Ghost Hunting
in the 21st Century

GHOST HUNTER‘S GUIDE TO AVOID TOTAL DISASTERS



Introduction



Some people choose not to read stuff. It may not be wise to do so. But it is their choice.

Greek philosopher Androides, around 47 B.C.

GHOST HUNTING IN THE 21ST CENTURY

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CHAPTER 1

Nonsense



You may or may not skip this

In GhostControl Inc. you will find plenty of things to read. We sat down and spent a lot of time writing it. Some of it may or may not be nonsense. It's up to you to find out. This game is not an adventure game - however we have hidden lots of really useful information in the nonsense, so some of the nonsense makes perfect sense.

But you have choices, choose one:

- [ ] I don't want to read all of this
- [ ] I might read it
- [ ] OK, I understood I shall read it

Note: Even if you print this out and check one or all of the boxes above it will not change any of the content of the game or this survival guide!

CHAPTER 2

General



The game is based on simple principles. You will receive emergency phone calls, you decide to take a job - or not. Make money clearing ghosts, buy more equipment, take on stronger ghosts and so on.

There is a story line hidden in the news messages and phone calls. You can decide if you want to pay attention to them or not. The news messages are archived on your in game smartphone. You can read them whenever you feel like it or you can ignore them, the choice is yours. Sometimes the phone dialogue might seem like complete nonsense but actually it could sort of give you ideas of what may lie ahead. Some dialogues actually provide information on events that have just happened.

But of course there are some that are nothing but nonsense.

YOUR HEADQUARTERS

At the start of the game your headquarters is quite small, of course one of your goals is to earn a bigger and better one. To be very clear: This is not because your saved games will be safer in a bigger safe! Leave your HQ through the garage door and enter the City Map!





Choose a destination on the map and click on it, your team will travel wherever you click. Keep an eye on your fuel meter and you may need to stop for gas.

SYMBOLS ON THE CITY MAP

	Hospital	Drive here to heal your hunters. It will become more and more expensive to do this. So avoiding getting hurt could be a useful strategy.
	Gas station	Get gas as needed. It is expensive, we know.
	Ghost marker	These mark the locations of missions that you have accepted. Get there before your competition does and take on the job.
	Traps R Us	You can buy weapons and traps in this store. You can also trade in older equipment and get some money back.
	Mr Ghost	The famous store chain that sells everything else. Suits, Goggles, Sensors - you name it!
	Team	Competing teams. They may steal your jobs if you don't get to them quick enough.
	Car dealer	You can buy different vehicles later in the game if you've earned enough money. Better cars can be quicker to help outpace the competition and they can also provide space for more equipment.
	HQ	Your current headquarters.
	Buy HQ	You can visit here to buy better headquarters, they can be expensive, make sure you've made enough money.
	?	You will know when the time comes.

CHAPTER 3

The Team



You can view the Team Market by clicking on the desk in the office of your headquarters. This is where you hire and fire hunters.

Hunters come with a variety of abilities. At midnight, each day in the game, the choice of hunters in the team market changes. So if you haven‘t found what you are looking for come back and check again to see who‘s available.

We have created different hunter classifications to make it easier for you to choose the kind of hunter you want. Each hunter classification has different key strengths and abilities.

GHOST HUNTERS

Meet Stromsky, a veteran in the ghost hunting business. He works best during the night and he almost never needs sleep. Rumour has it, he is a Level-1 Leader. As you would expect levels can go up for a hunter and as a leader his morale is really good. The main abilities are always shown in green.



CLASS	LEADER	BRUISER	SHOOTER	SCIENTIST	INVESTMENT BANKER
Great from the start in	Morale	Strength/ Constitution	Aim	Intelligence	Banking
Improvement in „carrying weight“	OK	Great	OK	OK	Bad
Improvement in „walk long ranges“	OK	Great	OK	OK	Bad
Improvement in „walking whilst hit“	Good	Great	Good	OK	Better in running away
Improvement in „efficient use of the equipment“	Good	OK	Good	Great	Bad
Improvement in „having great conversations“	Good	OK	Good	Great	The Best
Improvement in „aiming“	Good	OK	Great	Good	Bad
Improvement in „limiting damage“	Great	OK	OK	Good	Not really good

“Great from the start in“ refers to strongest values when starting the job. “Improvement“ gives you an indication in which ability a hunter of a certain classification is most likely to become better at over time compared to other classifications.

