PlayStation™

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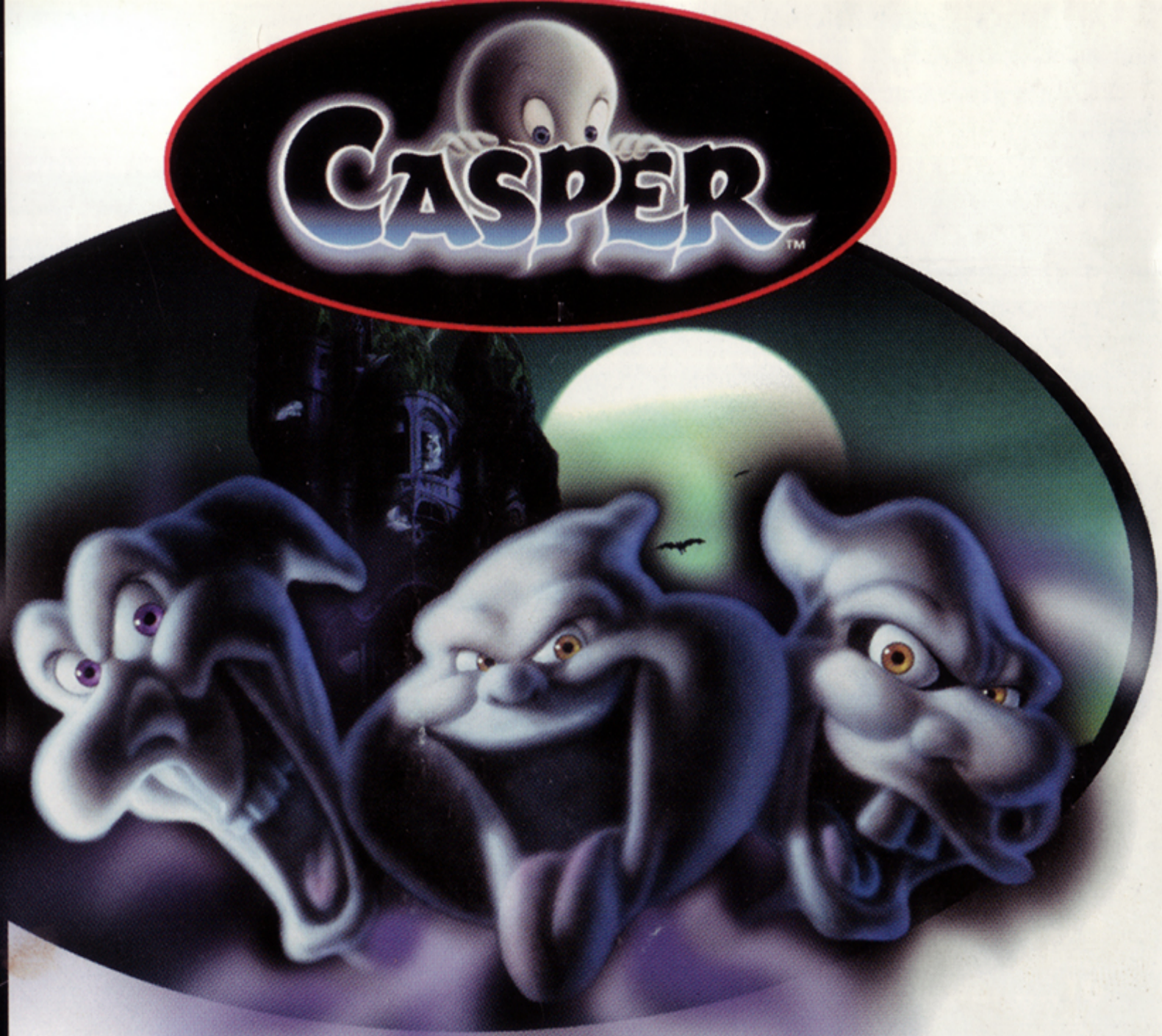
PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00162
MN-PSX-151-0

