

# GENERAL CHAOS

## COLOSSAL DESTRUCTION!

Annihilation is the name of the game in this hilariously brutal Sega game. Choose your troops then shoot, bomb, or bake the enemy on over 50 different battlefields.



Duke it out in hand-to-hand combat when you get too close on the battlefield.



Blast 'em with flame throwers, grenades, machine guns, bazookas and dynamite.



For the weak there are a limited number of medics.



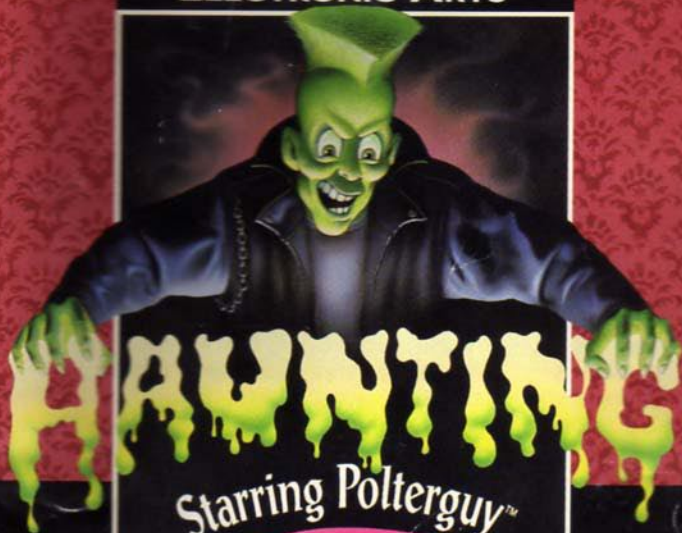
Choose your men from a total of 4 nasty squads.

4-PLAYER PLAY AVAILABLE WITH THE EA SPORTS 4WAY PLAY ADAPTER



ELECTRONIC ARTS®

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Starring Polterguy™



## WARNING TO OWNERS OF PROJECTION TELEVISIONS!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

### EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM  
OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

#### Prior to use

- If you, or anyone in your family, has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

#### During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions IMMEDIATELY discontinue use and consult your doctor.

## ABOUT THE AUTHORS



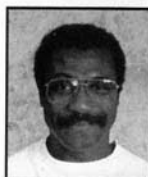
**John Salwitz** has been writing computer games of one sort or another since 1975, when he was in high school in Westfield, N.J. After graduating in 1980 with a B.A. in Computer Science from Wilkes College, Wilkes-Barre, Pa., John went to work for the

Navy as a contractor/systems programmer at the Marine Ocean System Center in San Diego. His first love was still coin-op games and so after a year he applied to Atari and was hired. He and Dave Ralston have worked together since they met at Atari (October 1981), producing Akka-Ahrh, which flopped, and Paper Boy, 720 Degrees, Cyberball, Cyberball 2072, and Rampart, which didn't. He joined Electronic Arts in 1991. John spends a large part of what spare time he has rebuilding his house. This includes woodworking, electrical work, plumbing and finish work. He is also an avid Giants, 49ers, and Warriors fan.



**Dave "Doc" Ralston**, a native son of Pomona, Ca., received a BA in Fine Arts from Santa Clara University. When asked "What on earth are you going to do with a fine arts degree?", he would answer "Uhh...I dunno," or "Go Dodgers!", depending on his mood at the time. His previous game design credits include the coin-op versions of Paperboy, 720 Degrees, Cyberball,

Cyberball 2072, and Rampart. He is often heard to quip "Another punch/kick game?! I think I'm gonna blow chow!"



**Will Noble's** first animation jobs were on the Saturday morning cartoons "New Flintstones" and "Rubic the Amazing Cube". He also worked on the cult animated feature "TWICE UPON A TIME". During 8 years at Atari, he worked on such arcade classics as

Paperboy, Super Sprint, Gauntlet, Hard Drivin, S.T.U.N Runner, Toobin, and Rampats. Haunting is the first consumer game he's worked on.



