

FUN HOUSE

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INTRODUCTION

Welcome to the world of adventure! An adventure is a game of imagination and problem solving mixed together with logic. An adventure puts you in another place and time giving you a chance to solve problems while trying to reach a specific goal. To do this you must give the computer 1 or 2 word commands. These commands are your course of action (i.e. "TAKE CARD"). This will be demonstrated in the section entitled "SAMPLE GAME". Sound effects are used to enhance the game.

OBJECTIVE

In this adventure challenge after challenge will face you. To complete this adventure you must escape from this house of many tricks.

ORDER OF PLAY

The game begins with a short title page. Press the space bar to begin the adventure. Next the computer pauses a moment to initialize a new game.

The top of the screen will show your location, directions you can travel ("N" for north etc.), and objects you see (such as a table).

Below that line is a line of asterisks and then the computers response area. The flashing cursor is where you enter your course of action. To play the adventure you enter an action (such as "LOOK OCEAN") and then press "ENTER". Note the computers response and continue the game in this manner until the adventure is done.

LOCATION

This tells you where you are located. A description of the location might be given. Note this before you you move to a new location.

DIRECTIONS (FOR TRAVEL)

The directions you can travel include the four compass directions ("N", "S", "E", "W") as well as "U" for up and "O" for out. To move north just press "N" and then press "ENTER" when you input your course of action. Also note that you can travel by saying "GO" to an object such as "GO CAR". Try this only when an object doesn't have an obvious direction. Sometimes you can move by operating something such as pushing buttons when you are inside a car.

YOU SEE

These are objects that you can easily see. Usually they can be taken. To examine an object closer you can say something such as "LOOK SCREEN". To list the objects you are carrying just say "INVENTORY" or "INV" for short.

INPUT AREA

Only use one or two word commands. Look at the "SAMPLE" COMMANDS" section for examples. Also be sure that the "ALPHA LOCK" is down when you are playing the game.

SAMPLE GAME

LOCATION: DARK TUNNEL

DIRECTIONS: N, S

YOU SEE:

DOOR

KEY

WELCOME! (Computers response area)

>_ (Course of action input area)

Sample Inputs

Computers Response

"TAKE KEY"

OK

"LOOK KEY"

NOTHING SPECIAL

"BLOOP"

I DON'T UNDERSTAND or WHAT?

"OPEN DOOR"

CAN'T IT'S LOCKED or WHAT?

"WITH KEY"

KEY DOESN'T FIT

"S"

(Screen clears and you move
to a new location)

SAMPLE COMMANDS

"TAKE _____"

"HELP" (AQUA BASE ONLY)

"INVENTORY"

"LOOK"

"GO _____"

"OPEN _____"

"N"

"D"

"UNLOCK -----"
"KILL -----"
"PULL -----"
"DIG -----"

"BREAK -----"
"PUSH -----"
"EAT -----"
"TIE -----"

... The fun will be to discover other commands
that are needed to complete an adventure.

HINTS

Scream and yell if you will,
when the mirrors make you nil.

Good Luck!

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