CASPER™



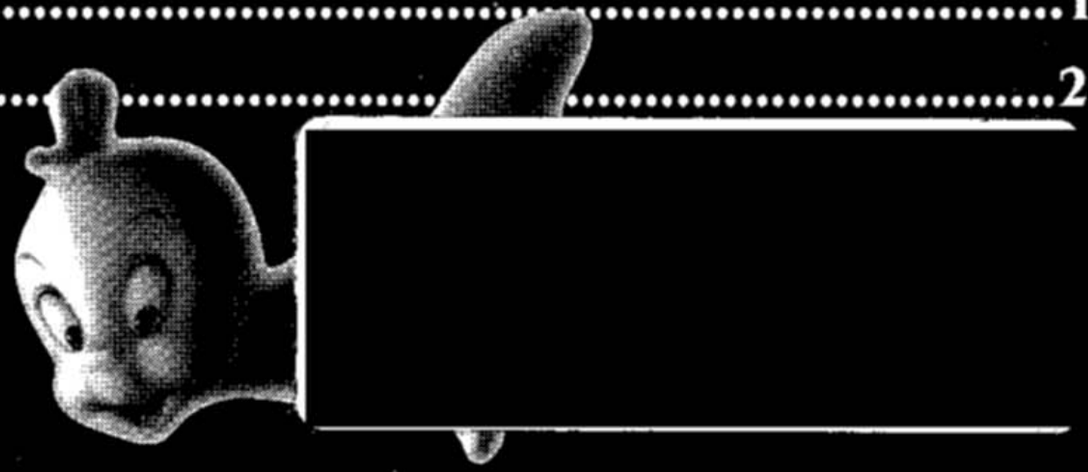
A Haunting 3D Challenge

Interplay™

BY GAMERS. FOR GAMERS.™

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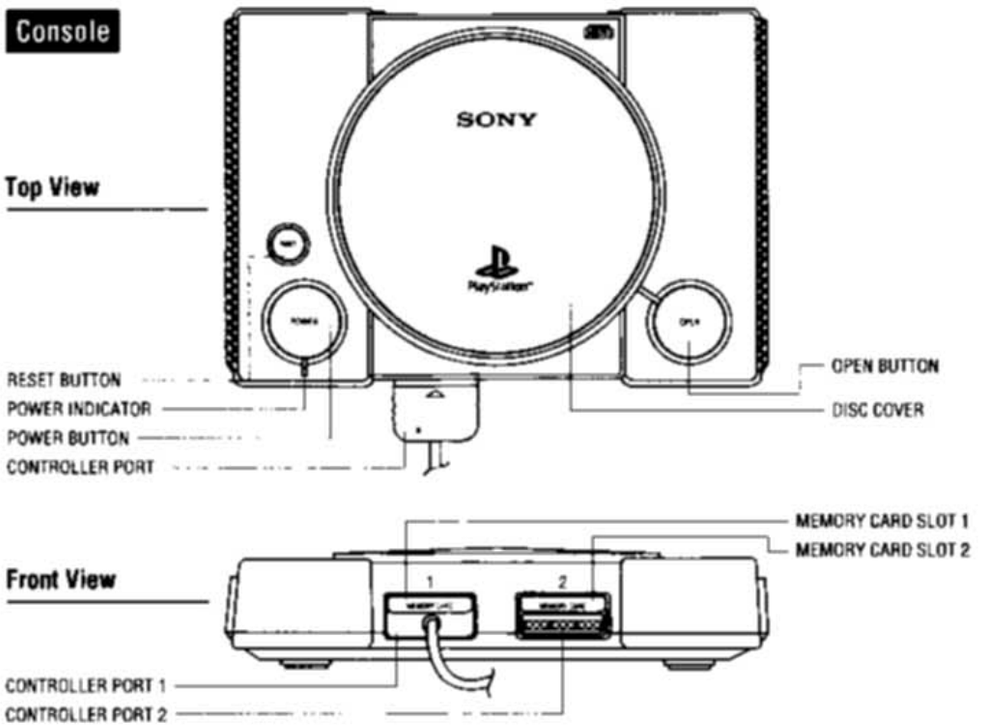


2 CONTROLS

SET UP

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Casper disc and close the CD door. Insert game controllers and turn on the PlayStation. Follow on-screen instructions to start a game.