**Keith Roberson's** first exposure to computer/video games was at Yale University in the mid-70's where he studied Physics. Computers made such a great impression on him that he hung up his white lab coat when he left school and went to work for the

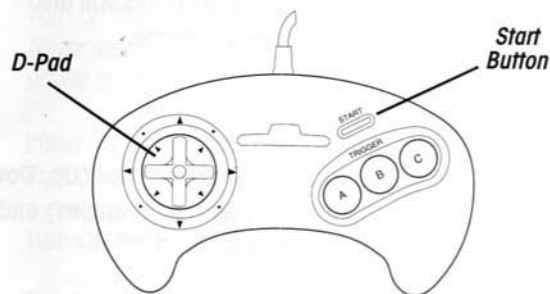
microcomputer industry. For the past five years, he's worked as a consultant for various Bay Area firms as a real-time systems programmer in a variety of applications including gas analyzers, voice-mail, video teleconferencing, and network operating systems. Again, all this he gave up to return to his first love: GAMES! Haunting is Keith's first game.

## Table of Contents

Command Summary .....	3
Setting Up .....	5
Intro: Go Haunt A House .....	5
The Object of the Game .....	7
Music On/Off .....	7
1 Player & 2 Player Games .....	7
Winning .....	8
Moving .....	9
Walking .....	9
Jumping .....	9
Kicking .....	9
Superkick .....	9
The Overhead Map .....	10
Rooms .....	11
Fear Levels .....	12
Ectoplasm .....	13
The Ecto Meter .....	14
The Dungeons .....	14
Picking Up Ecto & Spells .....	15
Dungeon Exits .....	15

Two Player Game in the Dungeons .....	16
Health .....	17
Health Renew .....	17
Ecto Beast.....	18
The Dog .....	18
Fright 'Ems.....	19
Trap .....	19
Automatic .....	20
Controllable .....	20
Spells.....	21
Picking Up Spells.....	21
Casting Spells .....	21
Spell Descriptions .....	22
Dog-Off .....	22
Supr-Scare.....	22
Boo-Doo .....	23
Ecto-Xtra .....	23
Zom-B-Ize .....	23
Points & Scoring.....	23
Polterguidance: Hints & Tips .....	24
Credits.....	25

## Command Summary



### MUSIC

Off During Gameplay

Press and hold A while the game is starting up.

### DUNGEONS

Move

D-Pad

Jump

Press A; press the D-Pad in the direction you want Polterguy to jump.

Pick Up Ectoplasm  
and Spells

Use D-Pad to move Polterguy over green globs of Ectoplasm & red Spell Ecto to pick them up.



## HOUSES

Overhead Map/  
Pause

Press **START**; this will also  
Pause the game.

Move

D-Pad

Kick

D-Pad to direct kick (Up, Down,  
Left, Right, or at angles) and  
press B.

Superkick

Press B (while Polterguy is  
*standing still* to make him spin;  
direct Superkick with D-pad).

Fright 'Em

Press A to enter a Fright 'Em;  
press A again to activate it.

Use Spell

Press C to activate Spell Menu.  
Use D-Pad to highlight the Spell  
you want to use, then press C  
to cast it.



Press A to cancel a spell when  
you are in the Spell Menu.

## Setting Up

1. Turn off the power switch on your Sega™ Genesis™. *Never* insert or remove a game cartridge when the power is on.
2. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.
3. Turn ON the power switch.
4. The EA logo appears and the introduction begins. You can press **START** a few times to quickly bypass the intro. (Note: Press **START** on controller 1 to start a 1 Player Game, or press **START** on controller 2 to start a 2 Player Game.)

## Intro: Go Haunt A House

Dude – death sucks. I had a lot of things I wanted to do, and becoming a ghost was not, like, real high on the list. I mean, not having to go to school is excellent, but all these Dungeons I have to hang around are uncool. They make study hall look like a rave.



Polterguy

And I didn't even do anything wrong to get this way. It's Vito (rhymes with mosquito) Sardini's fault. What a blood-sucker. Dude, that dude doesn't even deserve to be called "dude". He's, like, an anti-dude. And I'm not the only one he screwed up, him and his junked-out skateboards.

Sardini set up an overseas skateboard factory. He was too cheap to hire qualified workers, so he set up a robotic assembly line. It's bad enough that robots know nothing about skatin', but Sardini was too cheap to keep them oiled. And he used the cheapest parts he could in his boards.

