THE HAUNTED LIGHTHOUSE

By Thomas Perkowitz

The Haunted LIGHTHOUSE

SCENARIO-

On July 17, 1896, the day for the return of the entire fishing fleet, a tragedy befell the small village of Von Whittenburg. The beacon on the lighthouse went out. It is your job, as the new attendant, to relight it.

The legends of the lighthouse are many. It is said that the lighthouse is haunted with the ghosts of every sailer who died on the reef. The appearances of these ghosts are so startling that any person who encounters one, will die of fright. The old attendant was so paranoid that he had every room stocked with a chest containing things like magic bullets, bombs, keys and matches. It is even said that he hid a million dollars in sea treasure in one of these chests.

You must find your way through the 11 story, 100 room lighthouse and relight the beacon. You must succeed, the fate of the entire fishing fleet rests on your shoulders.

GOOD LUCK.

THE SCREEN

There is a
total of
42336 possible
different rooms.

INFORMATION DISPLAY AREA.
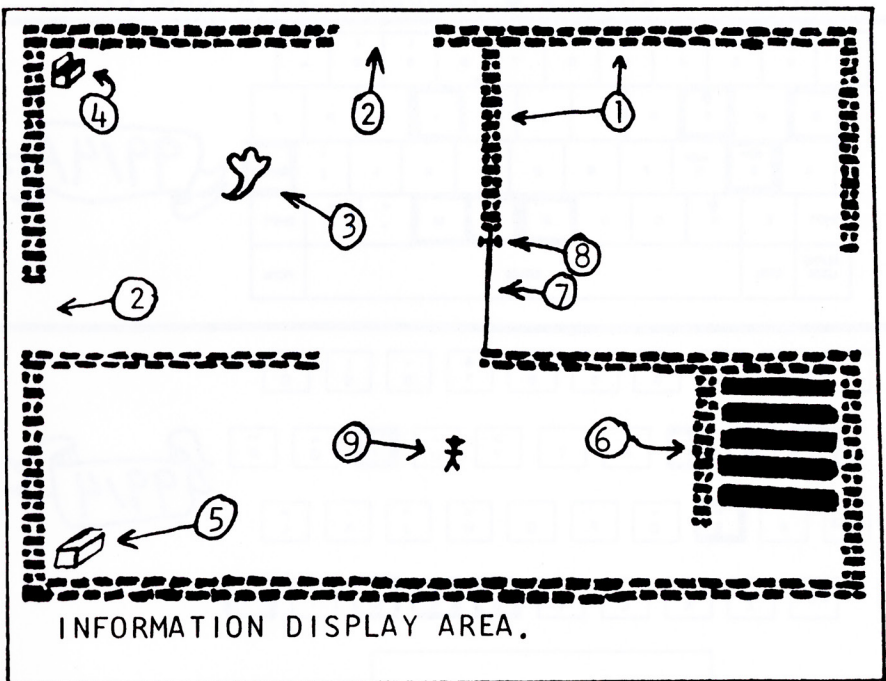
1. RED BRICK WALLS
2. DOORS LEADING TO OTHER ROOMS
3. GHOST
4. OPEN CHEST
5. CLOSED CHEST
6. STAIRS
7. CLOSED DOOR
8. DOOR KNOB
9. YOU, THE LIGHTHOUSE ATTENDANT