Warning: It is advertised that you do not insert or remove peripherals or memory cards once the power is turned on.

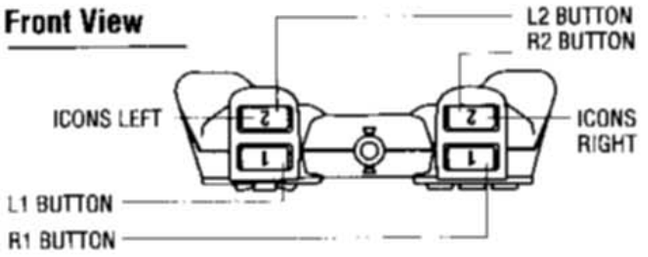


❐: Text - When you spot something interesting in the game, such as an item or a painting frame, press ❐ while Casper is standing (or is that floating?) next to it to find out more about it.

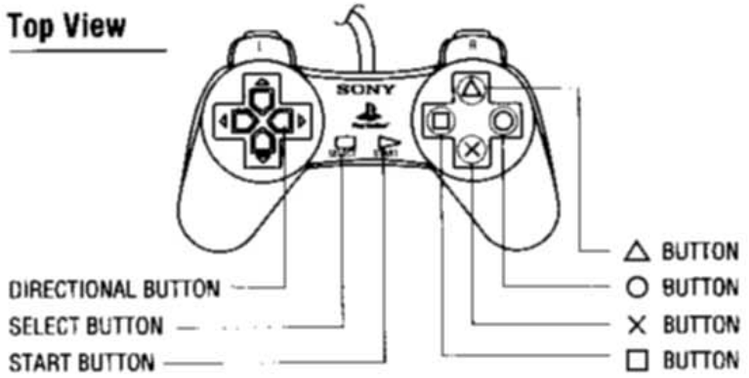
X: Action – for use when Casper finds something interesting that he can't place in his inventory (ie. a switch or a door) and you'd like to see what it does. By pressing the **X** button, you can activate switches, search for hidden objects, open doors, or push/pull/use objects.

Controller

Front View



Top View



○**: Use** - Allows Casper to morph into the selected form, as represented by an icon you've found and placed in your inventory; you'll need to assume various shapes and forms to solve some of the puzzles in Whipstaff Manor. ○ also lets you drop objects that you no longer want or need; in addition, when you find a color-coded key, you can take it to the same-colored door and press ○ to use the key to unlock that door.

▲: Inventory - This opens the Inventory Scree, where all of the items and morphs are stored. Use the Directional buttons to scroll through the Inventory and press the ❐ button to obtain a text description of the item. The magnifiying glass denotes which object you are looking at and also which you would use should you press the 0 button.

Hint - When picking up jigsaw pieces - so many puzzles - use the text option to help you decide which piece belongs to which puzzle.

Start - enter options Menu

R1 - Make Casper float higher

L1 - Make Casper float lower

R2 - Scroll Inventory items right in-game

L2 - Scroll Inventory items left in-game

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4 How To use The Floating Menus

All of the menu functions have been designed to float just like Casper.

Use the Directional buttons to move between each option. Your chosen option will be pushed forward - when the option you want is floating in the foreground, press the X button to confirm your selection.

As a general note, pressing the ((triangle)) button will return you to the previously selected menu, if there is one. This will allow you to escape from menus without having to make a selection.