Squeaky machines with sore elbows building high-velocity leisure devices from yesterday's trash...dude, the best you can expect from that is major epidemic of concrete measles and a bumper crop of street maraschinos. The worst you can expect happened to me. And I wasn't the only one.

And that's not all. Sardini's lawyers used all kinds of tricks to hide his ownership of the skateboard factory. He made a lot of money from skaters getting wasted, but he never paid the price for it.

Not until now, dude.

## The Object of The Game

It's pay back time for the Sardinis. They own four houses, purchased no doubt with Vito's ill-gotten gains; since Polterguy is now in the house haunting business, it's pretty obvious how he's going to even the score.

Polterguy has to scare Vito and his obnoxious family – his wife Flo, his son Tony, and his daughter Mimi – out of the houses one by one. He has two ways to do it: Spells that he can pick up, and items in the houses that he can possess and turn into Fright 'Ems.

As long as he keeps his Ectoplasm level up, and as long as he survives the Dungeon trips he has to make, he should be able to make the Sardinis lives miserable. And just maybe he'll get his own life back.

## Music On/Off

To turn off the music while playing Haunting Starring Polterguy, press and hold down **A** while the game is starting up.

## 1 Player & 2 Player Games

### 1 Player Game

To start a 1 Player Game, at the title screen or after the

introduction, press **START** on the controller plugged into the port marked control 1.

## 2 Player Game

To start a 2 Player Game, at the title screen or after the introduction, press **START** on the controller plugged into the port marked control 2.

In a 2 Player Game, each player takes turns controlling a different Polterguy. Player 1 will use the controller plugged into the port marked control 1, and Player 2 will use the controller plugged into control 2.

In the Dungeons, two Polterguys will be represented with circles below them. Player 1 will control the guy in the blue circle, and player 2 will control the guy in the red circle.

## Winning

In a 1 Player game, you win by scaring all of the Sardinis out of all their Houses and surviving until the end of the game.

In a 2 Player game, the player who scares the Sardinis out of all their Houses and survives to the end of the game wins. If both players survive to the end of the game, the player with the most points wins.

## Moving

### Walking

You direct Polterguy around Houses and Dungeons with the **D-Pad**. Polterguy can move in all 8 **D-Pad** directions, not just up/down, left/right, but also at angles.

### Jumping

In the Dungeons, Polterguy will sometimes need to Jump to avoid danger or get over obstacles. Press **A** to make Polterguy Jump, and use the **D-Pad** to guide the Jump's direction.

## Kicking

Every now and then, Polterguy will have to battle Ecto Beasts. He fights by Kicking. He can Kick only in the Sardini's Houses, never in Dungeons.

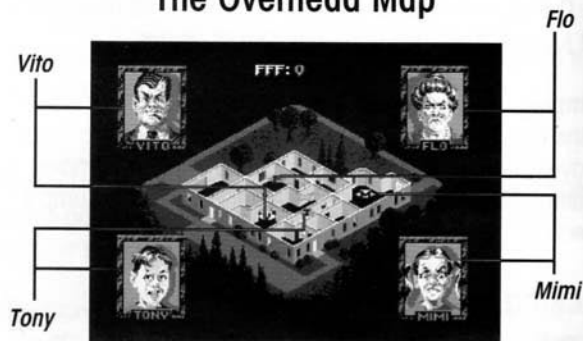
To make Polterguy Kick, press **B** while he's moving and use the **D-Pad** to direct the Kick.

### Superkick

To deliver a Superkick, a more damaging and spectacular version of a Kick, Polterguy needs to stand still and spin to build up momentum. To make him spin, press **B** when he's not moving. To make him deliver a Superkick while he's spinning, press the **D-Pad** in the direction you want

him to kick. Like a Kick, a Superkick can only be performed in a Sardini House.

## The Overhead Map



*The House*

When you're in a House, press **Start** to see an overhead map of the House you are currently haunting. This will also help you find a Sardini to scare. Everyone in the House is represented by an Icon on the overhead map: a white V icon for Vito, a yellow M icon for Mimi, a blue T icon for Tony, a red F icon for Flo, and an Ecto-green X for Polterguy. To locate a Sardini, head for the room where you see their icon.