THE KEYBOARD

key	use
Q	Quit- ends the game.
E(↑)	Fires the gun up.
S(←)	Fires the gun to the left.
I	Inventory- Displays the inventory at the bottom of the screen.
B	Bomb- explodes a bomb.
N	No- negative response to a question.
M	Match- lights a match.
ENTER	Enters a response to a question.
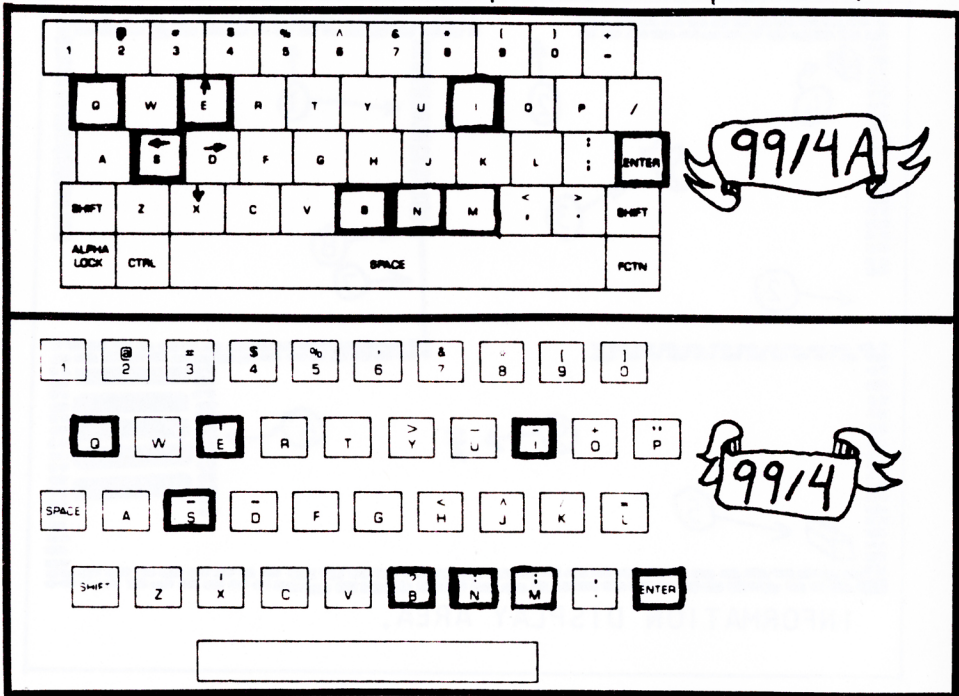
THE JOYSTICK

The joystick is used to make the little man move in the eight directions.

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                    UP
LEFT              >*<            RIGHT
                  DOWN
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The Haunted LIGHTHOUSE

PURPOSE-

To get to the top of the lighthouse and relight the beacon in order to save the fishing fleet.

METHOD-

By searching through the rooms on each floor with the attendant,(🏃) you must find the staircase up to the next floor. By continuing this, you slowly make your way to the top.

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BOMBS-

If you become trapped by the walls you can blow your way out with a bomb. To do this, move the attendant <u>directly</u> next to the wall and press the 'B' key. Be careful not to waste your bombs.

BULLETS-

You may shoot at the ghosts with your gun. To do this, line yourself up with the ghost, and press the appropriate fire key('S'=←,'E'=↑). Be careful not to miss.

CHESTS-

On the way to the top, you may also open up chests and look for supplies.To do this, move the attendant onto the chest. The amount of time units it will take to open is displayed at the bottom of the screen. If you tink that it is a reasonable amount of time then press 'ENTER'. (CAUTION: During the countdown which follows the attendant will be immobilized, so be sure that you won't encounter any ghosts). If the amount

of time units is unreasonably long, you
may choose not to spend the time by press-
ing 'N',(for no), then 'ENTER'. This will
bounce you off the chest and add a 30 unit
time penalty onto your score.

DOORS- In order to open a door, you must
move onto the nob.   If you have a key, the
door will open. If you do not have a key,
you will bounce off. Each time that you
open a door you lose a key.

GHOSTS- Ghosts are invisible, and can only
be seen when they pass over something.
Lighting a match will make them visible at
all times. Ghosts move in a random manner
but if you run into anything with a ghost
in the room, he will chase after you very
quickly. The farther that you get in the
game the more ghosts you will encounter.
If you run into one, you die.

INVENTORY- By pressing the 'I'(Inventory)
key, you will display your inventory at the
bottom of the screen.

