

HAUNTED HOUSE



Cat. No. 26-1910

Radio Shack

TRS-80

**MICRO
COMPUTER
SYSTEM**

GAMES

**A Thrill-Packed Game of
Mystery and Adventure
For Your Model I or Model III
with Level I, Level II or
Model III BASIC**

HAUNTED HOUSE

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10 9 8 7 6 5 4 3 2 1

Loading Instructions

Haunted House is written in Machine Language, and the asterisks will flash at a much slower rate than normal. If you have a Model I, Level II Disk System, or a Model III Disk System, this program will not load into Disk Basic. You must use Model I BASIC2 or Model III BASIC to load this program. Follow the instructions for Level II as shown below.

Level I

1. Place the tape in the Cassette Recorder and press "PLAY".
2. Model I Users: Type `C L .` and press `ENTER`. Model III Users: Type `C L O A D` and press `ENTER`.
3. When the program is loaded into the TRS-80, it will start playing automatically.
4. Press any key to start.
5. Press `ENTER` after every instruction you type.

Level II

1. Place the tape in the Cassette Recorder and press "PLAY".
2. Model III Users Only: When CASS? appears on the screen, type .
3. When MEMORY SIZE? appears, press `ENTER`.
4. When READY appears, type `S Y S T E M` and press `ENTER`.
5. The screen will show *?. Type `H A U N T` and press `ENTER`.
6. When *? appears again, type `/` and press `ENTER`.
7. Press any key to start.
8. Press `ENTER` after every instruction you type.

Haunted House

Generations have passed since the McDaniel family mysteriously disappeared. It is said that a stranger came to visit on that cold, Autumn day many years ago, but no one knows for sure.

Their house has been vacant for decades now. Its two story image is forlorn and looming, visible only from the narrow, winding road that has been distorted by vegetation from the surrounding forest. The stone wall that encompasses the house is discolored and broken from years of neglect, its iron gate rusty and worn by angry seasons. The windows are boarded – the house is quiet and contented, not accustomed to visitors. The wind is restless today, blowing fallen leaves in all directions. As you walk towards the entrance of the house, the wind grows distant and weak. Suddenly, the calm and silence is broken by sounds from within the house!

Do you have the courage to enter?

Playing the Game

HAUNTED HOUSE is a very simple game. There are no treasures to find. There are no scores to keep. There is no time limit. You only have one task – GET OUT OF THE HOUSE ALIVE!!

To move within the house, use single letter commands (**N**, **S**, **E**, **W**) for directions. For the most part, use two word commands such as **GET BUCKET** or **DROP ROPE** to play the game. Always follow every command by pressing **ENTER**. If you want to know what you are holding at anytime during the game, type **INVENT** (for Inventory) and press **ENTER**. If you ever become lost, type **OOK** and press **ENTER**, and the game will tell you where you are. If you die, you must reload the tape and start over.

HAUNTED HOUSE consists of two parts. When you have successfully completed the first part of the game, the screen will display **READY CASSETTE**. At that time, make sure the "PLAY" button is depressed on the recorder and press **ENTER** to load the second part of the game.

Good Luck!!!

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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HAUNTED HOUSE

- Solve the Mysteries of the House
- Survive the Many Hidden Dangers
- Explore Secret Rooms and Passages
- Search for the Only Escape

Explore Radio Shack's Haunted House — a game of mystery and excitement. The house has many rooms, and even more dangers. It's up to you to discover the clues and magic you'll need to find the only way out.

Haunted House is easy to play. Each room of the house and its contents are described on your TRS-80 screen. Act accordingly (but carefully) and give simple commands through your keyboard. There are no scores to keep or treasures to find. But you'll be too busy anyway, with a more important task — getting out of the Haunted House alive! Great fun for the entire family!