

THAT'S THE SPIRIT HINT FILE

By Alessandro Grussu. Version: 1.1 (6 February 2010)

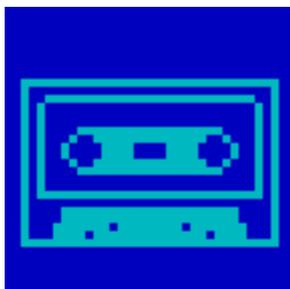
GENERAL TIPS

- Ghosts cannot always be avoided, so it is good to dispatch them every time you can, until you have to embark for the final battle.
- Always sleep before attacking a ghost. Falling asleep with a ghost near you could have very unpleasant consequences!
- Remember that a few ghosts reappear once you have been in a certain place or accomplished a certain task.
- You cannot **THROW** or **DROP** an object over another one.

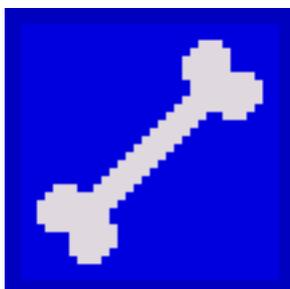
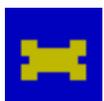
OBJECT LIST



ASHTRAY. Used to collect ghosts when they are shot at.



AUDIO TAPE. **CONNECT** it to the **Ghetto blaster**.



BONE. **THROW** it at the dog.



CREDIT CARD. HOLD it, stay in front of the Chemical Bank entrance and BUY to receive a **Money bag.**



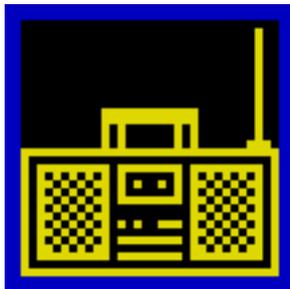
EXORCISM. READ this to the evil spirit in the church (when revealed).



FERRY TICKET. HOLD it and TAKE the ferry (when you are right at the access ladder) to reach Liberty Island.



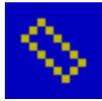
FLOWERS. THROW them at the woman to get rid of her – assuming you have already made her drop the **Ghetto blaster.**



GHETTO BLASTER. CONNECT it to the **Audio tape**, USE it and then THROW it at the break dancer.



GLOVE. HOLD it every time you have to TAKE the **Urn.**



GUIDE TO NEW YORK. READ it to make the **Ferry ticket** fall to the ground.



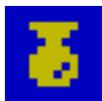
HOW TO STAY SANE. This book will restore your sanity to maximum when you READ it. Can only be used once and everywhere, except in Liberty Island.



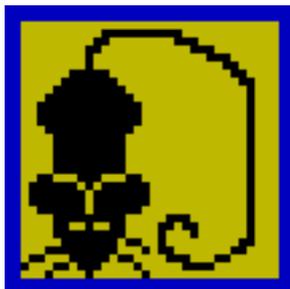
LASER GUN. SHOOT the ghosts with it to make them fall in the **Ashtray**. Must be used in connection with the **Power pack**.



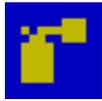
LIQUOR. DRINK it to regain half of both your fatigue and sanity.



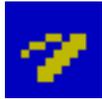
MONEY BAG. THROW it at the woman to make her drop the **Ghetto blaster**.



MOUSE. THROW it at the cat.



PAINT SPRAYER. CONNECT it with the **Red paint** and SHOOT to reveal the evil spirit in the church (see image below). Can only be used once.



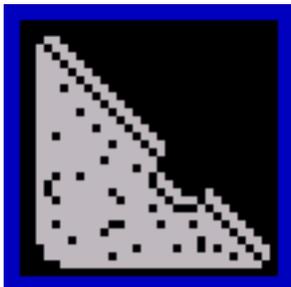
PASSEPARTOUT. Opens the *Staff only* door at the Hilton hotel.



POWER PACK. Connect it to the **Laser gun** to be able to SHOOT ghosts. Can be recharged by entering the Power station while carrying it. Do not THROW it, otherwise it will blow up, killing you.



RED PAINT. CONNECT it with the **Paint sprayer** in order to fill it.



