The Fourth Dimension

PRESENTS

By the accomplished author
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Haunted House is a desktop graphic adventure game with a twist of the supernatural.

Scenario:

The dawn breaks onto a fine autumn morning as you slowly drive into the tiny village of Lower Pigglesthorp and make your way to the old house in Hobbs lane. After parking your van to the rear of the building as you were instructed, you walk the remaining couple of dozen yards to the front gate, breathing in the chill of the morning dew. The road is quiet and deserted save for a couple of blackbirds and the crow of a distant cockerel, 'it's going to be a good day' you say to yourself....

In all the years that you have been doing house clearances, this one does seem the strangest. Your client flatly refused to come with you, insisting that you would find everything that you would need on the premises. All he would say was that the building had apparently been empty for some years and that there was a small fortune in antiques and collectables to be taken back to the auction rooms. He didn't even give you a key to the front door.

Oh! there was also some talk of ghosts but that's silly isn't it!

Game object;

The object of the game is to recover a large number of miscellaneous antiques and collectables from a deserted old house. Each item has a percentage value assigned to it, loosely related to its prospective value and the difficulty in obtaining it . The idea being, of course, to achieve 100%. Throughout the game you will be presented with a variety of puzzles some of which will require logic to solve them. Others will involve word and object association, progression, general knowledge, etc. Some items will be simply lying around whilst others will require you to carry out a series of up to a dozen or more actions before you are rewarded with the prize. In addition to finding the objects you will have to deal with a variety of ghosts and spectres who will obstruct you in their own devious ways. So it may be judicious to keep a bell, book and candle on the side of your desk just in case they get out of the computer.

Getting started:

To load Haunted House simply double click the !Haunted icon and after a short loading time the Haunted House 'Knocker' icon will appear on the icon bar. If you are running the game from floppy disc you will be prompted as to when you need to insert disc two. Once you have inserted disc two, it should be left in the disc drive throughout the time that you are actually playing the game. You can of course remove it if you need to use the drive for other applications so long as you replace it before moving your position in Haunted House.

If you wish you can install Haunted House onto a hard disc by double clicking on the !Install application that you will find on disc one. You should then follow the instructions that appear in the !Install application window.

To start playing Haunted House click on the 'Knocker' icon with SELECT, whereupon the main game window will open. In addition a figure representing the percentage of the game that you have completed will appear beneath the Haunted House icon. The game can be paused at any time by closing this window and restarted by clicking on the 'Knocker'.

Whilst the mouse pointer is over the main window the mouse buttons will have the following functions.

SELECT: Lets you pick up and carry a movable object. If it is a fixed object (doors etc) it will perform an action on that object. ie: opening or closing a door.

MENU: Provides a description of the object pointed at if one is available.

ADJUST: Lets you use a movable object. This button can sometimes but not always be used in conjunction with SELECT.

You should try examining things and moving them about. Also see what happens if you drop objects inside or outside of a Haunted House window.

Attached to the top left of the main window there is a box with four arrow buttons and a magnifying glass symbol.

The arrow buttons control the direction of your movement throughout the game. They allow you to move forwards, left, right or backwards relative to the view displayed in the window. **NB.**You should always take into account the direction that you are looking before moving. Also, remember that you may not always be looking in the same direction as that which you entered a room by. In this context 'room' not only refers to rooms in the house but also to all other possible locations within the game. At the start of the game you will be restricted to moving between your van and the front gate. If you try this you will be able see how the direction that you are looking affects the direction that you need to move, in order to return to your starting point. It may be a help if you draw a map of the house and garden as you progress through the game.

The magnifying glass will enable you to examine some objects more closely. Use SELECT or ADJUST to choose a lens shape and to alter the magnification. MENU will remove the lens.

When you advance further into the game you will need to be able to transport objects from room to room. To do this you are given a rucksack, you should drag this to a suitable position on the desktop and release it, whereupon a small window containing a key will open. At this stage I would suggest that you try dragging objects between the main window and the rucksack, this will get you used to the way that the program operates.

Your first task is to find out how to open the gate so that you can get into the garden and then on into the house. Liberal use of the MENU button will help you identify what certain objects are and what you need to do with them. If you click with MENU on the centre left of the gate you will get an indication of what the problem is, clicking with SELECT over the same item will enable you to enter your solution.

Many of the tasks that you will need to perform in Haunted House are multiple action problems. For instance, you may have to place one object into another before moving it to a second location so that you can perform a certain task. See the hints section for more help.

The main menu:

If you click on the 'Knocker' icon on the icon bar with MENU you will open up the main choices menu, which gives you the following options.

SOUND	Lets you adjust the volume level of the sound effects.
SAVE	To save your position drag the "Ghostly" icon to an open filer window. See below.
PLAYER	Lets you enter your name.
VALUABLES	You will find out what this does when you get further into the game.
DEFAULT	Restarts the game from the beginning.
QUIT	Quits and removes Haunted House from the desktop.

Saving you position:

To save your position first open a filer window that you wish the saved file to be placed in then click with MENU on the 'Knocker' on the icon bar. Move the mouse pointer to the right of the 'save' option and drag the 'Ghostly' icon to your desired window. You can of course alter the save name as you wish. Once you have initially saved a file you can update it by simply clicking on the 'OK' icon to the right of the file name.

Loading a saved file:

You can load a saved file by either double clicking on the file or dragging the file's icon to the 'Knocker' on the icon bar. Double clicking on a saved file will also load in Haunted House if you have not already done so (providing your computer knows where to find the game application).

Hints:

Deliberative Lateral Thinking is required to solve the majority of the puzzles in this game. A little trial and error won't go amiss either!

Take into account the direction that you are looking before moving. You may not always be looking in the same direction that you entered a room by.

Some small actions may have wide ranging and not necessarily logical effects. Again try everything before rejecting it.

Take care when dropping objects! Make sure that they will fit where they are to land, otherwise you may lose them. You may also lose an object if it lands on top of something that it is not supposed to.

Some objects may be camouflaged and require close scrutiny of the main window to find them. The magnifying glass should help, but don't 'overzoom'.

Many of the problems are multiple action problems. ie. To make a cup of tea you need to put the tea in the pot, then add the water, before finally pouring the tea into the cup which, in its own time, may have already had the milk poured into it! By the way there is no tea in this house.

When placing an object into or onto another, it is the position of the object that is important not that of the mouse pointer.

The vast majority of objects serve some purpose though there are one or two few scarlet fish to be found.

Some problems will require you to take into consideration the needs and desires of characters that appear (or don't appear!) in the game.

Many parts of the game run in real time so it may be of benefit to 'pause' the game by closing the main window (by clicking on the 'CLOSE' icon to the left of the title bar).

The final and perhaps most important hint, is to save your position as if your life depends on it. After all, some of these ghosts can get rather nasty, just when you least expect it!

The last few pages of this guide are for the notes you will need to make.

If you enjoy playing '*Haunted House*' please call 0742 700661 for full details of our software range.

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