The Map is accompanied by portraits of the Sardinis that show their current Fear Level. When a Sardini leaves the current House, their portrait no longer appears with the Map.

Press **Start** again to leave the Overhead Map and return to the interior of the Sardini House.

## Rooms



*In a Room*

Your scare tactics against the Sardinis all take place in the Rooms of their houses. Rooms contains the Fright 'Em's you need to activate to strike fear into the cold, tiny hearts of Vito and his family.



## Fear Levels

It helps to know exactly how frightened a Sardini is when you're trying to drive them out of the House. While you're scaring the daylight out of a Sardini, you can guess how scared they are by their reactions. Fear Level is a more precise measurement of their terror.

Fear Levels are displayed in close up portraits of the Sardinis. The portraits appear in the lower right corner of the screen while Polterguy is in a room with someone, and in the corners of the screen when the overhead map is showing. The expressions on the portraits are associated with the five Fear Levels:

**Calm** – Not scared at all.

**Low** – Starting to get frightened.

**Medium** – Frightened. Starting to lose control.

**High** – Very frightened. Control has definitely slipped.

**Very High** – Extremely frightened. Ready to run screaming out of the room.

When Polterguy scares someone beyond Very High Fear Level, it will drive them out of the House.

## Ectoplasm

Ectoplasm is the green slime that accumulates from the concentration of supernatural forces in Dungeons and Houses. It might look like something you'd want to avoid, but it's this goo that keeps you going. To pick up Ectoplasm, just walk over it.



*Ecto Glob*

Ecto occurs naturally in Dungeons, but it evaporates fast so you'd better pick it up in a hurry; it won't disappear completely, but it will be greatly reduced in size. If you pass by any Ecto, a green arrow appears pointing in the direction of the goo you left behind.

Ecto condenses in Houses only when a Mortal is frightened by a Ghost. Whenever Polterguy frightens one of the Sardinis out of a room, Ecto appears. One glob of Ecto appears for every time Polterguy scared the Sardini in that room. Make sure you grab it before it disappears: If you leave a room without picking up the Ecto, it will be gone if you come back.

Polterguy needs to gather up Ectoplasm in order to maintain his presence in the Sardinis' Houses in the upper world. When his Ecto is all gone, Polterguy automatically returns to a Dungeon to grab some more. The Ecto Meter tells you how much Ecto you have (see following page).

## The Ecto Meter



The Ecto Meter – the green bar at the bottom of the screen – displays the amount of Ectoplasm you have. You see it only in the Houses, never in the Dungeons. As Polterguy picks up Ectoplasm in Dungeons or Houses, the Ecto Meter level increases. As you use up Ectoplasm, your Ecto Meter level gets lower and lower. The more time you spend in the house, the more Ecto you use. When the Ecto Meter is empty, you automatically go to a Dungeon to collect more Ectoplasm.

## The Dungeons



*Dungeon*

Polterguy can pick up Ectoplasm and Spells, and lots of them, in Dungeons. That's the good part. Dungeons are also home to supernatural nasties who want to put some hurt on Polterguy. These include disembodied arms, bouncing skulls, and swarms of bats. Watch out for steam and vacuums, too. Even though Polterguy is a ghost, all of these Dungeon monsters can do him harm.

### Picking Up Ecto & Spells

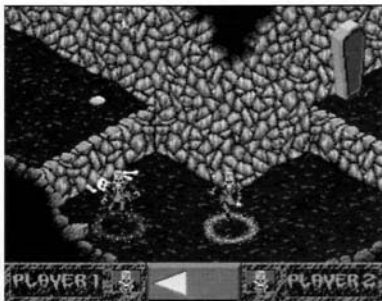
Ecto and Spells drop from the ceiling throughout the Dungeon. Ecto evaporates quickly, but not completely. If you leave even a small smudge of Ecto behind, the green Ecto Arrow will appear and point to it. More Ecto won't appear until you pick up the Ecto the arrow is pointing to. Spells evaporate even more quickly than regular Ecto, and if you don't pick them up fast, they'll vanish completely.

