

THE HAUNTED PALACE



THE HAUNTED PALACE

by John Bell
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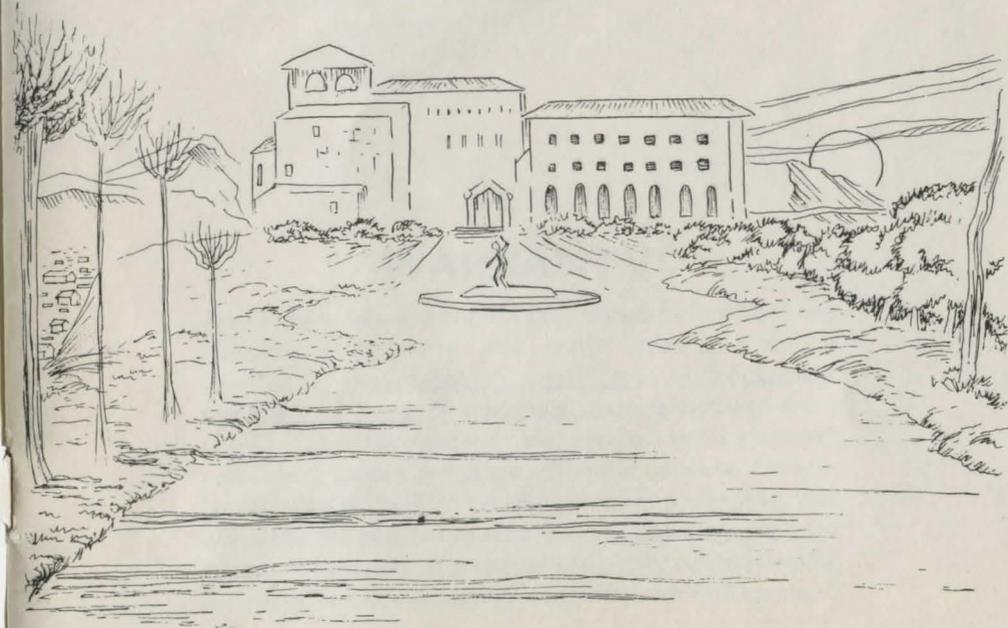


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WARRANTY

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Excerpts From Edward Stuart's Diary

Thursday, November 28

2:00 A.M. The events of today have almost been too much for me. It all started with that grisly discovery of a charred body in the furnace this morning by Charles. We immediately sent Mary to the village and within the hour the constable had arrived. He was rather brief in his inquiries, considering the gravity of the situation. The cadaver was taken away by the mortician. He said that the corpse was so badly burned that it was quite beyond him to identify it. He said he would do his best and inform the constable of his findings next Tuesday.

Ever since Elizabeth left for Boston the house has become increasingly more dismal. It has rained relentlessly for the last week and even now these pages are intermittently illuminated by flashes of lightning followed by rumbling thunder that seems to echo throughout the house.

I cannot fathom who the poor wretch might be that Charles found in the furnace. I have locked my bedroom door to keep from being murdered in my own bed. My only consolation is that Elizabeth is safe in Boston.

Friday, November 29

1:00 P.M. We searched the house thoroughly today to be sure we are not harboring the madman somewhere in the palace. I found a blue scarf today stuffed beneath my nightclothes in my dresser. I will make a point of giving it to the constable the next chance I get. Mary is at the market and it is beyond me why it takes her so very long to secure our daily provisions. I mean to have Michael, the steward, speak to her about it. I cannot tolerate such inefficiency. It is so hard to find good help these days.

10:00 P.M. I spent quite awhile talking with Sybil, the steward's wife, in the sitting room this evening. Although, we both know that Charles has been dipping into the petty cash for years, we have ruled him out as a suspect. Basically, Charles keeps to himself and has few friends. He has never even raised his voice to me in all these years and I feel I can trust him as much or even more than I do Sybil.