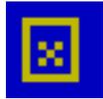
SANDWICH. EAT it to make your fatigue drop to zero.



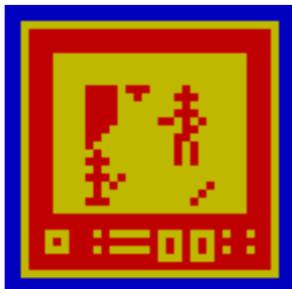
SINCLAIR QL. CONNECT it to the **TV** and USE it to obtain a clue about the evil spirit in the church. Also used as a counterweight for the teeter-totter in Liberty Island.



SLEEPING PILLS. If you EAT them, your fatigue will instantly drop to zero, but at the cost of about one fifth of your sanity.



TRIXIE'S SEASON TICKET. HOLD this and ENTER Trixie's to hear a jingle. Your fatigue will also increase. Other than that, no use.



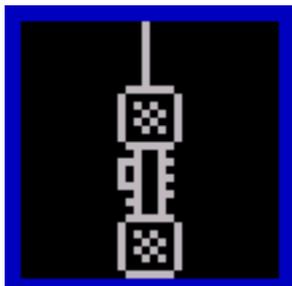
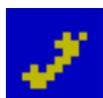
TV. CONNECT it to the **Sinclair QL.**



URN. You must THROW it at the archdevil in Liberty Island to complete the game. You can only TAKE it when you HOLD the **Glove.**



VOUCHER. HOLD it and BUY while standing in front of the liquor store door to obtain the **Liquor.**



WALKIE-TALKIE. If you USE it, an airplane will fly at the top of the screen towing a banner reading *TAKE THE FERRY!*



WATCH. Displays a different time when examined. No other uses.

The remaining objects have no use at all.

SPECIFIC TIPS

- To get past the old woman, just **SWEAR** at her. If you use the command for the first time in this instance, you won't get the fake reset animation, neither here nor in the rest of the game.
- Do not **SWEAR** inside the church, otherwise you will be immediately thrown out and won't be able to enter it again for the rest of the game.
- The Sinclair QL starts with an unfinished program that can be seen by entering *list* at the command prompt. It won't work unless a line ending the cycle is added. So enter *150 endrepeat qlue* and then *run*. You will then get the following message:
*Thine enemy shall be revealed
with colour-cursed he be!*
Enter *exit* to go back to the main interface.
- To reveal the evil spirit inside the church, **SHOOT** the paint sprayer once you have connected it with the red paint. You must be positioned as in the following picture:



HOW TO NEGOTIATE LIBERTY ISLAND

To complete the game you must take the ferry to Liberty Island and throw the urn at the archdevil on the right side of the screen. In order to do this

you must first of all carry with you **only** the following objects **in this precise order**:

- a) The ferry ticket
- b) The Sinclair QL
- c) The urn
- d) The glove

Once you get there, your sanity will start to decrease, so make sure to restore it to its maximum before taking the ferry, if you need it. Arranging the objects in the order above will let you spare precious time.

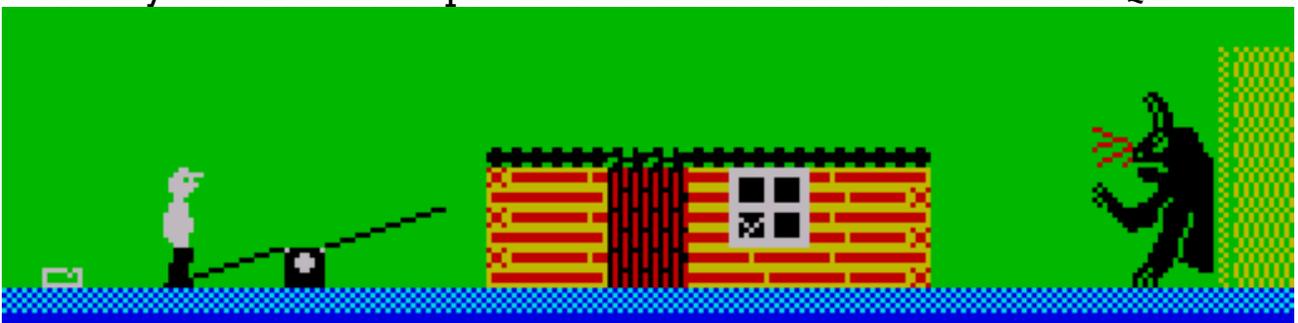
STEP 1

As soon as you arrive at Liberty Island, DROP the ferry ticket.



