



"Blinky's Scary School" is a platform game released in 1990 by Zeppelin Games. The game was made available for several platforms including the C64, Atari XE/XE, ZX Spectrum, Amiga, and Atari ST. In this game, players assume the role of a small ghost named Blinky. The primary objective is to lift a curse cast on a castle by the infamous ghost hunter Red Laird McTavish. To achieve this, players must explore the castle to find ingredients for a magical elixir that will be concocted in a cauldron. Along the way, players can also find other useful items that will aid in their quest.

The game is characterized by its adventure and arcade elements, offering a 2-D platform experience. It was developed by Van Copeland, with Richard Boston as the graphic artist and Adam Gilmore handling the sound. "Blinky's Scary School" was published by Zeppelin Games and has been appreciated for its cute and clever design, challenging yet fair difficulty level, and its contribution to the gothic adventure genre during the late 8-bit era. Despite its charm, some critics include a lack of sufficient sound effects and issues with character control, particularly in jumping mechanics.

BLINKY'S SCARY SCHOOL