elemental, Horde, Trickster Harness the obnoxious power of plants to obstruct & scare.
NOISE	Air Elemental, Banshee, Spook, Wendigo Good for attracting the attention of nearby mortals.
POSSESSION	Mane, Spectre, Wight Allows a spirit to enter into a mortal body. Excellent Belief building powers, and entertaining to boot.
PURSUIT	Horde, Headless Horseman, Spook, Wendigo These powers allow haunTERS to roam; that is, move between fetters freely to chase mortals.
RAIN	Banshee, Water Elemental, Wight Precipitation and other wet weather powers.
STENCH	Mane, Phantom, Wight Weak smells attract attention - strong smells disgust.
SWARM	Horde Summons swarms of insects or animals.
TELEKINETIC	Phantom, Poltergeist, Spook Excellent powers for building Belief.
VESSEL	Fetch, Trickster Creates corporeal bodies and fake gifts that act as fetters.
WIND	Air Elemental, Banshee, Wendigo A variety of powers for raising the four winds.

⌘ APPENDIX II: FETTERS ⌘

There are fifteen different types of fetter in modern haunting strategy. The following guide lists every common haunter that binds to those fetter types.



OBJECT FETTERS

ELECTRICAL Gremlin, Wraith

MIRROR Fetch

CORPSE Mane, Wight

ELEMENTAL FETTERS

FIRE Fire Elemental

WATER Water Elemental

EARTH Earth Elemental, Wight

AIR Air Elemental



PSYCHIC FETTERS

EMOTIONAL Phantom

VIOLENCE Spectre

MURDER Apparition, Shadow, Wraith

AREA FETTERS

INSIDE Horde, Spook

OUTSIDE Horde, Wisp, Trickster, Wendigo

THOROUGHFARE Banshee, Headless Horseman



OTHER FETTERS

CHILD Poltergeist, Trickster

SLEEP Sandman

GIFT see page 29



⌘ APPENDIX III: PACK ICONS ⌘

Haunter and mortal pack icons can communicate considerable information to an informed Ghost Master.



Haunter in pack



Fainted mortal



Haunter bound to fetter



Asleep mortal



Hunter Banished



Mortal has fled
(If flashing, mortal is in the process of fleeing)



Stunned Hunter



Mortal is using telephonic powers



Restless spirits you have not spoken to yet.



Danger! A powerful mortal has located your haunTERS fetter!



Restless spirits you have spoken to, but not laid to rest



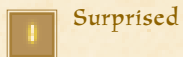
Serious Danger! The haunter is under attack!

HINT

Icons flash to show you something worth noting – like a New Mortal, or a haunter being Laid to Rest. If you see a flashing icon, it's probably worth investigating.

APPENDIX IV: MORTAL ICONS

Those little symbols above the mortal's heads can tell you a great deal.



Surprised



Calming Down



Confused



Fainted



Idea



Sleeping



Searching



Nightmare



Object mortal is searching for



Charmed



Passing information



Jinxed



Kissing



Uneasy

HINT

Mortals who are Uneasy will take more Terror, Belfef or Madness from the next power

When one of your haunters uncovers a Conscious or Subconscious Fear, you will see the following symbols:



Blood



Noise



Creepy Crawly



Storm



Darkness



Trapped



Electrical



Unclean



Fire



Water



Hunted

HINT

Uncovering Fears is the secret to scoring Paranoias and Superparanoias. These can earn you extra scares, and so extra Gold Plasm!

APPENDIX V: HAUNTER FAMILY TREE

This taxonomy represents the pinnacle of work in Haunter studies conducted by the renowned Plasmologists, Carrion Linnaeus and Charred Darwin. This information has no practical implications, but is presented for the interested student of ghostkind. Many more families of haunter remain to be discovered



APPENDIX VI: HAUNTER COMMITTEE

The hard working ghouls and ghosts of the Haunter Committee strive endlessly to keep the Ghost Master programme running, and keep the mortals running too.

EXECUTIVE COMMITTEE OF THE SICK PUPPIES: Director of Haunting GREGG BARNETT ... Game Design GREGG BARNETT & INTERNATIONAL HOBO ... Producer ANDY SEVERN ... Lead Programmer DAVID HUNT ... Lead Artists JIM ELLIS, MIKE PHILBIN ... Character Modelling MIKE PHILBIN, GORDON SNART, DAN ZELCS ... World Modelling JIM ELLIS, JASON WHITE, MATTHEW NIGHTINGALE ... Lead animator DARREN HATTON ... Animators DAN ZELCS, SARAH SCOTT, ARJUN GUPTA, MIKE PHILBIN ... Senior Programmer NEAL TRINGHAM ... AI & Game Programming MICHAEL NEWBURY, CHAD GOULDING ... Scenario Programming STEVE BURGE, DAVID WOO, ANDREW JONES ... Visual Effects Programming ANDREW JONES, KONSTANTINOS PATARIDIS

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