Sybil has always seemed to have the uncanny ability to know what's going to happen before it does. She is especially keen about sensing people's motives and predicting their actions. She and Elizabeth never did seem to hit it off very well. It was odd how pleased she was about Elizabeth's departure.

Saturday, December 7

1:00 A.M. This has truly been a wretched night. The rain still continues and sometimes, when the howling wind dies down for a moment or two, I can hear hurried footsteps in the hallway and scratching at my door; as if some hideous thing were trying to get in but had no hands to turn the knob.

Herman, our cat who has been my nightly companion since Elizabeth's departure has vanished. So now I feel more alone than ever. He was a great comfort to me—yet he has gone off before like this only to return several weeks later. I hadn't enough courage to open the door when I heard the scratching, so I merely locked the door and credited the sounds to my overactive imagination.

Tuesday, December 10

4:00 P.M. Mary, who is always a good one to know the town gossip, informed me that the mortician still has been unable to identify the body. It was so badly burned that he can't even tell what sex it was. The constable returned again today to ask more questions of the household staff. I wrote a letter today to Elizabeth. It makes me sad to know she probably won't get it for several months.

I received some correspondence today from my solicitor concerning the new will I have drawn up. Although I am leaving the house to Elizabeth, because of his enduring service I have left Charles a sizable portion of my investments. Michael and Sybil will be quite surprised to find that they have been left out entirely. It amuses me to think that Sybil, who has been trying to charm me all these years, will find out after my demise that I saw through her all the time.

Friday, December 13

1:00 P.M. Today, in the old library, I made quite a find. In the old house plan there are quite a few rooms in the palace that were apparently sealed up when it went through reconstruction 60 years ago after the fire. I remember Edgar, my grandfather, was quite a miser. Perhaps, there is some of the old family wealth hidden in one of the old rooms. After the servants are asleep, I think I will do a little treasure hunting myself tonight.

Saturday, December 14

On going through my dresser this evening, I found a portion of an old mason's worksheet. Next to one of the rooms I could clearly see a 5 foot space which appeared to be some type of secret passage. It appeared to lead to a small room. With hammer and chisel in hand, which I got from the Sculptor's Studio, I set off to find the entrance.

Although I have lived here all my life and as a child played many a game of hide-and-seek, I have always found that the Palace seems a different place at night. To conserve candles and Mary's work load, there are areas where there are no torches and which I hadn't explored in years. Using my map I managed to locate the room and begin to chisel on the mortar between what appeared to be two loose stones. In no time at all I had freed one of the stones and from then on the work became considerably less difficult.

With a last triumphant whack of the hammer, a major portion of the wall gave way revealing the passageway I had seen on the map. I soon found myself in a musty spider infested passage and proceeded South. After walking just a few feet I found a door. The passage must have been the remnants of an old hallway sealed up long ago. On entering the room I first spotted a large old chest. Surely, this must be where Edgar had hidden his gold. Within a few moments my elation had turned to horror as I turned my gaze to the far corner of the room. There, crouched beneath the sign of a pentagram, was the most loathsome creature I have ever seen. Its yellow eyes gleamed dully in the light of my candle and its 7 foot tall body was covered with a sickly grey matted coat of fur. Around it were strewn various skull and human bones and next to was a stack of fetid rotting entrails. I dropped my candle and was plunged immediately into total darkness.

I flailed about and rushed blindly to escape. In my confusion, I rushed headlong into the thing and reached out to grasp its slimy fur. With a scream I reversed my direction and found the door. In a stumbling flight of terror I crunched into hard stone and banged my head on the low overhang. After what seemed like an eternity I lunged through the entrance to a moonlit room and rushed into the hall.

I now sit in my room. The rain still beats upon my window and the image of that horror is still etched forever on my feeble mind. I can feel myself tottering on the edge of sanity. There are footsteps coming down the hall. I can hear the sound of Virginia's voice calling me . . . the knob is slowly turning and my door swings ajar . . . for a moment I can see nothing but a dark shadow in the door. There is a brilliant flash and poised in the doorway I can see it . . . as I scream I can feel my sanity leave me as thunder shakes the helpless house . . .

