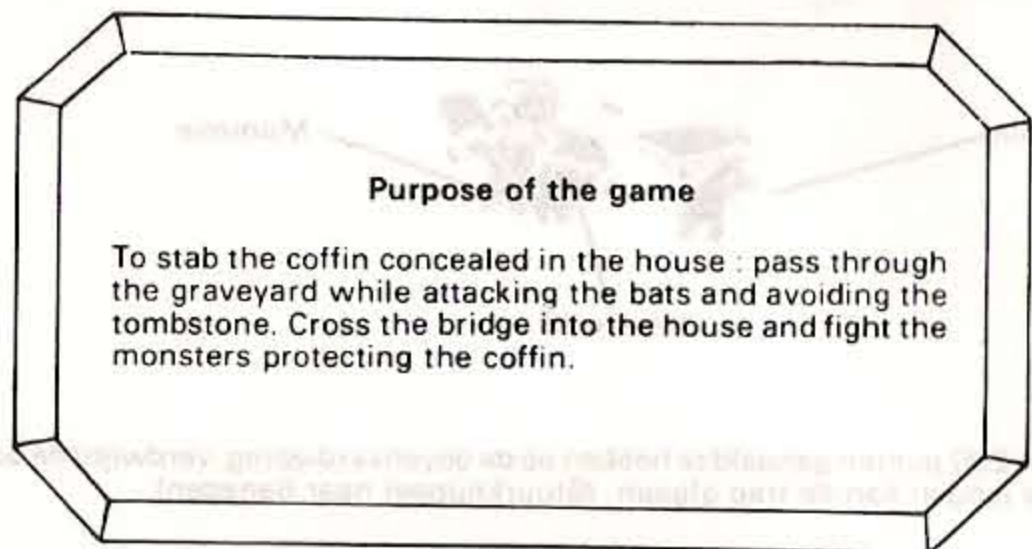


TERROR HOUSE



SUPER GAME DIGITAL

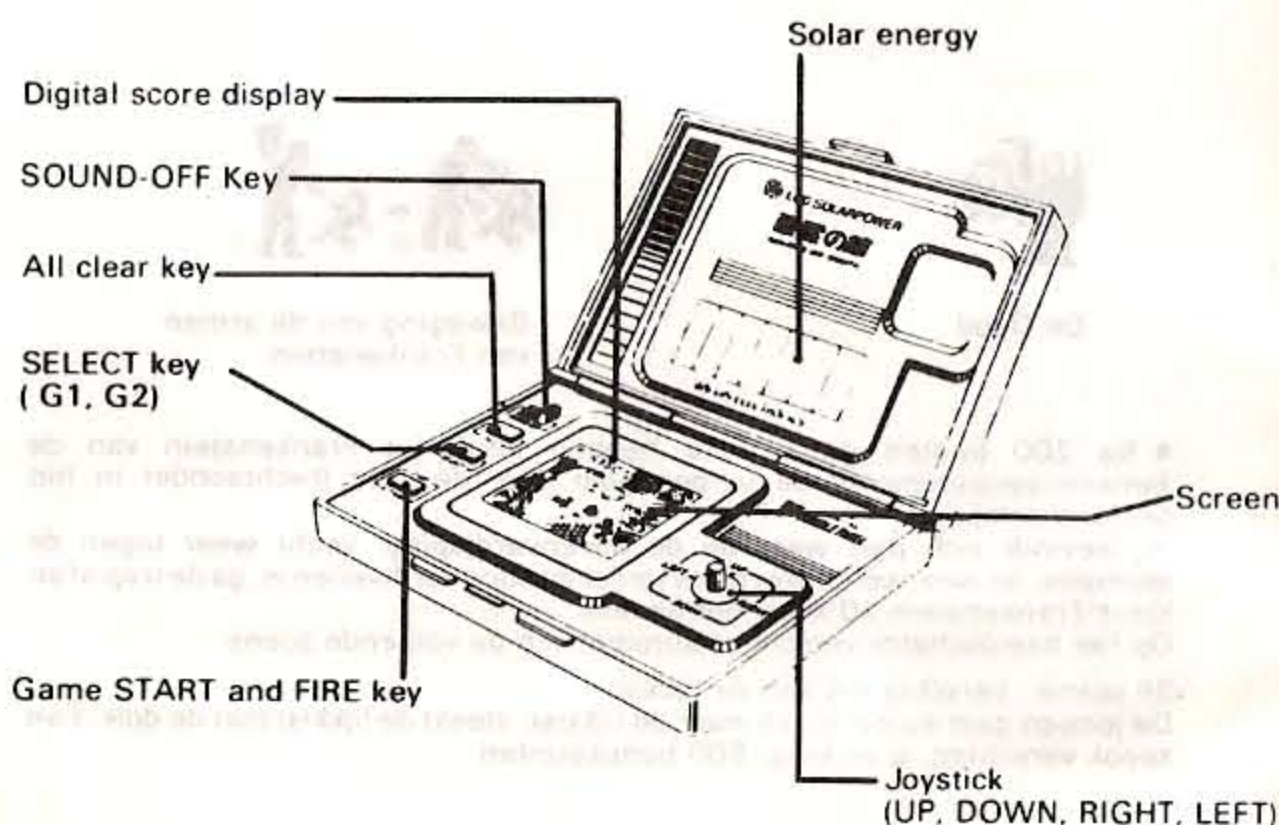
ENGLISH INSTRUCTIONS



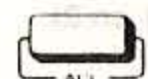
Purpose of the game

To stab the coffin concealed in the house : pass through the graveyard while attacking the bats and avoiding the tombstone. Cross the bridge into the house and fight the monsters protecting the coffin.