CHAPTER 4

Actions



The Action Bar at the top of the screen shows the actions a hunter can perform.

You can select the action by clicking/tapping on the icon in the icon bar. Clicking with the right mouse button on a square on the mission screen allows the selection of actions as well. The first five actions can be selected with the keys 1-5. 'AP' stands for action points these are explained on the next page.

	ACTION	AP	DESCRIPTION
	Move/Shoot	1	Selecting Move/Shoot allows you to move or shoot depending where you click, the cursor icon will change as you move across the mission area depending on the option available to you in that square/field.
	Place trap	1	Places a trap where you point.
	Pick trap up	1	To use a trap somewhere else you need to pick it up. Select this action and click on the trap you wish to pick up.
	Open/Close door	0	When standing next to doors this action allows you to open and close that door.
	Light On or Off	0	As you enter a room this action allows you to switch the lights on or off
	Sensor	1	This is explained in detail in the „use of a sensor" section.
	Guard	1	This is explained in detail in the „Guard Mode" section.
	End turn	N/A	End your turn (you can do this at any point but you will lose any remaining action points).
	Escape	N/A	If you want to leave a mission for any reason move your hunter close enough to this symbol on the screen and select Escape the leave the mission.

ACTION POINTS (AP)

With turn you have two Action Points (AP) that you can use. AP are shown as red squares. Remaining AP are shown over your hunter‘s head. AP you will spend are red squares on the cursor.



The table on the previous page shows which actions require AP, there are two more actions (not in the Action Bar) which use AP.

1. Changing your hunters equipment
   Opening the detail window for your hunter and moving the equipment into and out of their hands will use one of your AP.

2. Moving equipment between hunters
   Move two hunters next to each other and open each of details windows. Once the windows are both open you can simply drag and drop equipment between them costing you one of your AP.



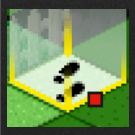


MOVE

Let‘s take a closer look at moving and the use of action points.



The range you can walk depends on your hunter‘s abilities. Let‘s assume he‘s got a range of 8 squares.

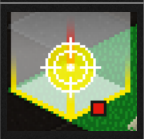
ACTION	DESCRIPTION
	Moving your Hunter will cost you one AP, you can move up to 8 squares in our example. The red square symbol whilst planning your movements is highlighting that wherever you click this action will cost you one of your AP. Let's assume you only move three squares, what could you do next?
	 Even though you used one of your AP on the first movement, you could choose to continue to move the Hunter the remaining five squares for no extra AP.
	 You can shoot for one of your AP if you have an AP left. You will give up your remaining range of five.
	 Placing a trap would also cost you one of your AP if you have an AP left. You will give up your remaining range of five.
	 You could pick a trap up for one of your AP if you have an AP left. You will give up your remaining range of five.
	 Using a sensor will cost one of your AP if you have an AP left. You will give up your remaining range of five.
	 You can switch the lights on or off for no AP and then CONTINUE with your remaining movement range of five.
	 You can open or close doors for no AP and then CONTINUE with your remaining movement range of five.
	 You can swap equipment between hunters or rearrange the inventory of your hunter, spend an AP on that and then CONTINUE with your remaining movement range of five.
	 You can escape from the mission but your remaining movement range will be removed because of your cowardly behaviour.

MOVE/SHOOT

Selecting Move/Shoot allows you to move or shoot depending where you click, the cursor icon will change as you move across the mission area depending on the option available to you in that square/field.



After selecting MOVE/SHOOT the cursor may show one of the following icons as you move across the mission field.

ICON	DESCRIPTION
	The black footprints with the red icon indicates that moving to this square will use up one of your AP for this action. Walking/moving may be interrupted by other actions, like opening doors and switching on lights these have no influence on your range, but once you shoot or place/pick up a trap during a turn you will give up range left before you took one of those actions.
	The black footprint indicates you can move to this point. There is no need to use an AP.
	Grey footprints indicate that you can‘t walk there. The field is out of range.
	The red crosshair icon shows that you can shoot here. The red square indicates that you will use an action point for this action.
	The grey crosshair shows that you can‘t shoot here, you may need to move closer to shoot.
	The yellow crosshair shows that you can shoot here but you will hit things around you causing damage to them and costing you points on your damage meter. The red square indicates that you will use an action point for this action.