THE CHARACTERS

You may choose to become any one of six characters. These are the six persons known to be residing in the Haunted Palace. Each role has its advantages and disadvantages. For instance, the Butler has access to more rooms than the Maid, but at the start of the game the Maid is carrying a knife. Edward has access to most of the house, but may not be aware of a few key clues known to the Steward. Bear in mind, of course, that someone is responsible for the murder which occurs at the game's start. It might be possible that, in the midst of the game, you find that it's you!

1. **LORD EDWARD STUART** — A gentleman in his early 50's. He is an Oxford graduate and speaks Latin, French, and German, in addition to English (of course). He suffers from an intermittent heart condition (a 3rd bundle branch block) and is not physically strong. Upon the death of his first wife, Lady Alice, who committed suicide, he suffered a nervous breakdown and was institutionalized for a year. After his recovery, he returned to Stuart Mansion. He met and fell in love with Lady Elizabeth and they have been married and living in the Palace for ten years.



2. **CHARLES, THE BUTLER** — Charles is even older than Edward by some 16 years. He has worked for the Stuarts for 40 years. He is very familiar with the Palace and knew Jonathan Stuart, Edward's father.



3. **MARY, THE MAID** — Mary is a sweet lass of 17. She is not very strong but has considerable endurance. Unfortunately, she has little education, and is not very brave. She usually carries a knife and knows a lot of the town gossip.



4. **MICHAEL, THE HEAD STEWARD** — Michael, although in his 20's, is an excellent businessman. He is in charge of the Stuart fortune, at least it's management. He handles the employment of the servants and their discharge. Since Lord Edward is an eccentric and does not like to be disturbed, Michael is responsible for most of the practical aspects of household management. He prides himself on his physical strength and boyish good looks. Unfortunately (or fortunately) he is married. He is of average intelligence and relies on the Butler for information about the household needs and performance of the servants.



5. **SYBIL, THE STEWARD'S WIFE** — Sybil is also in her 20's and an intelligent as well as beautiful woman. One might even say she is the real brains of the outfit. She is a social climber and, like her husband, keeps in good shape. She is not particularly fond of the castle and seldom ventures beyond the main living area. Her ESP abilities are uncanny and she is often able to predict things before they happen.



6. **FREDERICK, THE GARDENER** — In his youth, Frederick was distinguished as a war hero. His knowledge of weapons and arms is extraordinary. He is of moderate physical strength and intelligence. His of the Palace is fairly limited. He is 44 years old and is missing his left arm.



Other characters which may play a role in the game but may not be assumed by the player:

- Herman, the Cat
- Virginia, the first wife
- Elizabeth, Edward's current wife
- Jonathan Stuart
- The Guest

CHARACTER PROFILE

Your character at the start of play will be given a point value of 0-100 in 9 categories at the beginning of the game. It is also possible that you may be automatically carrying one or more useful objects. Below is a brief description of each of the attributes.

I. STRENGTH — a combination of physical strength and endurance. If you deplete your strength to 0 you will die and the game will end.

II. COURAGE — players start with varying amounts depending on the character they choose. Depending on what perils they encounter and how they handle those situations, this attribute will increase or decrease. If it reaches 0 you will fare very poorly in any type of physical combat.

III. WISDOM — reading notes, discovering secret passages, and making the right choices will add to this category.

IV. INTUITION — this might also be called ESP or the sixth sense. If you have a high rating here, you are more likely to see things others would miss and anticipate approaching danger.

V. DEXTERITY — one may be strong but a klutz! In combat situations, one must not only possess a weapon but the ability to use it to do well. As you play and overcome small barriers, your dexterity will increase.

VI. LUCK — this is one characteristic which, although may be high at one point, later on may change without warning.

VII. RICHES — depending on your character, you may start rich or poor. You may add to your wealth by finding gold. It is up to you to figure out how to use this money if it has any value at all.

