

PERSONAL NIGHTMARE

The village of Tynham Cross, nestled in the hills of Woldshire, holds many childhood memories for you. Brought up a vicar's son, life was very quiet in this sleepy little village. In order to pursue a more interesting career opportunity you left home many years ago and lost contact with your parents. Consequently a letter from your mother came like a *bolt from the blue*. The letter troubled you, you didn't know why but it seemed to be trying to tell you something. On the surface it was just an ordinary letter from a mother trying to re-establish contact with her son but underneath there seemed to be something wrong, very wrong. Perhaps it was the reference to your father's strange behavior. According to your mother, your father, the local vicar, has started behaving very strangely and has developed a keen interest in the life story of James Hyatt, vicar at the Church of St. Anthony some three hundred years earlier. Your memories of this particular character remain pretty vague but you do remember something about him being killed by his own parishioners, apparently in some bizarre ritual to rid the village of some devil or other. Of course such events were fairly common in those times for it was during that period in history that the great witch hunts were going on, and even something as simple as a failed crop usually resulted in some poor woman being burned at the stake or drowned in the village pond. Anyway, the tone of the letter seemed to beg you to come home and you have made preparations to visit as soon as possible. A second letter received only the day before your visit alarms you even further. More a message than a letter it came from your father advising that he had made arrangements for you to stay at the local inn, The Dog and Duck, as he was having the house redecorated and didn't think that the work would be completed in time for your visit. He had added that your mother's sister, Alice, had been taken ill and was currently bedridden and that your mother had gone to visit her in Campbellthorpe, hoping to return in time for your visit. He also enclosed a brief brochure about the inn. You have taken the train and during the long journey have fallen asleep.

IBM PC Instructions for loading Personal Nightmare for the first time:

1. If you are using a mouse make sure that the Mouse driver is installed.
2. Insert Disk 1 in Drive A.
3. Type **A:** and then press Return.
4. If you have an EGA monitor, good, the program default is EGA. Just use **INSTALL** for installing the program on your hard disk and setting up the proper keyboard.
5. If you have a CGA monitor, you need to change the program: type **INSTALL** and then press Return.
6. In **INSTALL**, choose your keyboard type (with arrow keys), your video type, and then Hard disk or Floppy Disk if you are running the program off your hard disk drive or off of the floppies. If you choose Floppy Disk the drive will spin for a few seconds and then return you to the **A:** prompt. This is normal. Then just follow the next section.

Playing Personal Nightmare from the Installed version.

a) Playing from floppy disk:

Insert Disk 1 in Drive A and type **A:** then press Return

Type **PN** then press Return

b) Playing from hard disk

Type **C:** then press Return

Type **CD/Horror** then press Return

Type **PN** then press Return

KEYBOARD INSTRUCTIONS for non-mouse users

All mouse functions are available to keyboard users as follows:

- All functions are available on the key pad only.
- The On Screen pointer is moved by selecting the numbers on the key pad as follows:

- 8 = UP
- 2 = DOWN
- 6 = RIGHT
- 4 = LEFT
- 7 = UP at 45 degrees to the left
- 1 = DOWN at 45 degrees to the left
- 9 = UP at 45 degrees to the right
- 3 = DOWN at 45 degrees to the right
- 0 = Left hand mouse button
- = Right hand mouse button

By holding down the + key (ENTER key on TANDY) on the key pad and pressing any of the above keys at the same time will cause the pointer to travel more quickly across the screen.

The object of the game is to defeat the power of the devil that has taken over the lives of some of the residents of the village. You will need to identify who these characters are and then, by presenting the village policeman with the evidence of their horrific crimes, have them arrested. You will also meet and have to deal with one or two little pets belonging to the devil and in case you get bored there are one or two people who need rescuing before they are used at some rather unpleasant rituals.

The game can be controlled by use of the mouse, although on some occasions it will be necessary for you to input some commands via the use of the keyboard. The game may also be played entirely by the use of the keyboard. The main area on the screen will graphically display the location you are in and the events taking place within it. The right hand panel is the command window. The left hand panel, is the movement window. The window directly beneath these is the text response window and the bottom line is the text input window. If you wish to "examine" something on the screen then the examine command should be selected from the right hand window, by use of the mouse pointer (run the mouse pointer up and down the right hand panel until the examine command is highlighted, then select the command by pressing the left hand mouse button). You will notice that the word "examine" has appeared in the text input window. Alternatively just type in the word "examine" by pointing to the object or the character on the screen and pressing the left hand mouse button. Again you will notice the name of the object or person displayed in the text input window. Your text input window will now read something like "examine bugle," this can now be selected by either pressing the right hand mouse or alternatively by pressing return on the keyboard. The description, or appropriate response, of the person or object will be displayed in the text response window. Should you wish to "pick up" an object from the "action" window, then select the "pick up" command from the right hand window and then select the item on screen. Alternatively, if the item can be picked up, then when the left hand mouse button is held down the mouse pointer will change to a hand and by dragging the item to the "inv" box (in the left hand panel) the item will be placed in your inventory.