MOVING

Moving can be interrupted by other actions. Let‘s look at the usage of AP.





As you can see in his tooltip above, Walter has a range of 8 squares for one of his AP. You can see two red squares above his head indicating that he has two AP remaining.

The light green squares illustrate the range he‘s got left. Note that it is not always possible to show the full range remaining depending on obstacles that may be in the way.



Our Hero can walk the six red dots for example (note he can‘t walk diagonally) and then either straight on or turn to the left to complete the range of 8.



We decided to let Walter walk to the blue 7 on the picture on the previous page. As you can see from the light green squares he can move one square in any direction to complete his full movement range.



Rather than move any further we decided that Walter should take a shot at the green Slime-ball, this action meant we can no longer move Walter and taking the shot used the last of our AP. Meaning that we have now finished our turn.

PLACING TRAPS

Hopefully you would have seen in the game‘s tutorial how to place traps under ghosts to catch them. Here are other things you should know about catching ghosts.





To trap this ghost click on the “place trap“ action in the action bar and click on the square next to the ghost. Your hunter will now walk there for one of your AP and place the trap for the last of your AP.



Here is what we would like to show you:



Your beginner trap - the “Ghoaster“ can’t catch a ghost next to it. It will only catch ghosts that are above the trap. But your beginner weapon - the “Modified Vacuum Cleaner“ is a “Pull 1“ weapon. So if you stand on the other side of the trap and you are lucky the weapon will actually pull the ghost over the trap, weaken it enough and the trap will catch it.



PLACING TRAPS

One more example to illustrate how range of movement and AP work.





Your hunter has walked the full range and could walk up to the ghost now if you spent the last of you AP for the second movement action.

If you choose the place trap action now you can only place it next to you (see light green squares) because placing the trap costs one of your AP and you have only one of your AP left. To walk and place the trap you would need two AP.



WHEN DO YOU TRAP A GHOST?

The example that we have shown you only works if the ghost doesn‘t decide to move away and actually stays next to the trap. Let‘s take a look at the conditions that need to be met to trap a ghost successfully.



1. Ghosts need to be weakened enough to be caught by the trap you are using.
   The Poltergeist here has 2 energy points remaining and the “Ghoaster“ shows a “Max. Ghost-Energy“ of 1, which means that you can‘t trap the ghost with the “Ghoaster“ unless you first weaken it with your weapon.



2. The ghost must be within the range of the trap (with the simple beginner's trap this means the trap needs to sit on the same square as the ghost).

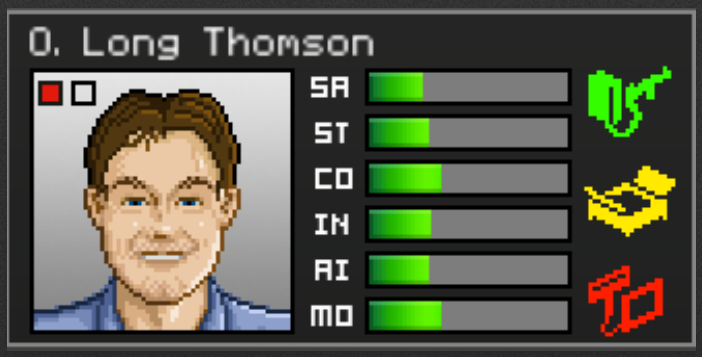


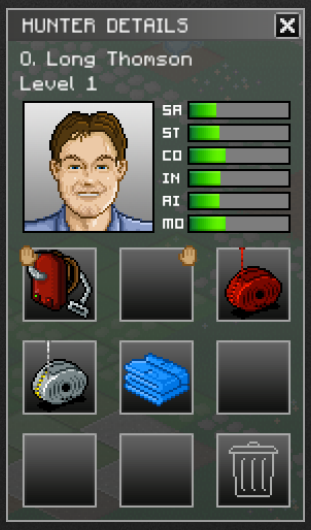
3. Traps are not 100% reliable. Therefore the trap may fail and not catch the ghost. The “Ghoaster” shows a 60% chance of trapping a ghost.