VIII. ARMOR — Are there really any monsters in the Palace? There may not be. If not, wearing full plate armor may be a little silly.

IX. WEAPON — if necessary, this indicates your weapon strength. Swords may not be valuable against spooks.

After choosing your character, a list of your point values will appear along with whatever objects you have, if any. You will then find yourself standing in front of the Palace at the front door. Your first challenge is how to get in. If you can't figure it out, there's a clue upsidedown on the bottom of this page.

Knock, knock! Who's there?

EXPLORING THE PALACE

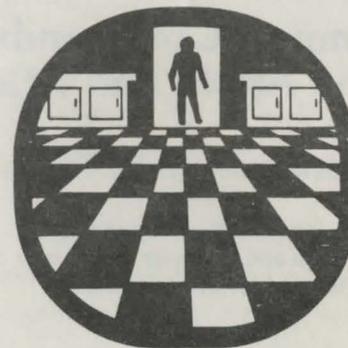
Your U.F.O. disk has been written on both sides of the disk. The side with the label is side 1. The blank side is side two. Turn your system off and place the disk, Side 1 up, in your drive.

Close the disk drive door and power on. You will hear a whirring and clicking and the picture of a palace will be displayed with the writing "Haunted Palace—by John Bell—U.F.O. 1982". If this does not occur, try repeating the boot procedure 2 or 3 times. If there are still problems, return your disk to your dealer for replacement.

Well, 99.9 percent of the time you will see your picture and we're ready to move on to the actual play of your adventure.

The first technique to master is moving through the palace and controlling the display of the various views. All views are in 3-D perspective. There are over 640 views in the mansion.

You arrive looking North in the Main Entry Hall.



Movement Apple II

On the Apple you will be using 6 basic single letter commands on the keyboard to control your movement and change direction of view.

N) displays North view

E) displays East view

M) Move in the direction you are facing

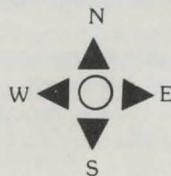
D) Attempts to open and pass through a door or series of doors.

S) displays South view

W) displays West view

Movement Atari 800

On the Atari, plug your joystick in the far left port in the front of the machine. You may display the various views by moving the joystick in that direction. Pushing the button will move you in the direction you are facing. Push D on the keyboard to attempt to open doors.



Common Commands for the Apple and Atari

The rest of the commands are identical for both computers and all keyboard input.

- I**nventory—gives you a list of what you are carrying
- L**ook—describes the room and whatever object may be in your view
- C**ommand—initiates the Command Input Mode

The Command Input Mode

Many adventurers like the feeling of being able to type in a variety of words or actions instead of limited single letter commands or joystick control. Much of your challenge is to discover what words to use to overcome certain obstacles. All the commands must be in the form

VERB — NOUN

like *EAT SNAKE*. The game understands several thousand combinations of two word command input. *DROP BREAD, GET GOLD, USE SWORD, OPEN SAFE, CLIMB STAIRS*, are all commands the Haunted Palace will recognize and execute in the proper situation.

Exhibit A

My Dearest Elizabeth,

Since you left for Boston in the spring, each day becomes more dreary as the endless winter approaches. I am so sorry I had to send you away, but because I love you so very much and so many strange and dangerous things have been happening, I know that being the person you are, you will understand.

My household staff is now down to a bare minimum. The rest have deserted us in our hour of need. Charles, the butler is doubling as a cook and chauffer and I don't know how long he can bear the strain. Mary, the maid seems to be endlessly cleaning and her life is a never endless cycle of dusting, cleaning, and cooking. Yesterday she showed me a schedule she had made for herself to organize her tasks. She is quite a special person and no matter how tired, always seems to be trying to bring some sunshine into this otherwise god forsaken place.

Our cat, Herman, has disappeared and yet still sometimes late at night I can hear him crying somewhere near the North Wing upstairs. I have locked up a lot of the guest rooms and have sealed off the 3rd and 4th floors. Each morning I climb up to the chapel in the North Tower to pray and try to find an answer as to why this is all happening.