Controller Configuration (Main Menu)

The controls for Casper will be as shown on page 3; however, should you prefer, two other controller configurations are offered. Using the method outlined above, select Controller and move between the desired configurations until you have selected the one you want. Press the X button to confirm.

Configuration 1 is the default setting as shown on page 3.

Configuration 2:

L1 = Icons Left	L2 = Icons Right
R1 = Float Higher	R2 = Float Lower
X = Action	O = Use
❐ = Text	▲ = Inventory

Configuration 3:

L1 = Float Lower	L2 = Icons Left
R1 = Float Higher	R2 = Icons Right
X = Text	O = Action
❐ = Use	❐ = Inventory

The conficuration will be stored when Casper is saved.



New Game

This option allows the user to start a new Casper game without loading an existing game or new game slot.

The user is free to save or quit as he wishes (please consult the memory card section).

Memory Cards

Requirements:

1. Please insert a memory card into Memory Card Slot 1 before you press Play. If you do not have a memory card, just press the X button when prompted.

2. Please note: Casper will only save to/load from Memory Card Slot 1. See the diagram on page 2 of this manual if you are unsure where this is located.

3. Casper can only save to formatted memory cards, Don't worry if you insert an unformatted card – you will receive full instructions. You can also consult your console manual about using the memory card manager.

4. Casper requires two free memory-card blocks in order to be able to save – if your memory card has enough space, you will be able to save up to four games.

5. If your memory card is full, a message will be displayed telling you that unless you use the memory card manager to delete some save files, you will be unable to save Casper on that memory card. Please consult your console manual for details on deleting game files.

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6 Saving:

If you wish to save your game, press the START button to display the Pause Game menu. Select the Save option and you should be presented with a number of save slots, depending on how many free blocks your memory card has. The boxes will either display Game 1, Game 2, etc. or Empty – you can save to any slot.

Highlight your chosen slot and press the X button to confirm. If the slot was previously empty, you will hear Casper say "Game saved." If the slot contained a previous game, you will be asked to confirm your wish to overwrite it – by using the Directional buttons you can choose YES of NO. Selecting YES will overwrite the previous save and Casper will say "Game Saved"; selecting NO will return you to the previous menu. Press the X button to confirm your selection.

Loading:

(a) Select Play (in the Main Menu) to display your saved games...you did remember to put the memory card into Memory Card Slot 1, didn't you? Choose a game and press the X button to confirm.

(b) Press the START button during the game at any time to display the Pause menu. Select the Load option and then the game you wish to restore. You will be asked to confirm that you wish to either start a new game or a previously saved one – press the X button to confirm. If you selected YES, Casper will load the chosen game; if you selected NO, Casper will return you to the previous menu.



Deleting:

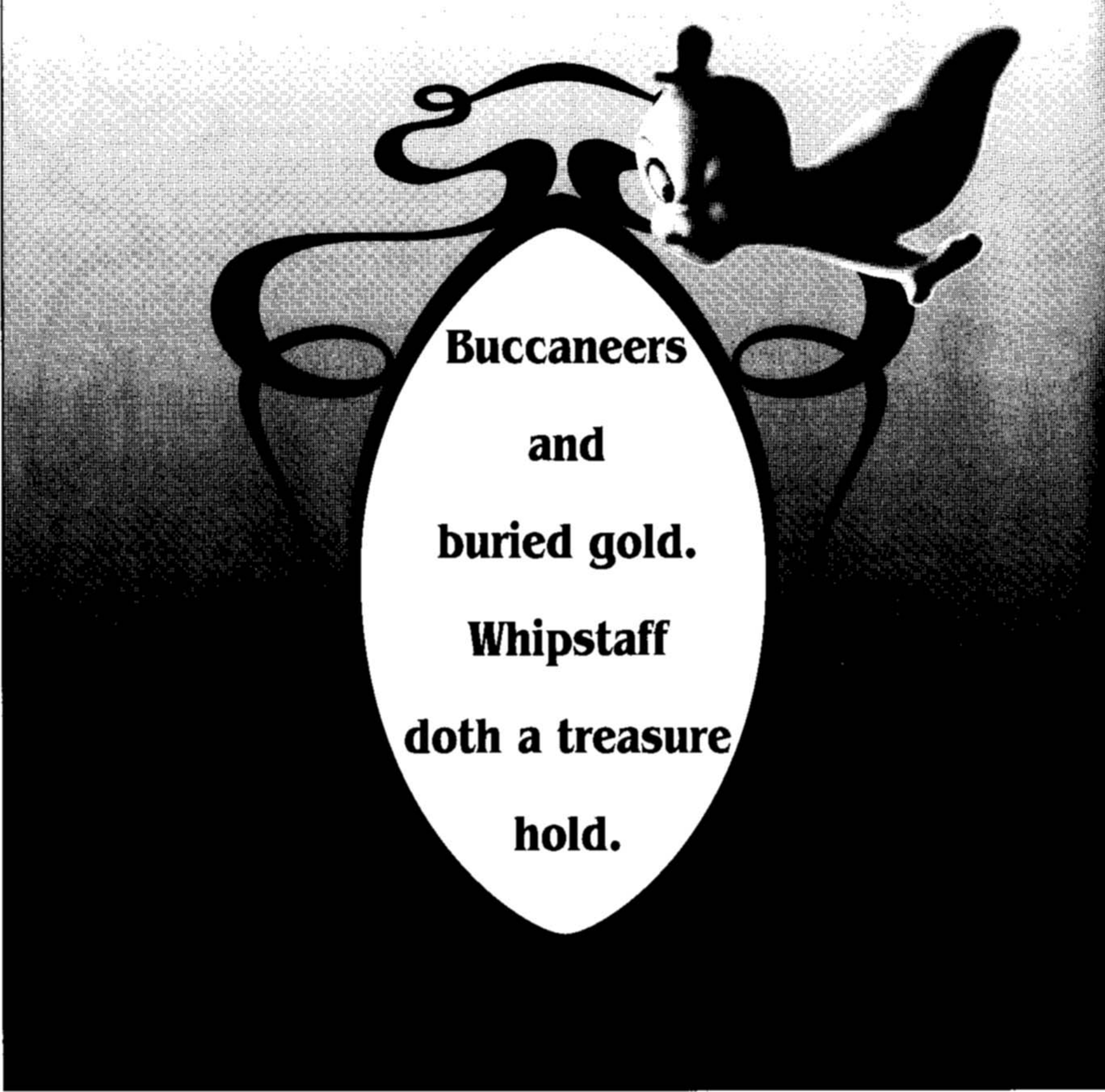
This function only deletes CASPER save games!

Press the START button during the game at any time to display the Pause menu. Select the Delete option and then the game you wish to delete. You will be asked to confirm your choice - press the X button to confirm. If you selected YES, Casper will delete the chosen game; if you selected NO, Casper will return you to the previous menu.

Sound:

You may play Casper with the default sound setting: Music And Sound Effects. Or, if you wish, you can turn off either the music or the sound effects or both. Select the Sound option from the Pause menu and confirm your sound settings, pressing the X button to confirm. These settings will be kept when Casper is saved.




Buccaneers
and
buried gold.
Whipstaff
doth a treasure
hold.



Welcome to Whipstaff Manor, where spectres 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.

All that, however, 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 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.

GAME SPECS

Casper is an adventure game in which you explore the halls and rooms of Whipstaff Manor as Casper the Friendly Ghost. By using the control pad (see CONTROLS on page 2) you can move Casper around, pick up, carry, and use objects, solve puzzles, reassemble torn paintings to obtain secret items, and morph into a wild variety of shapes and forms.

