

The House

Loading Instructions

The program loads in 3 parts, machine code and data, the title page, then the actual program. To load type in LOAD, followed by a carriage return, then press play on the tape recorder. When "Loading end" is displayed, stop the tape and enter RUN, followed by a carriage return when the machine code is stored (the Sega will tell you when), press play on the tape recorder. You are now loading the title page. When the title page has loaded, the computer will display "STOP THE TAPE", do just that! Finally when the computer says so, press PLAY on the tape recorder and load in the final program. If everything is going okay you should hear 7 beeps, a wait of about 1½ minutes then a display of "STOP THE TAPE". The game is now ready to play.

Playing Instructions

Make sure you have a joystick plugged into socket number 1. When the program is loaded you should have on the screen the following:

1. A purple square with a black border, and the words "MAP" underneath — this is a map of your relative position in the house.
2. A red square, this is the "text window" — here any relevant messages will be displayed, such as combat, treasure, resting etc.
3. A grey square with a black border — this is a plan view (i.e. a view from above) of the room you are presently in. A room may have between 1-4 doors leading into other rooms!
4. A scroll of paper on the right — this displays your score, bolts (bolts are a special way of killing monsters), health (if this reaches zero or lower you are dead!), and gold (a measure of how much treasure you have collected).

The object of the game is that you, Sidddy Superspook, have to kill Vanessa the Vampire, but to do this you must find a crucifix, and find Vanessa! There is only 1 crucifix in "The House", and if you enter a room that contains it, the computer will tell you you have found it and display a small blue crucifix next to the text window.

Every now and then a group of black letters appears to the right of the red text window at the bottom — these will tell you roughly in which direction Vanessa is (eg NE, S, W, SE, NW ...) — keep good note of these, as they will help you immensely.

There are also horrible monsters in "The House". They are called purple people eaters and have eight tentacles, and tend to be nasty! It is your job to kill these (unless they kill you!). If you enter a room containing a PPE, he will be displayed in the bottom right hand corner of the plan view of the room. Combat is covered further on in these instructions.

A room may also contain a chest — this may be empty or contain a potion or gems or gold. As soon as you enter a room the contents of these chests will be disclosed. If gold is in the chest then just above the text window a pile of gold will be displayed. If gems are in the chest a gem will be displayed, and if a potion is found a small potion bottle will be printed. These displays are permanent and are only altered if you find a chest with different contents. Gems are rarer than gold but worth more, and a health potion zaps up your health to maximum (100%) and gives you another bolt.

Movement

At the start you will be beamed into a room at random, and your position displayed on the map — also the doors in that room will be displayed. If there is a door to the north and you want to go north, then just push the joystick upward. In general push the joystick in the direction you wish to go (so long as there is a door that way!).

Rest

With all the fighting and running away you will be doing your health will soon diminish, and if it reaches zero you will die! If you wish to rest just press any of the fire buttons on the joystick when you are in a room. Now select how long you wish to rest (between 1-6 hours) — to select your hours, hold the joystick forward to increase your length of rest, and hold it backward for less. When you have made your selection press any of the fire buttons and you will start to rest. To get a bolt back (bolts will be covered in combat) you must rest a full 6 hours! HINT: It is better to rest in a room containing a chest because each hour you rest there is a small chance that a PPE will beam in and attack you. If you kill it, the chest in that room MIGHT REFILL with treasure! The chance of a PPE beaming in increases as you get a higher score. Also watch out for your alarm clock going off early!

Last note: Your health can never go above 100%.

Combat

When you encounter a PPE, combat commences! The computer will select (at random) who shall strike first. PPEs attack by using their tentacles and can hit you with between none (or miss!) and 5 (doing maximum damage). You attack by punching — a crusher does the most damage and a miss the least (no damage!). Each party takes it in turn to fight and stops only if one dies or you run away. When it is your turn to fight you are given 3 options. These options are: Fight bravely, Run away or Bolt of energy. To select the option, you use the joystick in exactly the same way as selecting hours when resting — hold the joystick forward until you find the option you desire then press a trigger on the joystick.

A bolt of energy is an all or nothing spell — it will kill a PPE, but there is a small chance it won't. You start off with only five so use them sparingly (see rest on how to regain bolts).

Run away only if you have health in the region of 20%-30%, as when you run away you use up energy and may die of exhaustion if your health is too low. When you run away you will be instantly transported at random somewhere in "The House", possibly into the hands of another PPE! There is a small chance that a magical power may stop you from running away (this is Vanessa up to her usual tricks!) but you can try again.

Fighting is usually done when you have good health (30%-100%) — the main advantage of fighting is that you get lots of points for killing a PPE with your fists!

That just above covers the instructions, so enjoy your adventures as you take Siddy Superspook (who is a ghost in a monk's robe) around "The House".

The high score is 87,020, so try as hard as you can to try and beat it!

Good luck (you'll need it!).

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