### Dungeon Exits

When you pick up as much Ecto and as many spells as you can, it's time to go to a House and scare some Sardinis. Getting out of a Dungeon can be tricky. To exit:

1. Find a glowing spot on the floor and move over it. A secret door will open.
2. You will automatically leave the Dungeon.

## Two Player Game in the Dungeons



### *2 Players in Dungeons*

In the Dungeon, Player 1 is surrounded by a blue circle, and Player 2 by a red circle. The player who last picked up Ecto or a spell will control the game's point of view and will have a yellow arrow pointing to this player. For example, if Player 1 picks up some Ecto and then moves away from Player 2, in a few seconds Player 2 will be teleported to Player 1's location.

The player who finds the way out first leaves the Dungeon and goes to the House first; the other player will go second.

When Player 1 uses up all his Ecto, Player 2's turn in the House begins. When Player 2 uses up all his Ecto, both

Player 1 and Player 2 return to the Dungeon to pick up more Ecto.

### **Health**

In a 1 Player game, a portrait of Polterguy appears in the lower left corner of the screen whenever he is in a Dungeon. In a 2 Player Game, a portrait of Player 1 will be in the lower left corner, and a portrait of Player 2 in the lower right corner. These pictures indicate Polterguy's Health.

Every time Polterguy is damaged by a Dungeon monster, the picture will get smaller as a black border appears on its edges and begins to expand. When only Polterguy's glowing eyes are showing, his Health is almost gone. When the Picture is completely empty, Polterguy will evaporate and you'll have to start the game over.

### **Health Renew**

There is a way Polterguy can restore his health. Sometimes, a special Ectoplasm star will appear in Dungeons. If Polterguy picks up this star, his health is restored to maximum and his portrait returns to normal. A Health Renew star appears at 50,000 point intervals (1 at 50,000, another at 100,000, another at 150,000, etc.) In a 2-Player game, the star will appear at 25,000 point intervals.

## Ecto Beasts

Ecto Beasts are Polterguy's nightmare. He can't scare them, and they're real pigs when it comes to gobbling Ecto. You can count on running into them in Houses when there's Ecto around to suck up.



*Ecto Beast*

## The Dog

The Sardinis own a Dog who's as nasty as they are – maybe even nastier. In many ways, the Dog is Polterguy's worst enemy. He can clearly see Polterguy even though the Sardinis can't. He can calm the Sardinis after Polterguy has scared them. If he barks at Polterguy, it reduces his Ecto Level (almost as if he's taking a bite out of it). His barking can also summon Ecto Beasts. And while Polterguy can distract the Dog, he can't scare it.



*The Dog*

It's almost as if he's more than an ordinary mutt...

## Fright 'Ems

The Houses in Haunting are filled with ordinary-looking everyday objects – furniture, appliances, pictures, etc. But don't be fooled; many of these are tinged with supernatural qualities that Polterguy can exploit to frighten and chase away the Sardinis. These special objects are called Fright 'Ems. They are Polterguy's primary means for scaring the Sardinis.



*Fright 'Em with glow*

There's one sure way of telling Fright 'Ems from ordinary stuff: Fright 'Ems flash with an eerie light when Polterguy gets near them. Fright 'Ems can be entered at any time, but will only activate when a Sardini is in the room. All Fright 'Ems have an unlimited number of usages, but can only be activated once per visit to each room.

To enter a Fright 'Em, press **A**. To exit a Fright 'Em (and activate it) press **A** again.

Fright 'Ems come in three varieties: Trap, Automatic, and Controllable.

### Trap

Trap Fright 'Ems are triggered, like a bear trap. Jump into it to load it, and then jump back out again. Hopefully, this

will attract a Sardini. Trap Fright 'Ems glisten with a blue light when you walk up to them.

### Automatic

Automatic Fright 'Ems call for a bit of lurking. Jump into one and activate it. Automatic Fright 'Ems glimmer with a characteristic yellow light when you come near them.

### Controllable

Controllable Fright 'Ems are hands-on hauntings that require a little "driving". As with Manual devices, jump into them use the **D-Pad** to guide the Fright 'Em around the room. To cancel an Controllable Fright 'Em, press **A** or **C**.