At night the house seems alive. I can hear the sounds of hurrying footsteps and whispering voices, but when I run out to the hall, it is deserted and empty. Yesterday, I went to the Hall where you used to have the girls model clothes for you after you had designed them. It is the one room beside the Chapel where I can find solace.

When it is all over I shall send for you and we shall leave this evil house together to start a new life somewhere near London. I count the days until we shall be together again and the curse that seems to have fallen on this house is lifted.

Until then Love as always,

Edward Stuart

Exhibit B

- 5:00 A.M. Straighten up the Chapel and light the candles
 5:30 A.M. Dust the stairways and check the Pantry
 6:00 A.M. Tidy up the White, Green, Red, and Blue room in West Wing on the main floor
 7:00 A.M. Prepare breakfast for Lord Edward
 8:00 A.M. Search for Herman
 9:00 A.M. Go to the village market
 3:00 P.M. Make up the Guest Room on the Upper floor in the North Wing
 4:30 P.M. Straighten the Den, the Trophy, and the Smoking room on the Main Floor the East Wing
 8:00 P.M. Prepare dinner and lay Lord Edwards nightshirt and run his bath.
 8:30 P.M. Light the Main Fireplace and go to vespers
 9:30 P.M. Snuff the candles and say goodnight to Edward
 11:00 P.M. Secure all the doors and retire for the night

Various notes on scraps of paper found in the trash bin by the furnace.

... and my lord I mean to inquire about your maids daily purchase of 30 lbs of raw entrails. It is beyond my comprehension how you ... the Butcher ... your Butler Charles has been seen boasting in the pubs that he has newly come into a great sum of money ... paying in gold coins and raising quite a riot in the city ...
 ... would like your help and cooperation in this matter. Seven of the townspeople have disappeared in the last month and were last seen in the vicinity ...
 ... saw your wife Elizabeth just recently in the company of ...

Exhibit C

As head steward for Lord Edward at Stuart Palace I have made the following inventory of rooms within the house and the objects found therein:

LEVEL I Cellar

- | | |
|-------------------|---------|
| 1 Torture Chamber | 9 Cell |
| 2 Hallway | 10 Cell |
| 3 Hallway | 11 Cell |
| 4 Main Lobby | 12 Cell |
| 5 Torture Chamber | 13 Cell |
| 6 Dr. Johns Lab | 14 Cell |
| 7 Main Cellar | 15 Cell |
| 8 Wine Cellar | 16 Cell |

LEVEL II Floor I South Wing

- | | |
|------------------------------------|---------------------|
| 1 Entry Hall | 11 Architects Room |
| 2 Hallway (Edgar) South Wing Hall | 12 Leather Shop |
| 3 Woodshed | 13 Leather Shop |
| 4 Hallway (Edgar) South Wing Hall | 14 Lord Bryan Hall |
| 5 Carpenter Workshop | 15 Weavers |
| 6 Stone Mason Area | 16 Sculptors Studio |
| 7 Sculptors Studio | 17 Tapestry Room |
| 8 Armory | 18 Tapestry Room |
| 9 Armory | 19 Art Studio |
| 10 Hallway (Edgar) South Wing Hall | |

LEVEL III Floor I West Wing

- | | |
|----------------|-------------------|
| 1 Wilbur Hall | 9 Closet |
| 2 Storeroom | 10 Lapidary Shop |
| 3 Storeroom | 11 Wilbur Hall |
| 4 Oscar's Room | 12 Goldsmith Shop |
| 5 Wilbur Hall | 13 Wilbur Hall |
| 6 Store room | 14 Armory |
| 7 Closet | 15 Armory |
| 8 Wilbur Hall | |

LEVEL IV Floor I North Wing

- | | |
|----------------|-----------------|
| 1 North Hall | 4 North Hall |
| 2 Bakery | 5 North Hall |
| 3 Food Storage | 6 Patricia Hall |

