



## getting started

Place Disc into computer tray. Copy the game file to your desktop screen. Double click the game icon that now appears on your desktop screen. The game will begin loading. (It may take a minute or two to fully load)

## objective

You must guide Abby's owl, Ozzie, through the night with the goal of reaching Abby at the "School of Magic" by morning. Using your keyboard controls you will keep Ozzie flying through cities, parks, caves, graveyards and more. Along the way, among the things you can collect is Abby's lost homework, many areas require you to collect at least 8 pieces before you can move on. Along with lost homework you may also discover valuable health and wand recharges, grab them when, and if, you can. One final note: There are rumors of certain "unfriendly" things rumbling about, you and Ozzie will need to keep your wits about you if you are to move past them. Good luck! Abby's counting on you!

## scoring

You will gain points for your actions on your journey. From stunning annoying birds to collecting homework and power ups. Since Ozzie is Afraid of the Dark, you will also gain many points if you can keep a spotlight near him at all times. Do really well in your adventure and you may even join the top 10 alltime List.

## obstacles

Along your journey you will run up against all manner of creatures. From ravens, to crows, from spiders to ghosts and everything in between. When in doubt use Abby's wand to stun them. Also try not to bounce poor Ozzie off too many trees, it's not good for his health.

## hints

You begin the game with 5 lives and 100 health, be sure to collect powerups as much as possible. Remember Ozzie can Hoot (Hbutton). Once per area it triggers an air-drop of a 100% health power up for Ozzie, use it wisely.

## controls

W=Up  
A=Back D=Forward  
S=Down  
SpaceBar= useWand  
I=Spotlight On O=Spotlight off  
H=Hoot L=Reset Spotlight