creative computing software

HAUNTED HOUSE
&
OUTDOOR GAMES

CS-4505

Made in USA

How to Use this Disk

This disk is designed to run on a 32K, Integer BASIC Apple II computer. Place the disk in the drive and press the < RESET > key. Then press the <CRTL> and 'B' keys simultaneously, and then press < RETURN > . The > prompt should then appear on the screen. Type PR#6 and press < RETURN > . The disk drive should start and after a few moments a menu of the games should appear. Press the number of the game you wish to play.

Haunted House

by Randall S. Matthews

Introduction

"Haunted House" is a nightmare simulation program for the Apple II. You will find yourself in the following predicament: you are lost in one of several hallways of a haunted house; if you can find your way out before midnight, you win; otherwise, you lose.

The game is played by moving through the house, searching the rooms to discover the secret passageway leading to safety (however not all the secret passageways are so commodious). You may find clues along the way; you may also increase or decrease your "luck factor". Certain rooms of this house are haunted by spirits, which will either help or hinder you.

How to Move

The upper right hand section of the screen contains the clock. You will note that it is just after 6 PM; you have 6 hours to go. Beneath the clock is a brief description of your situation. Although this description itself contains all the information you need to make your move, a small graphic rendition is also given on the upper left hand part of the screen. This consists of an "arrow" (> , < , V or A) to indicate your facing, and shows the relative location of any doors ("D"), stairways ("S"), walls (blank space), or hallway extensions (white space) that surround you.

To move, press one of the following keys:

"R" - To go right
"L" - To go left
"F" - To go forward
"B" - To go back

Additionally, if you are on a stairway (look for the message, "NEXT TO A STAIRWAY"), you can also press the keys:

"U" - To go up
"D" - To go down

The only other legal command is "S" which will be explained later. Depressing any other key will give you the list of the legal commands - try it!

If you try to make an illegal move (into a wall, through a door that happens to be locked, etc.) you will get an appropriate message. Each move takes one minute of time (Note: if you move into a room that you visited before, your description will include the message: "THIS ROOM LOOKS FAMILIAR").

How to Search

The search command ("S") is only valid if you are in a room. If you "search" one of the rooms containing a hidden passageway, you will always find it. If there is no passageway in that room, you may find other things (such as a key, to open locked doors). You may search a room often as you like for these other objects. The amount of time used by a "search" varies - watch the clock.

Ghosts

Certain of the rooms in this house are haunted by ghosts. They may or may not be friendly. If you enter a haunted room, you will get a warning (an eerie noise, and a message that "SOMEONE ELSE IS IN THE ROOM"). If you leave that room on your next move, you will not encounter the ghost; however, if you remain in the room longer (inadvertantly or not), you will meet him.

General Comments

Every time you run this program, you will be in a different

house. The house will always have 4 floors (7 rooms per floor), but the disposition of doors (locked and unlocked), secret passageways, ghosts and room names is different each game. Your "luck factor" may be changed (+ or -) by what you find during a search. You may want to consider it when making decisions during the game.

So: are your nerves steady? Is your skin tingling? Do you feel the walls of the tomb closing around you? I think the nightmare is about to begin...

Forest Fire

by John R. Blair

Forest Fire puts you in the role of a firefighting team leader. A severe thunderstorm has started several fires and your job is to save as many homes and acres from the fire as possible.

Displayed on the screen is an aerial view of your firefighting district. Houses are represented by dark brown boxes, roads are grey lines, the river is blue, grasslands are tan, young forests are light green and old forests are dark green. Fire will spread most quickly in grasslands, less quickly in young forests and least quickly in old forests. Fire cannot spread across burned out regions, roads or the river. Fire will always spread in the direction opposite the direction of the prevailing wind (ie., downwind).

The flashing white square represents the present position of your helicopter. You may move the helicopter to any square on the screen by using the paddle controls. Once in position, you may fight the fire with either of two weapons.

One of these weapons is the backfire. A backfire is an intentionally set fire which burns out quickly (one turn). The main fire cannot spread through a square which has been backfired. Backfires cannot be set on roads, rivers, houses, regions that are burning or have been previously burned. To set a backfire, position your helicopter in the desired location and then press the spacebar.

Your other firefighting weapon is fire retardant chemical. This chemical reduces the time that a fire burns in the square that the chemical is dropped and the eight surrounding squares if the chemical is successful. In the standard game, the chemical is successful 40% of the time, but even if successful, the fire is not immediately extinguished. To drop the chemical, position the helicopter to the desired location and press the button on the paddle.

It is suggested that you play the standard game until you become proficient in your firefighting skills. At this point you may wish to alter the initial number of fires, the number of turns that a fire burns, the probability of success for the chemical retardant and the number of turns that the chemical reduces the fire's burning time. Do this by responding NO to the question STANDARD GAME SETUP? and make the desired changes.

The game ends when all the fires are out. Your score is based on how many acres and houses you saved.

Fishing Trip

by John R. Blair

In this game the object is to sail your boat off the coast of Oregon, catch as many pounds of food fish as possible, and then return safely to the dock.