LEVEL V Floor I East Wing

- | | |
|------------------|----------------------|
| 1 Main Hall | 9 North Hall |
| 2 Main Hall | 10 Food Locker |
| 3 Sunrise Room | 11 Old Kitchen |
| 4 East Wing | 12 Great Dining Hall |
| 5 East Wing | 13 Sitting Room |
| 6 Breakfast Room | 14 Trophy Room |
| 7 Sitting Room | 15 Den |
| 8 Old Kitchen | 16 Smoking Room |

LEVEL VI Floor II South Wing

- | | |
|------------------|-----------------|
| 1 Main Staircase | 10 South Wing |
| 2 Main Staircase | 11 Library |
| 3 South Wing | 12 Library |
| 4 South Wing | 13 South Wing |
| 5 South Wing | 14 Weapons Room |
| 6 South Wing | 15 Armory Room |
| 7 South Wing | |
| 8 Throne Room | |
| 9 South Wing | |

**LEVEL VII
Floor II
West Wing I**

- 1 Closet
- 2 Closet
- 3 White Room
- 4 Green Room
- 5 Red Room

**LEVEL VIII
Floor II
West Wing II**

- 1 Spice Room
- 2 Kitchen Supplies
- 3 North Hall
- 4 North Hall
- 5 North Hall
- 6 Sir Alan Hall
- 7 Sir Alan Hall
- 8 Sir Alan Hall

**LEVEL IX
Kitchen**

- 1 Kitchen Walkway
- 2 Utility Room
- 3 Main Kitchen
- 4 Main Kitchen
- 5 Food Storage
- 6 Food Storage

**LEVEL X
Floor II
North Wing**

- 1 Sitting Room
- 2 North Hall
- 3 Closet
- 4 North Hall
- 5 Stairway
- 6 Closet
- 7 Guest Room
- 8 North Hall

**LEVEL XI
Floor II
East Wing**

- 1 East Wing
- 2 East Wing
- 3 East Wing
- 4 East Wing
- 5 Sitting Room

**LEVEL XII
The Tower**

- 1 Guard Dining
- 2 Chapel
- 3 Arms Storage
- 4 Tower Dungeon
- 5 Hallway

- 6 Blue Room
- 7 West Wing
- 8 West Wing
- 9 West Wing

- 9 Stewards Room
- 10 Central Hall
- 11 Legal Files
- 12 Legal Files
- 13 Family Records
- 14 Family Records
- 15 Servants Dining
- 16 Registrar

- 7 Food Storage
- 8 Food Storage
- 9 Food Storage
- 10 Food Storage
- 11 Food Storage
- 12 Upper Bakery

- 9 Dressing Room
- 10 North Hall
- 11 North Hall
- 12 Fashion Showroom
- 13 Dressing Room
- 14 Make-up Room
- 15 Make-up Room
- 16 Hall

- 6 Guest Room
- 7 Cloak Room
- 8 Closet
- 9 Ballroom
- 10 Servants Hall

- 6 Lavatory
- 7 Map Room
- 8 Torch Room
- 9 Hall
- 10 Outpost

Objects

- 1) supply of coal
- 2) 1001 books
- 3) 34 chairs
- 4) 18 tables
- 5) 13 pictures
- 6) 6 hammers
- 7) Ham, Bread, Cheese
- 8) Sausage
- 9) 3 trophies
- 10) 7 empty trunks
- 11) 23 barrels of wine
- 12) 2 barrels of pickles
- 13) carpentry tools
- 14) mason tools
- 15) cleaning supplies
- 16) Kitchen utensils
- 17) 3 lbs of raw meat
- 18) 32000 gold pieces
- 19) 17 torches
- 20) 7 cords of wood
- 21) 131 pieces of tupperware
- 22) Drafting supplies
- 23) 3 gilded mirrors
- 24) 3 suits of armor
- 25) 8 spears
- 26) 1 crossbow
- 27) 3 healing balms
- 28) 42 arrows
- 29) 3 masterkeys
- 30) cast iron safe
- 31) 141 spare candles
- 32) 3 packs of matches