Controllable Fright 'Ems are under a time limit once you activate them. The green Ecto Meter is transformed into a red timer when a Controllable Fright 'Em is active. The length of the red timer line indicates how much time you have left before the Fright 'Em is exhausted.

You can activate some Controllable Fright 'Ems for multiple scares by pressing the **A** button. For example, suppose you activate a Controllable Fright 'Em and a tornado appears; if you press the **A** button, lightning will could shoot out of the tornado until the Fright 'Em's time runs out. These extra scares will not increase a Sardini's Fear Level, but will increase the amount of Ecto that you can scare out of them.

Controllable Fright 'Ems glow with a green light while you are close to them.

## Spells

### Picking Up Spells

Spells accumulate in Dungeons in the form of special red Ectoplasm and condense in the shape of letters. These letters indicate what spell the red Ectoplasm represents:

D	Dog-Off
S	Supr-Scare
B	Boo-Doo
E	Ecto-Xtra
Z	Zom-B-ize

Once your Spell Menu is full, you cannot accumulate more spells.

### Casting Spells



To cast a spell:

#### Spell Menu

1. Press **C** to activate the Spell Menu. The Spell Menu lists all the spells; the spells you can cast are shown in colored letters. Spells you can't cast are greyed-out.



2. Next, press the **D-Pad** up/down to highlight the spell you want.
3. Press **C** to cast a highlighted spell. To close the Spell Window without casting a spell, press **A**.

### Spell Descriptions

#### Dog-Off

Ghosts have invented the Dog-Off spell to distract dogs by leaving a bowl of dog food on the floor. A mutt will chow down when it sees the free grub and be distracted.

#### Supr-Scare

The Supr-Scare spell creates a gift-wrapped present that's no gift and leaves it in a room for some unsuspecting Sardini to find. To activate Supr-Scare after you've cast it:

1. Leave the room and press **Start** to call up the over head map.
2. Press **A**, **B**, and **C**, in that order. The box will then explode.

If a mortal is in the room when the box explodes, their Fear Level will jump way up (this will be reflected in the Fright Meter). If there is no mortal in the room when a Supr-Scare detonates, the spell is wasted.

#### Boo-Doo

The Boo-Doo spell equips Polterguy with throwable fireballs. These fireballs cause only fright, not damage.

- To make Polterguy throw a fireball while Boo-Doo is in effect, press **A**.
- The Boo-Doo fireballs fly in the direction Polterguy is facing.

#### Ecto-Xtra

Instantly replenishes your supply of Ectoplasm, boosting your Ecto Meter up to full.

#### Zom-B-ize

Polterguy can possess humans for a short time with the Zom-B-ize spell and move them around in a trance-like state. You move a possessed human around with the **D-Pad**, just like you move Polterguy. The Sardinis are even scarier as Zombies than they usually are. A Zom-B-ized Sardini can even scare a non-Zom-B-ized Sardini just by walking up to them and pressing **A**.

### Points & Scoring

Points are awarded for scaring a Sardini, picking up Ecto after a successful scare, etc. You win points only in the Houses, not the Dungeon.

## Family Fear Factor

When you scare a Sardini out of the House, you are awarded Bonus Points, determined by the Family Fear Factor (FFF).

Each Fear level, from Calm up to Very High, is worth a certain number of points. FFF is the average of the remaining Sardini's Fear Levels. That is, it is the sum of all the Fear Levels of every family member in the house divided by the number of victims left.

When you call up the Map, the current FFF appears at the top of the screen.

## Polterguidance: Hints and Tips

- Sometimes, you'll hear Ecto drop after you've scared somebody out of a room but you won't see where it fell. Try to remember where a victim was standing every time you scared them – that's where the Ecto will be. If you don't remember where they were standing, check along the walls and behind objects that block your view of the floor.
- Use the Supr-Scare spell when you're low on Ecto. If the spell scares a Sardini out of a room, it will create an extra-big Ecto drop that will fill up your Ecto Meter half way when you pick it up.

- Use Trap and Automatic Fright 'Ems to control a victim's movements. You can use a Automatic Fright 'Em to scare them toward a particular door, or you can use an Trap Fright 'Em to keep them from exiting.

## Credits

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## SCORES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## SCORES

## SCORES