Unlike in many other games in which you only have a certain amount of time or "lives," Casper cannot die (again) and there is no time limit, so you can experiment and snoop to your heart's content. However, if you should fail to solve a puzzle and lose all your Morph Points (ie. if one of your interfering uncles thinks it would be funny to imitate an undertaker and whack you with a shovel) you'll be sent back to the beginning of the game, at the mansion's front hall. Don't worry -- opened doors stay open and solved puzzles stay solved.

Your first goal as Casper is to search the manor for tokens of friendship to give to the Harveys. It's up to you to choose the right gifts and good deeds to gain their trust, because with your uncles AND Carrigan standing in your way, you need a friend more than ever. In other words, you're probably going to need Kat's help for the next stage of the game...



CHARACTERS



Casper

Our hero, the character you guide through the game with the control pad -- a cheerful, happy-go-lucky young ghost who wants nothing more than to be accepted. You'll guide him through Whipstaff Manor on his quest for friendship and a second chance at life.

Stretch



Ringleader of the Ghostly Trio, Casper's three Fleshie-hating uncles. An arrogant, no-nonsense, mischievious bully who likes Whipstaff the way it's supposed to be: uninhabited.



Stinkie

Short, nasty, and able to contort his face and body in the wildest of ways, he's definitely the meanest of the Trio...but he always does what Stretch tells him to do.

Fatso



The ghost with the most. What more can we say? Compulsive, selfish, and jolly in his own way, he loves a good joke -- even at his own expense -- and a good meal.



Kathleen "Kat" Harvey

Daughter of the psychiatrist sent to figure out the haunted goings-on at Whipstaff. If you can convince her that Casper is a friendly ghost, she may prove to be a useful ally...and a true friend.

Dr. James Harvey



The world's only "therapist to the dead," Dr. Harvey was a normal psychiatrist until the untimely death of his wife Amelia. He'll need every scrap of his famed patience and compassion to put up with the Ghostly Trio!



Carrigan Crittenden

The spoiled, grasping inheritor of Whipstaff Manor. She thinks there's treasure hidden somewhere within those ancient walls, and she'll stop at nothing to get it.

MORPHING

There are lots of things for Casper to do, but sometimes being just plain ol' Casper won't do the trick. To accomplish his mission, he must learn how to "morph" – to change his ghostly shape! As you search through the the mansion you will find a number of Morph Icons, which are little pictures of new shapes and forms Casper can then change into, if you like. Some of the different shapes Casper can assume (if you find the appropriate Morph Icons) are:



MEGA-CASPER
Transforms Casper into a 20-ft version of himself



HAMMER
Turns Casper into a hammer



WHIRLWIND
Turns Casper into a little tornado



FAN
Turns Casper into a fan



LIGHTBULB
Turns Casper into a lightbulb



SAW
Turns Casper into a buzzsaw



SCREWDRIVER
Turns Casper into a screwdriver



BOUNCY
Turns Casper into a rubber ball



SMOKE
Turns Casper into a puff of mist



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To select and use a morph you've picked up, press Start to enter your inventory and use the directional buttons to move the magnifying glass to the one you want to use. If you're really good you can press the L2 button or R2 button to scroll the items in the bottom left of the playing screen. When you're sure you've selected the right morph for the job and that you have enough Morph Points to pull it off, press ○. Search the manor carefully -- you might even find secret Morphs!

However, each morph costs a certain amount of Morph Points to maintain. You can store up Morph Points slowly by simply letting them build up, but it's much quicker to look for some munchies to build up energy -- Casper may not need to eat, but a good healthy snack does increase his collection of Morph Points. When you bump Casper into a food item, it is is automatically "eaten" and its Morph Points are added to your point total. Here's a list of the different types of food you can collect:



Glass of milk
5 Morph Points



Tuna sandwich
10 Morph Points



Banana
5 Morph Points



Apple
25 Morph Points



Carrot
50 Morph Points



Broccoli
50 Morph Points

ITEMS/ACTIONS

You can pick up a number of interesting (and quite possibly useful) objects scattered around the house. Non-food items are automatically added to your inventory when Casper bumps into them. To select and use an item you've already collected, press the ▲ button to enter your inventory, then use the directional buttons to move the magnifying glass to indicate the item you want to use.



