

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 warning (an eerie noise, and a message that "someone else is in the room"). If you leave that 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 4 floors (7 rooms per floor), but the disposition of doors (locked and unlocked), secret passageways, ghosts, and room names is different each game. Your "luck factor" may be changed (+ or -) 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 in around you? I think the nightmare is about to begin...

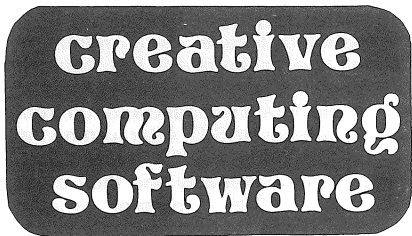
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APPLE II 16K

CS-4005

HAUNTED HOUSE

by Randall S. Matthews

Made in U.S.A.

CREATIVE COMPUTING SOFTWARE

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INTRODUCTION

"Haunted House" is a nightmare simulation program for the Apple II (16K memory).

This program is loaded and run from Apple Integer BASIC. After turning the Apple on, press RESET, press CTRL and B simultaneously and then press RETURN. The prompt should appear. Type LOAD, press RETURN and press the PLAY button on the tape recorder. After a few moments the program should load and the should reappear. If you have difficulty loading the tape, see the Apple manual for more information on loading BASIC programs.

After typing RUN 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 win; otherwise, you lose.

The game is played by moving through the house, searching the rooms to discover the secret passageway leading to safety (however, not all the secret passageways you may find 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. You will note that it is just after 6 p.m.; you have 6 hours to go. Beneath the clock is a brief description of your situation. Although this description itself contains all the information you need to make your move, a small graphic rendition is also given on the upper left hand part of the screen. This consists of an "arrow" (>, <, V, or A) to indicate your facing, and shows the relative location of any doors ("D"), stairways ("S"), walls (black space), or hallway extentions (white space) that surround you.

To move, hit one of the following keys:

"R" - To go right

"L" - To go left

"F" - To go forward

"B" - To go back

Additionally, if you are on a stairway

(look for the message "next to a stairway"), you can also hit the keys:

"U" - To go up

"D" - To go down

The only other legal command is "S", explained later. Depressing any other key will give you the list of 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. (Note: if you move into a room that you 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 effects. The amount of time used by a "search" command varies - watch the clock.