All traps are equipped with movement sensors. If a ghost moves over a trap the trap will try to catch it. You can force ghosts to be caught. If the ghost is above your trap and you fire at it the action of being hit will cause the ghost to get agitated. That movement may trigger the trap. Therefore it makes sense to fire at ghosts if they are above your traps even if the ghost’s energy is already at zero.

EVEN MORE ABOUT TRAPS

Note the icon in the middle. It is the trap status for your hunter. In this case it is yellow, indicating that the whilst your hunter is carrying a trap it is not in his hands (green). So he is not ready to use that trap.





This hunter has a full trap (red) and an empty trap. Because the empty trap is not in his hands the trap status is yellow. For one AP you can move it into his hand, so you are ready to use the trap.



If the trap is full it is automatically picked up. The trap icon in the action bar shows up in red if the hunter has no trap in his hands.

When a mission is complete all traps are automatically collected. You don‘t have to do that. If a hunter that owned a trap freaked out and ended up in the asylum their equipment is placed back at their headquarters.

Trap Types

There are various trap types later in the game. First of all there will be traps with a wider range. They are capable of catching ghosts next to the trap as well as ghosts on the trap.

Another trap type is a throwable trap which can be thrown at a ghost within a certain range.

Then there are traps with special abilities such as causing damage to passing ghosts or stunning them so that they can‘t do any harm for a turn.

You‘ll see there is plenty to discover. But of course you need to earn the money to afford them first. You should check in at “Traps R Us“ from time to time to see what they have on offer.

PICKING TRAPS UP

To use a trap somewhere else you need to pick them up. Select the “pick up trap“ action and click on the trap to pick it up.





Select the “pick up trap“ action. For two action points you can walk to the trap and pick it up in one turn because the trap is placed within your walking range as the light green squares indicate.

The two red squares next to the trap symbol in the cursor show that you will be spending one AP for walking and another one to pick the trap up.



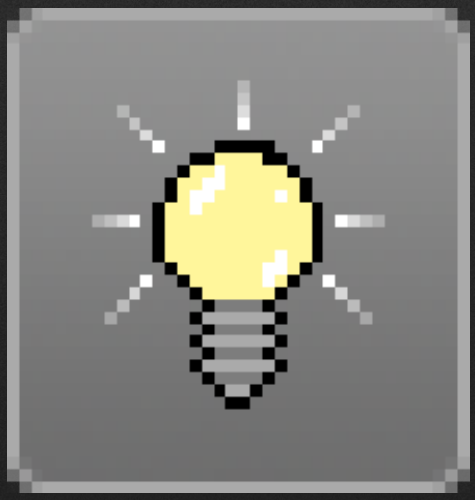
DOORS

Doors block your hunters line of sight. So opening and closing doors makes perfect sense. You can only open and close doors when you stand next to them. You can also tell a ghost hunter to walk through them by pointing on a field behind a door. They are bright enough to actually open the door when they walk through it without you having to tell them to do so.



LIGHT

Lights are an essential ingredient to ghost hunting. Light switches are always next to doors. You need to stand next to a door to turn lights on or off. If the light is switched off - guess what - ghosts have the advantage. You may not see them and your aim is not as good. Quite logical, isn‘t it? By the way: Some ghosts know that and will try to turn the lights off if they can.



END TURN

If you think you have done enough for this turn, you may end the turn by using this action.



USING A SENSOR

Sensors allow you to gather more informarion about a mission.



Requirements

Read the requirements in the tooltip. Usually it is not a good idea to hand the precious sensor to the dumbest hunter in the team, they may break it.

Benefits

Depending on the sensor you can get additional information about the ghosts in a scene. The additional information shows up in the ghost tooltip and allows you to understand a bit more of the ghost‘s behaviour. This could help you with your strategy.

Usage

To use a sensor the hunter carrying it needs to place the sensor into one of their hands.

TIP: You will save AP if you place the sensor in the hand of your team member when the mission start screen pops up. Equip them with the sensor before starting the mission.

When you enter the scene you should select the hunter with the sensor, push the sensor action and then open his inventory and swap the sensor for a weapon or trap.

NOTE: If you miss the data the sensor has read then look at the HQ Radio window. Some of the sensor data shows up there as well.

GUARD

Guard is a strategic move for you to try and take advantage of by surprising the enemy.



