creative computing software

Haunted House

by
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CS-7003   **32K**

LOADING INSTRUCTIONS

Insert the cassette tape into the recorder with the name of the game you want to play facing up. Press the REWIND button on the recorder and rewind the tape fully. Press PLAY and type CLOAD on the keyboard. Press RETURN twice. After several second you will hear a whistle coming from your TV speaker. When the program has finished loading, the word READY will be displayed on the screen. Type RUN and press RETURN.

INTRODUCTION

HAUNTED HOUSE is a nightmare simulation program for the ATARI computer. You will find yourself in the following predicament: you are lost in one of several hallways of a haunted house; if you can find your way out before midnight, you will survive; otherwise, you do not

The game is played by moving through the house, searching the rooms to discover the secret passageway leading to safety (how-

ever, not all the secret passageways are so commodious). You may find clues along the way; you may also increase or decrease your "luck factor". Certain rooms of this house are haunted by spirits, which will either help or hinder you.

HOW TO MOVE

The upper right hand section of the screen contains the clock. When it is 6 p.m., you have six (6) hours to go. Beneath the clock is a brief description of your situation. Although this description contains all the information you need to make your move, a small graphic rendition is also given in the upper left hand part of the screen. This consists of an "arrow" (<, >, V, or ∧) to indicate your facing, and shows the relative location of any doors (D), stairways (S), walls (blank space), or hallway extensions (white space) that surround you.

To move, press one of the following keys:

R—To move Right
L—To move Left

F—To move Forward
B—To move Backward

Additionally, if you are on a stairway (look for the message, "By A STAIRCASE"), you can also press the keys:

U—To go Up
D—To go Down

The only other legal command is "S" which will be explained later. Depressing any other key will give you the list of the legal commands. Try it! If you try to make an illegal move (into a wall, through a door that happens to be locked, etc.) you will get an appropriate message. Each move takes one minute of time. If you move into a room that you had visited before, your description will include the message: THIS ROOM LOOKS FAMILIAR.

HOW TO SEARCH

The search command (S) is only valid if you are in a room. If you "search" one of the rooms containing a hidden passageway, you will always find it. If there is no passageway in

that room, you may find other things (such as a key to open locked doors). You may search a room as often as you like for these other objects. The amount of time used by a "search" command varies so watch the clock!!

GHOSTS

Certain of the rooms in this house are haunted by ghosts. They may or may not be friendly. If you enter a haunted room, you will get a message that "SOMEONE ELSE IS IN THIS ROOM." If you leave the room on your next move you will not encounter the ghost; however, if you remain in the room longer (inadvertantly or not), you will meet him.

GENERAL COMMENTS

Every time you run this program, you will be in a different house. The house will always have four (4) floors (seven rooms per floor), but the disposition of doors (locked and unlocked), secret passageways, ghosts and room names will be different each game. Your "luck factor"

may be changed (positive or negative) by what you find during a search. You may want to consider it when making decisions during the game.

So: are your nerves steady? Is your skin tingling? Do you feel the walls of the tomb closing around you? I think the nightmare is about to begin . . .