

## Geisterhaus - Quick Guide:

The object of the game is to find the three shards of an old urn scattered around the mansion. Only when all three pieces are assembled to the complete urn and it is in the inventory, you can leave the villa and the game is over. You start on floor one. This room is also the room with the exit through which the haunted house can be left once you are in possession of the complete urn. There are 4 floors in total, which are connected by stairs.

The mansion is haunted by 3 other creatures: a ghost, a spider and a bat. Touching them literally scares you to death and you lose one of your 9 lives. Unless a magic scepter is in your inventory, which can be found somewhere in the villa.

Only one item can be in your possession at a time. If you find a new one, it will automatically be exchanged for the one in your current inventory. However, the different urn shards will automatically assemble if there is already a part of the relic in your possession. The object currently in your inventory is always shown in the status bar, as well as the remaining lives, the current floor, and the matches already used. Unlike the VCS version, the status field also shows you your difficulty level and whether lightning is active or not.

Which brings us to the next important topic: Items can only be found by the light of your matches. To light one, you must press the fire button. However, the flame will go out after some time or if one of the other creatures is in the same room as you. But luckily you have an infinite supply of matches at your disposal. As long as a match is burning, pressing the fire button again will drop the item currently in your inventory.

The game ends as soon as all lives are gone, or you are in possession of the complete urn and have left the house through the main entrance. By pressing START or SELECT you can start a new round at any time, even while the game is running. Try to finish the game with as few used matches as possible and in the best case with all 9 lives.

From difficulty level 3 you must find your way in total darkness. Only in the glow of your matches can you guess the walls. Only creatures that are in the same room as you are visible to you. Pay attention to all sounds, they will tell you if you run into a wall, pass through a door or if a locked door prevents you from passing through. If there is another creature in the same room, sometimes short flashes will light up the room and make it easier for you to escape. (The flashes can also be turned off by pressing the OPTION button, in which case you will have to rely more on your hearing).

Starting from level 5, some of the doors are locked. Only if there is a key in your inventory, you can pass through them. Without a key, you'll have to find another way. However, with some detours, every room in the manor can be reached without a key. Only the ghost has the ability to pass through locked doors.

Here is a summary of each difficulty level:

Game 1: Walls visible, 3 creatures, No doors, No key.

Game 2: Walls visible, 5 creatures, No doors, No key

Game 3: Walls not visible, 3 creatures, doors present but all unlocked, no key

Game 4: walls not visible, 5 creatures, doors present but all unlocked, no key

Game 5: walls not visible, 3 creatures, doors partly locked, key in start room

Game 6: walls not visible, 5 creatures, doors partly locked, key hidden in mansion

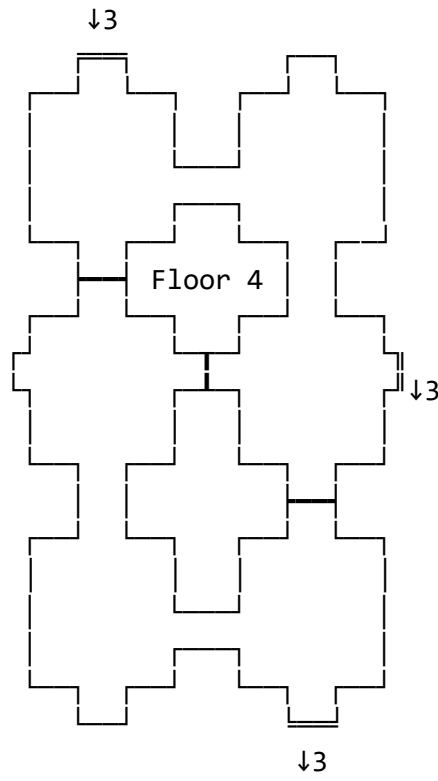
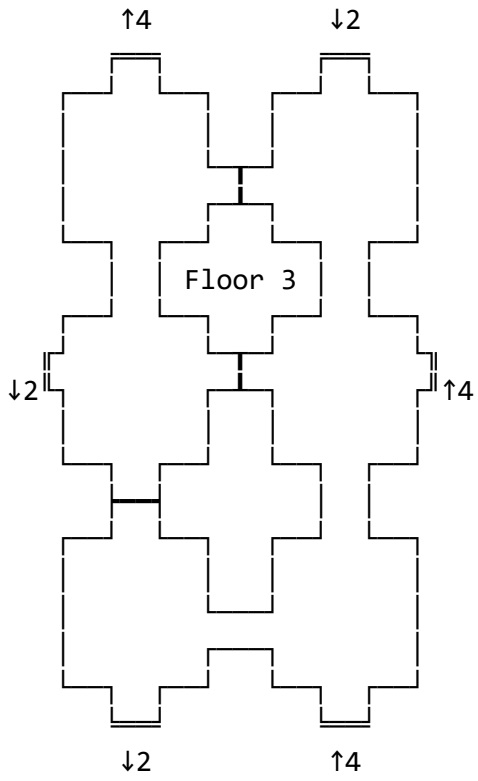
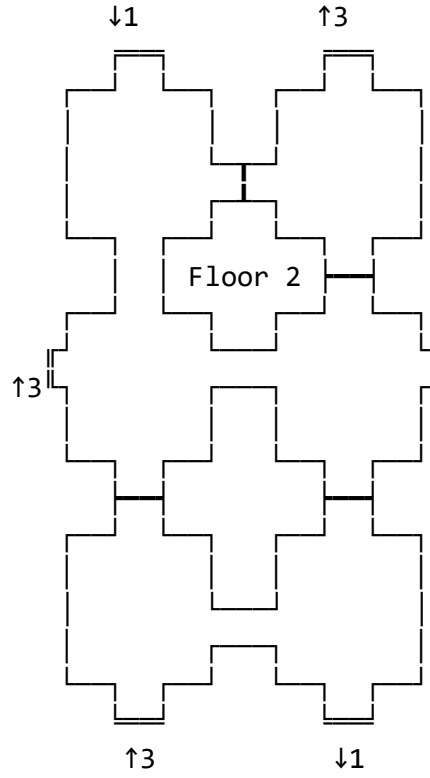
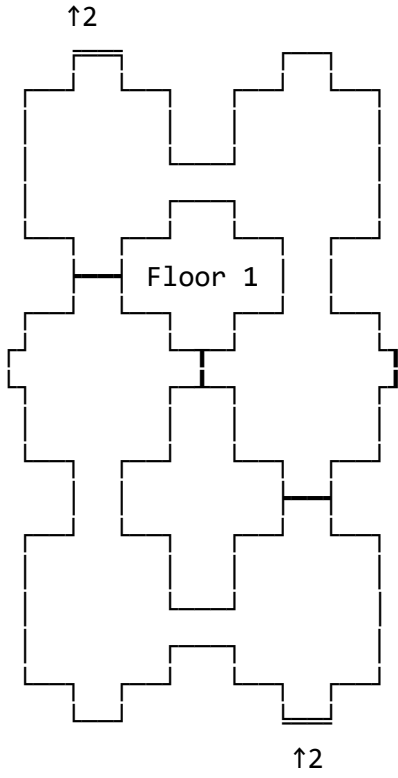
With SELECT you select the game level.

With OPTION you can deactivate the lightning, then it will be even more difficult to orientate yourself.

By pressing the START button you start the game.

An active game can also be restarted at any time by pressing START or canceled with SELECT.

# FLOORPLAN



⊢ = Locked Doors ( Starting Game Level 5 )