Click on the guard action symbol in the action bar or press space to activate guard mode for the selected hunter.

Guard will cost your hunter their remaining AP (you need at least one). Your hunter is now in guard mode. When you end your turn that hunter will automatically shoot any moving ghost during the ghosts turn.

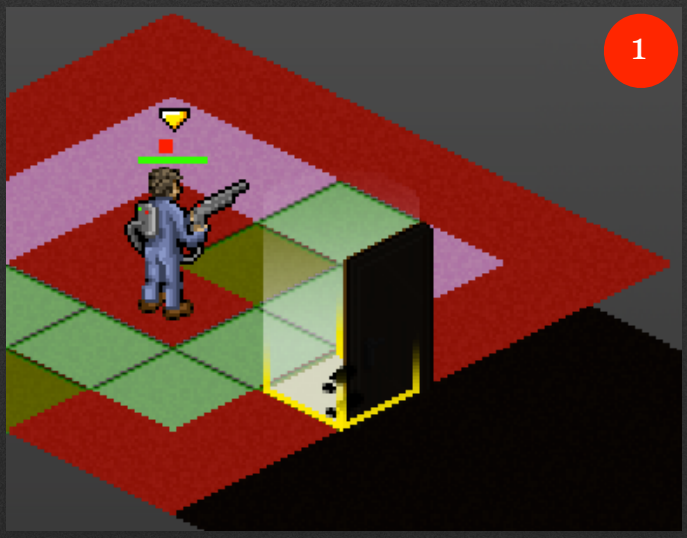
Note: ONLY moving ghosts will be shot!

Why would you do that? Assume you are in a cemetary and you think there might be a ghost coming. You have one AP left but you don‘t want to step into the unexplored space yet because the other team members are not close by. Then spend the AP on guard mode and see what happens. Should a ghost show up you‘ll shoot first at it during his turn then when your turn comes around you have two more AP to hurt him before he can act again.

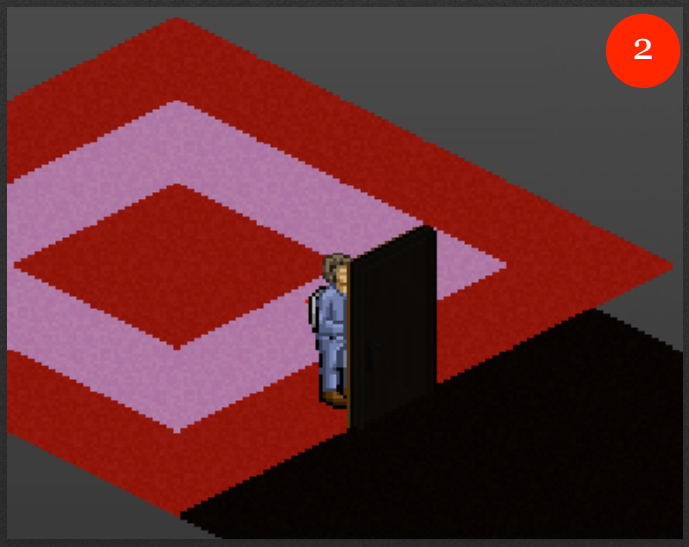
Or you could play assault style. Line up your hunters, place traps next to them and go on guard. You may auto trap the next ghost that shows up.

You may also experience a situation where you can see lots of damage being done in a room that you are yet to explore. You can walk to the room and stand in front of the door in guard mode hoping that a ghost may leave the room. This will make sure it gets a warm welcome.

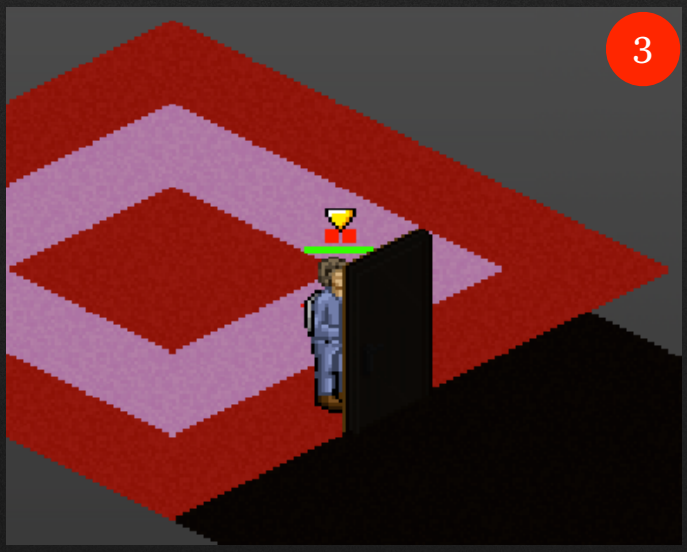
Assume you’re hunting a ghost in one room and he tries to escape in the direction of another room. There is a hunter in the other room but he would have to walk too far to walk and shoot at the ghost. He could then walk his range and use the remaining AP to go on guard, awaiting the ghost.