Displayed on the screen is a map of your fishing area. The dock is located in the lower left side of the screen, your boat being represented by the tan square. Located in the central region of the screen are two islands. The small brown squares located throughout the screen are logs (deadheads) which float about in the water.

Your goal is to catch as many pounds of flounder, king and silver salmon as possible. You may also catch some worthless dogfish. The further from the dock you go, the larger the fish you will catch.

To move your boat, enter the first letter of the direction you wish to travel (N-north, E-east, S-south, W-west) and your boat will move one square in that direction. Alternately, if you wish to move a long distance, you may enter the C command (cruise) and then

specify the first letter of the direction you wish to travel. Your boat will then travel continuously in that direction until you press the space bar.

To begin fishing, press the F key. Then specify the first letter of the bait you wish to use (F-flies, S-spoons, H-herring). As you fish, accidents may happen which will cause you to lose some of your bait. If you lose all your bait, you may not fish anymore.

Like all good mariners, you must pay careful attention to the weather. In stormy conditions you will be unable to control your boat. If you run out of fuel, strike a deadhead, run aground, sail off the map or into the dock your boat will sink and you'll lose the game. You must return safely to the dock to end the game.

Treasure Island I

by Randall S. Matthews

The object of this game is to find a buried treasure. You are given a detailed map of the island and the location of the treasure, but you do not know your starting position. Can you overcome the tremendous odds and hardships to find your fortune?

Displayed on the screen is the color coded map. The colors represent:

GREEN	Forests
GREY	Mountains
LIGHT BLUE	Lakes
DARK BLUE	Rivers
ORANGE SQUARE	The treasure
BLACK SQUARES	Guardians
WHITE	Open terrain

Surrounding the island is the ocean.

The game is played in two hour turns. The top line of the scrolling window will contain the current day, time and also the type of terrain you now occupy. The bottom line will ask NOW WHAT? You may press any of the following command keys:

R	Turn 45 clockwise (Right)
L	Turn 45 counterclockwise (Left)
O	Observe through your spyglass
M	Move forward one square
S	Search

The R and L commands simply change your facing. You remain in the same square when performing a change of facing. To make a a 180 turn, simply press the R or L key four times.

The O key allows you to use your spyglass to look off in the distance. If there is a river somewhere in the distance in front of you, the Apple will display:

JUST AHEAD YOU SEE A RIVER
(2-5 squares away)

NOT FAR AWAY YOU SEE A RIVER
(6-10 squares away)

IN THE DISTANCE YOU SEE A RIVER
(11-20 squares away)

If there are no special terrain features within 20 squares, the Apple will display:

IN THE DISTANCE YOU SEE OPEN TERRAIN

The R, L and O commands do not use any time and may be used whenever necessary. The M and S commands use up two hours each time you use them. The M key moves you into the square directly in front of you. The S key allows you to search your present location. During a search you may find the treasure if you are located in the same square, find food (particularly if you are in a forest) or find useful objects such as weapons, a compass or a horse.

Terrain plays a major role in Treasure Island. In forests, you can become lost but also have a much greater chance of finding food and water when searching. Mountains contain hungry mountain lions but if you (O)bserve while located on a mountain, you will receive a compass bearing. Rivers are particularly dangerous because of currents and crocodiles but can be used to escape from pursuing guardians. Lakes and oceans are impassible. If you enter one of these, you lose.

Guardians are particularly dangerous hazards in this game. These are semi-human monsters which were captured and trained by the pirates to guard their treasure. When you come within five squares of a guardian, it will pursue you. If it catches you, you lose. Fortunately, you generally can move faster than the guardians, particularly in forests and mountains. If you can lure a guardian into a river, it may be overcome by the current and destroyed. Guardians can swim across lakes however.

You start the game with about a three day supply of food and water. You can survive without food and water for a while, however you will be slowed down and escaping from the guardians will be difficult. Use the search command to try to find additional food and water.

Whenever you move into the square containing the treasure or one adjacent to the treasure, the message THE TREASURE IS NEARBY will be displayed.

Treasure Island is not an easy game to play and win. The more you play, the better the strategy you will develop. Generally speaking, the first thing you will need to do is to look around and try to form a hypothesis about where you are. If you are still confused, head to a mountain to obtain a compass bearing. Then plot a route to the treasure, avoiding as many hazards along the way as you can.

Treasure Island II

by Randall S. Matthews

Treasure Island II is a more difficult version of Treasure Island. You should become proficient with the first version before attempting this version. In Treasure Island II the same rules and commands as in the original version apply with one major change. In this version the location of the treasure is not displayed on the map.

Fortunately, two new commands are available to help you locate the treasure. One is the C (clue) command. This command provides you with clues concerning the terrain features that are five squares or less away from the treasure. The C key may be pressed at any time throughout the game although it will provide no additional information when pressed repeatedly.

The other command allows you to use your special gold detecting device. Pressing the D key at any time will give you the present distance between you and the treasure. If you are more than nine squares away, you will be told only that the treasure is > 9 units away. For distances less than nine units, the exact number will be displayed.

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Creative Computing
P.O. Box 789-M
Morristown, NJ 07960