STEP 2

Position yourself as in the picture below and THROW the Sinclair QL.



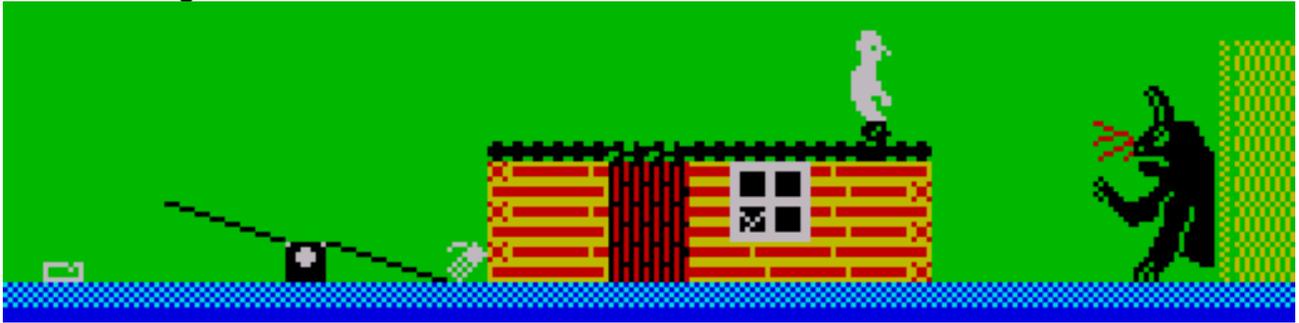
STEP 3

You are now on the roof of the house. Position yourself as in the picture below and THROW the urn.



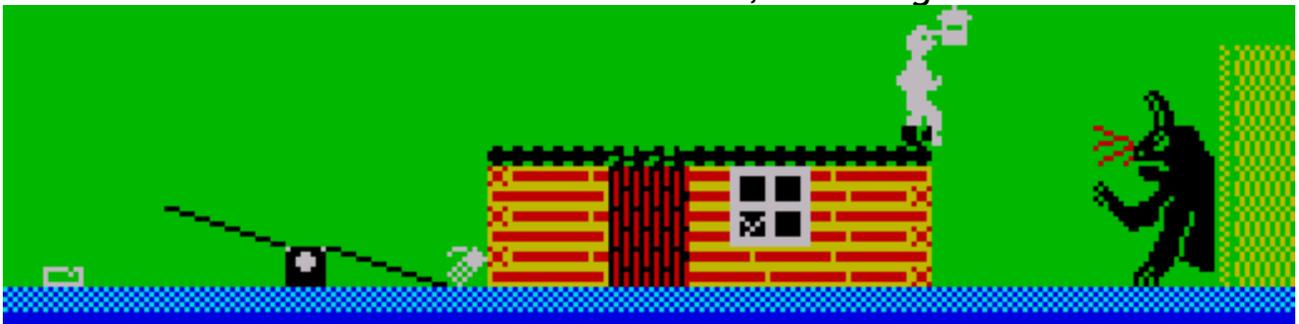
STEP 4

HOLD the glove and TAKE the urn from where it fell.



STEP 5

Advance a few steps to the right edge of the roof, as in the picture below, and THROW the urn. It will hit the archdevil, defeating him.



FURTHER NOTES

- Enter `c5` at the Sinclair QL command prompt to obtain the following answer: *PUSH BiCe?*
- The power pack can be used in place of the Sinclair QL in Liberty Island. This is the only case in which it won't blow up once it hits the ground. Other objects could be possibly used for the same purpose.
- The TV appears to be showing a duel scene.
- When you EXAMINE the liquor, the title of the game is very shortly displayed at the top of the screen (possibly a very weak pun).