The hunter has enough range remaining to walk to the door. Perhaps you don‘t want to open the door, spend the AP to walk in and then be unable to do anything else in the new area.



Instead you move your hunter to the door and activate guard mode using your remaining AP. It is better to surprise someone than to be surprised, right? Especially in the ghost hunting business. Activating guard mode ends your turn.



Perhaps no ghosts will turn up, but the advantage now is that you can enter the new room with all your AP intact...



... this could be extremely useful if this is what you discover when you open the door!

CHAPTER 5

Paranormal Phenomena



Ghosts are of a strange nature. They do things that you should know about. Here are the latest scientific findings that we have heard about and that we would like to share with you.

There are different types of ghosts and they all behave differently. To catch them you need to know where they are to begin with. Exploring the mission scene fully to find them is a good idea. Switching the lights on may help as well.

If you close the door you break your hunters line of sight. That may protect you from harm. But the ghosts may not be impressed by a closed door.

GHOST BEHAVIOUR

Don‘t expect totally logical behaviour. Some ghosts can do some strange things. Here is an INCOMPLETE and UNOFFICAL list of things they may do.



THEY DO THIS...	...AND THIS IS WHAT IT MEANS FOR YOU
Dematerialisation	Some ghosts are able to dematerialise and materialise themselves, which allows them to move through walls or closed doors.
Teleport	Some ghosts are able to teleport themselves. So they can disappear suddenly and reappear somewhere else.
Conjure	Very powerful ghosts can conjure up extra ghosts adding to your troubles.
Stun	You may be stunned by a ghost. If that happens you are not able to perform actions for one or more turns.
Curse	If a ghost curses you it certainly influences the things you are able to do. And it is not a good influence.
Damage	If you are hit by a ghost - in whatever way - it can influence your abilities. If your strength is lowered too much you may not be able to continue moving because you’re carrying too much weight. Dropping some equipment can fix that problem.
Push	Some ghosts can push you around. That can extremely unpleasant especially when you are in the Tube station and you get pushed onto the rails. You can get electrified and stunned by the rails. Trust us, that is no fun.
Dripping	Some ghosts will leave puddles of ghostly goo, they can make the floor very slippery causing your hunters even more challenges.
Meow	Silly! This is not a ghost! That is a cat! Do not shoot pussy!

DAMAGE CAUSED BY GHOSTS

Ghosts interact with their environment in a very unpleasant way. They damage objects such as furniture. But they are dangerous for the hunter as well.

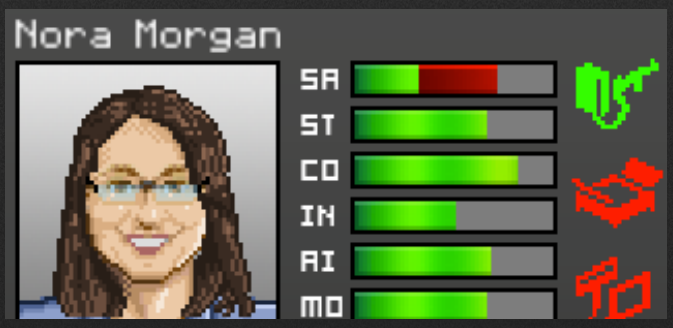


During the course of your actions ghosts may attack you and leave you with damage. In general they can damage any of your abilities.

In your tooltip (1) the status may be cursed (by a regular curse or a bad curse or both at the same time), slimed or weakened.