RULES AND HINTS

1. In order to solve the mystery you must collect a series of clues and find the secret hidden chamber where a demon waits. To get the right answer you must read all of the background material and examine the three exhibited articles in this manual thoroughly. The answer is not a single word or phrase, but consists of piecing together all the clues and recounting the sequence of events that have brought about the curse upon the mansion and how that curse may be lifted.
2. It may be necessary to do some outside research to determine the origin of certain quotes and their meaning. If clues are given in a foreign language you may need to consult a teacher or find someone who speaks or can understand that language.
3. The solution is not easy. Since we have so many gifted hobbyists out there, we had to make it tough!
4. The contest will continue until midnite of December 31, 1982 or until someone solves the mystery and submits their guess on an original entry blank by certified mail. Guesses cannot be taken by phone.
5. Bimonthly all entries received thus far will be listed in the current issue of the magazine *Crystal Vision*. We will be unable to notify contestants as to the correctness of their answer unless they have indeed solved the mystery. Notification will be within 24 hours of receipt of the correct answer by the author of the game by phone. This will be followed within 30 days by a certified check for \$500.00.
6. Only one prize will be awarded and this will go to the *first* to solve the mystery and submit their solution in the correct manner. The winner will be asked to send a short summary of about 400-500 words describing his or her experiences in playing the game and how the solution was found. This will be printed in a special article in *Crystal Vision* announcing the winner. It is also requested that the winner submit a picture of themselves which will be printed along with the article.
7. If there is no winner by the end of the contest, continuation of the contest will be left to the discretion of U.F.O. software.

SOLVING THE MYSTERY

To win the game you must find the secret chamber of the Haunted Palace. In order to be eligible to win the \$500 prize the contestant must successfully complete all the steps below.

- 1) Play the game and explore the mansion until he or she feels they have solved the mystery. It is not necessary to win the game to enter the contest.
- 2) Send *the original* entry form to

U.F.O. Software
P.O. Box 1309
San Martin, Calif. 95046

Duplicate forms or xerox copies will not be accepted. All entries must be sent by registered mail and it is suggested that they be insured for the amount of the prize. In the lower left hand corner of the envelope type or print: Haunted Palace Mystery Contest

OFFICIAL ENTRY BLANK

Code # _____

Name _____

Address _____

Type Computer _____

Phone _____

Having explored the Haunted Palace, I believe I have solved the mystery. I have described the solution below.