KEYS- Keys are used to open doors(See Doors).

MATCHES- In order to see a ghost in the
room,(if there is one), you can light a
match by pressing the 'M' key. The screen
will turn red so you can see the ghost.
Your match will go out if you blow a bomb, or
when you leave the room.

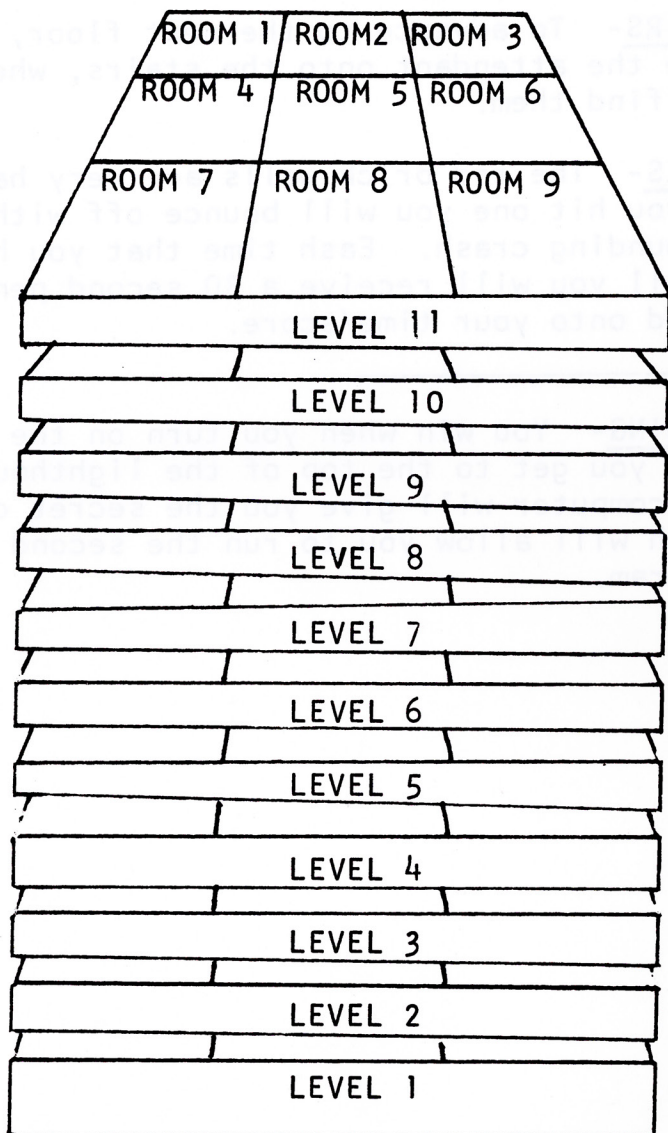QUIT- To end the game press the 'Q' key.

<u>SCORE</u>- The idea of the game is to get to the top of the lighthouse in the <u>least</u> amount of time/score as possible.

<u>STAIRS</u>- To advance to the next floor, move the attendant onto the stairs, when you find them.

<u>WALLS</u>- The red brick walls are very hard. If you hit one you will bounce off with a resounding crash. Eash time that you hit a wall you will receive a 30 second penalty added onto your time/score.

<u>WINNING</u>- You win when you turn on the light. When you get to the top of the lighthouse the computer will give you the secret code which will allow you to run the second program.

OVER VIEW OF THE LIGHTHOUSE

ROOM 1 ROOM2 ROOM 3
ROOM 4 ROOM 5 ROOM 6
ROOM 7 ROOM 8 ROOM 9

LEVEL 11
LEVEL 10
LEVEL 9
LEVEL 8
LEVEL 7
LEVEL 6
LEVEL 5
LEVEL 4
LEVEL 3
LEVEL 2
LEVEL 1

QUESTIONS? COMMENTS.

TOMPUTER SOFTWARE
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