Some of your abilities will be reduced now. The most obvious effect could be that you're carrying too much weight and your strength has dropped. This affects your range permanently up to the point where you may have to drop a trap to solve the problem or hand equipment over to one of your team mates.

If your hunters sanity drops below a certain point the game will test their morale. That test may result in the hunter panicking seeking the emergency exit.



They will only walk a few squares towards the exit. In the next turn the situation is reviewed by the game. Depending on his overall statistics he may stop panicking or continue to escape. In any case you will not be able to tell them what to do once they've started panicking.

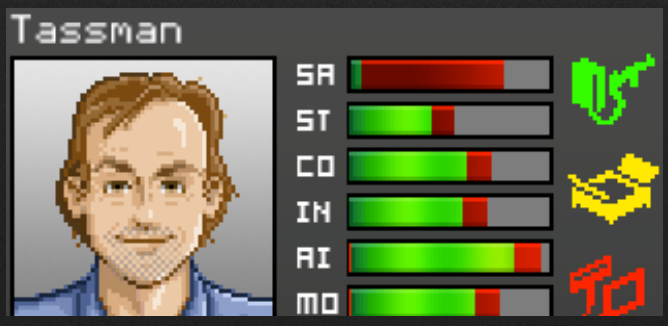
Rumour has it that there is a very rare type of ghost - that you may not even meet during your games – which causes absolute panic in the whole team pretty much immediately. He is said to look like a tall man and is usually hidden in the woods, scaring harmless hikers. But fingers crossed you will not experience that problem.

SLIME ATTACK AND OTHER JOY

You may be cursed, slimed and weakened during your adventures. There is certainly enough danger out there in the ghost hunting business.



Should the sanity drop to zero your hunter will completely freak out and run away heading for the asylum. That can't be cured. He is gone and will not become employee of the month.



If you see it coming you should probably protect your team by running to the exit and give up that mission.

If your hunter is slimed - caused by a slimer - their movement range will be reduced.

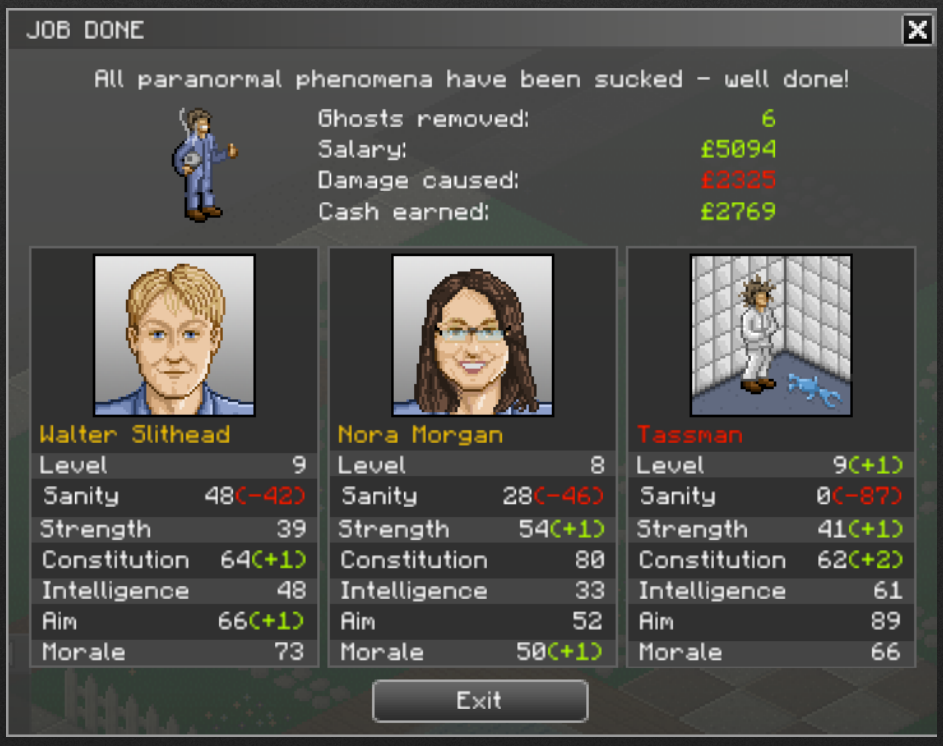
Cursed, slimed and weakened are permanent status changes and can only be healed at the hospital. Avoid heading for your next mission if your hunters are badly hurt.