You'll want to keep your eyes open for keys. There are two different kinds: iron keys which unlock doors, and brass keys to unlock chests. Keys are stored in your inventory and can only be used once, because they're so old that they break and crumble in the lock the first time they're used.You should also be on the lookout for scraps of paintings; an empty picture frame means that the painting which used to be there has been cut into four pieces and hidden somewhere in Whipstaff Manor. To put a piece back into the frame, float up to the frame, select the fragment from your inventory, and press ○. If you can locate all four matching pieces and reassemble them within the frame, you will be rewarded with a prize! Fools' Gold Coins can be used to lure Carrigan off of your trail. To distract the greedy heiress, select a coin in your inventory and press ○ to toss it. If you find a bucket, you can fill it with water by locating a sink with a faucet. Stand next to the sink, select the bucket from your inventory, and press ○ to fill it to the brim. To dump the water out, select the bucket again and press ○. Now, how can you use a bucket full of water...?

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EXPLORING

Doors: Locked doors can be opened with iron keys.

Chests: Fastened chests can be unlocked with brass keys.

Furniture: Some light pieces, like barrels and chairs, can be moved. Stand Casper in front of the item of furniture and press X to give it a try. Some furniture cannot be shifted at all, and some might be moveable if Casper was a little stronger. Hmmm...

Fireplaces: You never know where a chimney will lead...but before you can check out the inside of a fireplace you'll have to put out the fire first.

Sinks: You can carry water away from here by choosing the bucket from your inventory and pressing ○ to fill it.

Switches: There are three different kinds of switches and buttons in the game:

• push button switch • weight switch • lever

Multiple switches can usually be operated by flipping them in a cer tain on/off pattern. For example, if you find three switches in front of you, perhaps turning the first one on, the second one on, and the third one off may trigger open a secret passage or a hidden compartment! You'll have to be clever -- Whipstaff Manor is full of secrets and surprises, and some times a key combination might be as innocent as a set of lamps or a chest of drawers...

The Following Gives Away the First Major Puzzle of the Game.



DON'T READ ANY FURTHER
UNLESS YOU'RE SURE YOU WANT OUR HELP!

Select New Game and wait for Casper to say what he has to say. When the "Loading" screen flicks off, you'll find yourself, as Casper, floating in the middle of the Main Hall, over a floor patterned like a spiral. There's some broccoli below you - using the directional pad, move Casper down to grab both pieces for a quick boost to your morph energy reserves.

Okay. Move up a bit, towards the top of the screen. See that empty picture frame? Your first goal is to find all four missing pieces and bring 'em back. Head to your left, through the archway and past the fireplace. Pick up the iron door key you see there and head up through the door the key was lying in front of -- press X to unlock and open it. Head straight up; to your right is a door that you can't open without another key. Go left instead and push X when you're floating before the lever you'll find there. Forget the door -- this makes the whole wall slide open! In the secret room behind that wall is a brass key (good for opening chests) and the first puzzle piece. You're one-fourth of the way there!

A suit of armor, hmm? Isn't there always something weird about suits of armor in haunted houses? Get over there and press ❐ to examine it. Ah hah! A loose spear! Press X to pull on the spear and release the door above you. (Note: if you ever have trouble reaching something to activate it, fiddle around with your altitude buttons - the ones on the front of your controller, where your index fingers are - to hit the right angle.)

Go up to that secret room to pick up another key and a sandwich. Now, head back down to that switch which opened up the wall. This time go right to that door you couldn't open before - you've got that iron key now, remember? Press X to get through that door. There's a chest in the next room up! Position Casper before the chest and press X to use it to open the chest...
...And jump back quick, because Fatso's lurking in there!

If you can dodge out of his reach fast enough, he'll give up and go away, leaving the puzzle piece free and clear for you to pick up. Two down, two to go.