To display your inventory select the "inv" icon with the mouse. The screen will display icons of the objects that you are carrying. Some of these objects may be containers. To view the contents of them, double click on the icon of the container object and the contents will be displayed. These objects can be removed from the container by selecting them with the mouse and dragging them to the "inv" icon. To exit the inventory mode select exit from the line displayed above the icons.

It is also possible to list the visible takable objects in any location by selecting the icon marked "room". This will display on screen icons representing all the items that can currently be removed from that location and again by holding the mouse over the item required and then pressing the left button until a hand appears it is possible to transfer these items to your inventory. (This option will not display or take any hidden objects).

2.

Similarly should you wish to "drop" an item you will have to either select the "drop" command from the right hand panel or the "inv" icon from the left hand panel. Once the inventory screen is displayed then the item to be dropped is picked up with the mouse and placed into the "room" icon.

Should you wish to examine an object you are carrying then just select the item from the inventory with one click of the left hand mouse button and the items description will be displayed in the text window at the bottom of the screen. To move around the game you may select any of the "lit" compass points, or up and down arrow, in the left hand panel. This will result in you moving to the location in that direction. Directions that are unlit may indicate one of two things (A) There is no location in that direction (B) Movement in that direction is prevented by someone or something e.g. a locked door. Movement is also possible by selecting, with the mouse, any visible door on the "action" screen. If the door is locked and providing that you have the key, the door will be unlocked. A second selection of the door will open it and a third selection will allow you to pass through it.

Other commands you may find useful are:

Ask (character) about (character)

Ask (character) about (object) - Be careful with this one as it may have unfortunate consequences.

Ask (character) about (event)

EG: ASK MR. JONES ABOUT BUGLE

In order to complete the game it is necessary to show various pieces of evidence to the policeman.

EG: SHOW LETTER TO POLICEMAN

SOME OF THE CHARACTERS YOU WILL MEET IN YOUR NIGHTMARE

MR. ROBERTS - Registrar of Births and Deaths

JIMMY BLANDFORD - A professional Photographer who enjoyed a good drink.

SUSAN BLANDFORD - The pretty wife of Jimmy Blandford.

MICHAEL WILLIAMS - A City type who has only recently moved into the Village.

MRS JONES, wife of Mr. Jones - Landlady of the "Dog and Duck"

TONY DONALDSON - A young lad who lodges with the Jones'.

SGT. JEFFERSON - The Police Sergeant in charge of law and order in sleepy Tynham Cross.

PETER MASON - The owner of the local Garage.

MR. JONES - Landlord of the "Dog and Duck" for the last 20 years.

THE LIVES AND MOVEMENTS OF ALL THESE CHARACTERS WILL HELP YOU TO UNRAVEL THE MYSTERY OF TYNHAM CROSS

TO SAVE A GAME:

To operate the Save Game option, you may either type SAVE and follow prompts or using the mouse click on Save Icon in right hand box.

ALWAYS SAVE PROGRAM TO A BLANK FORMATTED DISK RATHER THAN A GAME DISK.

3.

PERSONAL NIGHTMARE HINTS**EARLY IN THE GAME**

Accidents do happen and require close examination.

KEEP GETTING KILLED IN YOUR SLEEP

In the heat of battle a piercing sound was heard and all arms were lost.

CAT A NUISANCE

Playful creatures aren't they?

KEEP GETTING YOUR NECK BITTEN

Fresh breath confidence, perhaps the gardener would have been better employed elsewhere. On reflection this may lead to other problems.

WITCH A PROBLEM

Stealth plays its part in the silent world at one's feet. Remember Dorothy from Oz.

CAN'T DEVELOP THE FILM

David Bailey you are not, be sure not to miss a collection.

HAVING A PROBLEM WITH A DOG

An old chestnut this one, first thought for a vampire perhaps.

HAUNTED?

Don't get angry stay cross.

REGISTRY OFFICE LOCKED

A drinking partner perhaps, watch his every move.

GARDENER SEEMS OVER ZEALOUS ABOUT HIS DUTIES

Patience is a virtue.

CAN'T GET INTO THE GARAGE

Search a wreck.

GENERAL ADVICE

The policeman is an arresting officer. Being recognized at gatherings can be bad for your health. Seek and ye shall find. Be sociable, talk to people.