If ghosts hit your hunter with a stun effect the HQ radio will display a message saying the hunter was stunned and a text will appear over your hunter for a short time indicating the same. A stun subtracts AP from your hunter. If the strength of the stun is 1 then you lose one of your AP leaving you with only one action for the next turn. If the strength is 3 you lose both AP for your next turn and one AP from the turn after that.

Note that a stun can also be triggered by the rails in the tube. Your hunter can be electrified and stunned when they walk onto them. Remember that this is also true for ghosts. A push weapon may ... but that is up to you, really.

CHAPTER 6

Rock, Paper, Sissy



Sucking all the ghosts sometimes actually sucks. If you end up with a screen like this you sort of won but one of your team members disappeared - Tassman of course, who else...

In this chapter we would like to explain a few things that may happen to you and some best practices that we advise. You may find better ways of doing your missions. We aren't claiming universal wisdom.
"Listen to me, but find your own way." - as Adroides would say.

A TEAM IS A GOOD IDEA

We recommend that you hire a second ghost hunter as soon as you can. Both of your ghost hunters should carry at least one trap and one weapon.

It also comes in handy from time to time if one hunter is able to use a push beam

to push ghosts towards your traps and another hunter can pull the ghost over the trap.

PICK UP THE PHONE!

Pick it up when it rings. It may be important and it will not ring forever, the caller may give up. Or hang up on them, actually it's your choice.

DRIVE TO THE GHOST MARKER

When you accept a mission you should really drive to the ghost marker. Otherwise your competition may take the job or the marker may just disappear if your not quick enough.

USING FAST FORWARD



You can speed the game time in the headquarter or on the map by pushing the fast forward button. Your car will reach the destination quickly.

It is a shortcut to the next emergency call as well.

PAY ATTENTION TO THE HQ RADIO

The radio logs all activities. If ghosts make use of their strange powers the HQ radio will show what happened. It logs damage taken or caused and loads of other useful things that are happening.

USING THE TEAM MARKET

Strategies around hiring and firing vary a lot. Some people hire hunters once and never fire them because they get to know them over time.

Other players find it better not to spend money on healing hunters in hospital in early stages of the game and instead hire new hunters whenever someone flees to the asylum.

Patient players keep going back to the team market every now and then to see if hunters with better stats may be able help them improve their results. The team room comes in handy because it is possible to "park" hunters there before making the final decision to fire them.

It is really a personal choice as to which team strategy works best. It can be a bit of a handicap for those people who actually have their image as a character in the game. It is really hard to decide you're not up to scratch and fire yourself.

SOME SECRETS ABOUT WEAPONS

If you don‘t want us to spoil the experience then simply don‘t read this page. However we think it’s OK for someone who takes the time to read the manual to actually learn more about the game. All weapon cause damage when they hit things and if they hit depends on their reliability percentage.



	DESCRIPTION OF SPECIAL RULES (GREEN IN THE WEAPON TOOLTIP) THESE ARE A FEW EXAMPLES
	Hausordnung (German for house rules): This is a “Push 2“ weapon which pushes ghosts two squares when it hits them.
	Brotherly Love: A “combination beam“. Beautiful! If two or more ghost hunters shoot at the same target and hit it the damage will be increased by more than the total. Increase of 50% for the second hit and 100% for the third hit.
	Suq-o-Matic: Lovely! This thing really sucks! “Pull 3“ - Keep them coming!
	Poseidon‘s Trident: Splendid! Special rule “Fork“. This baby is able to hit multiple targets when they are next to each other.
	Ghostgrabber 3.0: Marvellous! It comes with a built in trap. Shoot and trap as you go, it also has a pull strength of 2 at the same time.
	Thor‘s Hammer: Brilliant! You’ll wish you could have started the game with this one - dream on! “Push 2, Stun 3, Cooldown 1“. In addition to pushing the ghost it will also stun him for three turns but it needs a turn to cool down, before you can use it again.
	Long John‘s Beam: Hard to beat! Range of 8 and a precision of 80%! Sweet! But it comes at a cost: “Minimum range of 4“ - so you can‘t stand next to a ghost and shoot it in its face (if it has one).
	Unknown weapon: Bummer! If you see this send us an email. It’s a bug!