Next, go back down to the fireplace, to the far left door -- not the one you already went through, the next door over. Yes, that's the one. This archway leads to the Kitchen: Fatso's lair. Whoops! If you don't get back out of there quick, he'll kick your phantasmagorical butt! You cannot, repeat, CANNOT beat him at this stage in the game. That'll teach you to get too blindly dependent on a walkthrough...

Right. Back to the Main Hall you go, nursing your wounded ego. At the upper side of the screen are two archways on either side of the empty picture frame - head through the left one. Go on. What, don't you trust us anymore...?

Good. That's the spirit—pun intended. Up that way you'll hit another door; in the room up beyond it you can gather up two more keys. (See? That didn't hurt.) On the wall to your left is an in/out button; adjust your altitude until you can push that button by pressing X. Another in/out button will appear in the wall to your right. Do the same there.

Right! Now, back down to the Main Hall (getting tired of that spiral yet?) and go up through the OTHER archway by the picture frame, the one to the right. There's another chest there -- you've got a brass key so press X. You should be getting the hang of this by now.
If you are, then you should know enough to jerk back when the chest opens up, because once Fatso's got what he thinks is a good idea in his head, he doesn't let it go!

An iron weight? What kind of prize is that? Believe it or not, it's a good one. Hang onto it and trust us.To the right of the chest is a lever; press X to pull it and open a door to the right. Go up through that door, fish out a brass key, and press X to open this chest. Guess what? Yep, Fatso again. He's repulsive but oh-so-predictable, luckily for you. Pick up the puzzle piece -- that's three! -- and gather up any keys and sandwiches in the area before wandering back down to (surprise!) the Main Hall.

There's really only one more place to check out. You wanna bet the fourth and final puzzle piece is there? Go left again from the Main Hall to the fireplace and go through the fireplace.

Heh heh heh -- gotcha again! No, you have to pass through the first door, the one right NEXT to the fireplace. Head up to your right again and stop at the door you opened a while back.

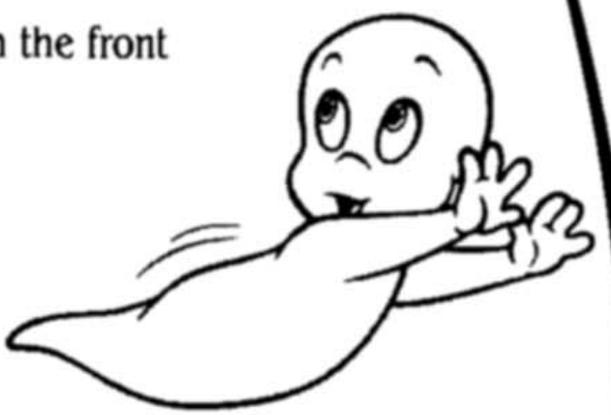
Hmm...we could be wrong, but it sure looks like you're supposed to step on the sparkly floor grate there. But you're a ghost. You're insubstantial. How do you get the darn thing to respond?

The iron weight! Yes! We TOLD you there was a reason for lugging that clunky piece of metal around! Get it out of your inventory and press O to drop it onto the grate. Go to page (3) if you don't know how to use your inventory. We don't have time for a refresher course right now. Go ahead – we'll be right here when you get back...

All set? Great. Dropping the weight on that glittery floor trigger will reveal a hidden puzzle piece to your right. Grab it and hustle back to the Main Hall. You've got all four pieces. What now? Well, duh. To put puzzle pieces into the picture frame, first select them from your inventory. Then, while Casper is floating in front of the frame, press O to set them into place. Once all four scraps are back where they belong, your reward will materialize just below Casper. We'll let you figure out what it is and what to do with it. From here on out you're on your own...and it's such a big, dark, spooky house full of ghosts and spiderwebs and shadows...

Go on, get moving. You can do it. We'll be waiting for you out on the front porch.





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