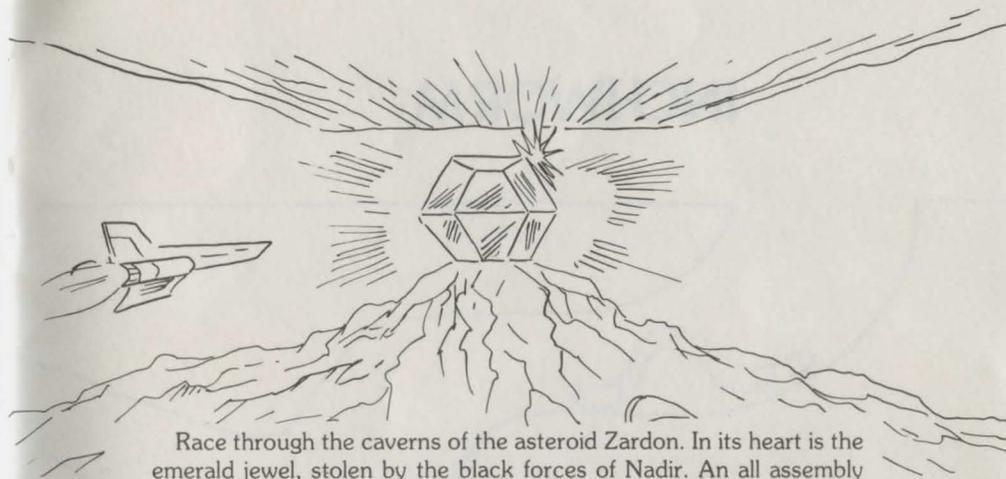
SPECIAL HINTS

- 1) After typing in Door "D for Door", you will be asked something like
1) LEFT 2) MIDDLE 3) RIGHT
Type in the number of the door you wish to pass through.
- 2) Some doors are locked, objects hidden behind or underneath furniture; there are secret passages throughout the house. You must use your wit and ingenuity to overcome these obstacles.
- 3) Press the space bar for a status readout on how you are doing.
- 4) If you get trapped you can always call (408) 778-2507 and we will tell you how to escape. We can't give away how to find the secret room, though.

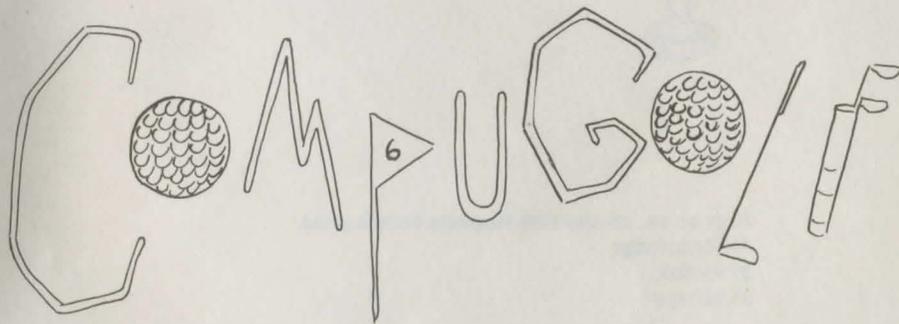
WARNING

Do not attempt to use the game by booting up on another DOS or to catalog or list the programs. This may result in a scrambling of the information on the disk. Do not attempt to make a backup copy. If, for some reason, your disk is destroyed send us the disk and \$3.00 and we'll do it for you.

NEW PRODUCTS

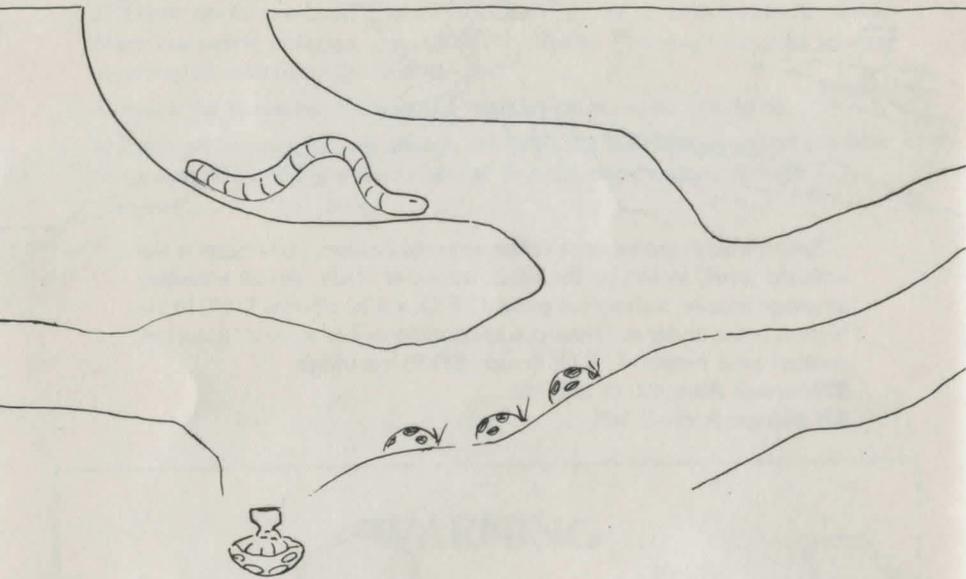


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