1. DESCRIPTION



2. KEY FUNCTIONS



All clear key

Open the cover of the game, wait until the screen lights up and press this key before starting to play.

Game may malfunction if this step is omitted.

Important

This game functions on solar energy and depends on light intensity (sunlight or electric light), screen display does not appear instantaneously



Select key

Press this key to select game 1 (G1) or game 2 (G2) as shown successively on the upper left side of screen.



Game Start and Fire key

2 different functions :

- To begin the selected game, press this key, the starting signal will be heard.
- To attack the bats in the graveyard. To fight Dracula, the Werewolf, Frankenstein, the Mummy and the Skeleton in the house.

Joystick

2 different functions

- Game Start function
- Moves the boy UP, DOWN, LEFT and RIGHT.



SOUND switch key

Switch to left : game with sound
Switch to right : game without sound

1200

Digital score display

Displays the score of games 1 and 2

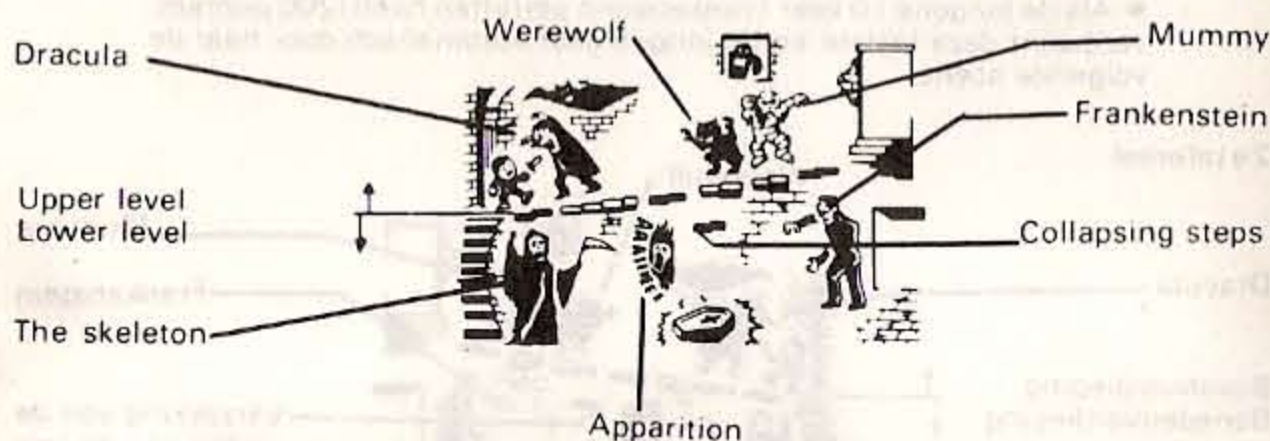
SCORE

Scene 1 : In the Graveyard

- 10 points when the boy kills the attacking bats
- When 200 points are reached, he crosses the bridge and enters the house

Scene 2 : In the house

- 20 points when the boy repels the attacking Mummy, Werewolf and Dracula on the top level
- When 200 points are reached upstairs, the skeleton disappears and the boy may then proceed to the lower level.
- 20 points when he fights Frankenstein downstairs
- When the boy attacks Frankenstein 10 times (200 points), the latter disappears and the screen switches automatically to the following scene.



END OF GAME

When the boy has been hit 3 times

Scene 1

- boy gets hit when he is struck by the tombstone

Scene 2

Penalty :

- Boy gets hit when he is struck by a Mummy, the Werewolf or Dracula
- When he goes downstairs while the Skeleton is visible
- When, downstairs, he is struck by a falling step, Frankenstein or the Skeleton

3 boys per game (includes both scenes)

Number of spare boys



Number decreases with each hit

3. HOW TO PLAY

Game 1

- Open the cover, press the ACL key then the SELECT key to choose G1 (Game 1)
- Press the START/ATTACK key or the joystick, the starting sound will be heard.
- Using the joystick, move the boy to the left to enter the graveyard and Up or Down to avoid the tombstone.
Press the START/ATTACK key to attack the bats.
- When 200 points are reached, a bridge will appear over the pond.
Move the joystick UP to cross the boy over the bridge and into the house

Scene 2 : in the house

2 levels

Upstairs : fight the Mummy, the Werewolf and Dracula (Attack key) while evading their attacks, and avoid falling with the steps which give way under the boy's feet.



- After having totaled 200 points upstairs, the skeleton disappears and the boy may then go downstairs (Joystick on DOWN)

When he is on the lower level the skeleton will reappear.

Avoid the skeleton's attacks and the falling steps
Fight Frankenstein (ATTACK key) by stabbing him 10 times while his arms are up



The skeleton



Frankenstein's arm movements

When 200 points are totaled on the lower level, Frankenstein disappears and the boy proceeds up to the top level. Fight against the monsters once again until the skeleton disappears then proceed to lower level to stab Frankenstein 10 more times.

Scene 3 coffin appears on lower level.

The boy is directed automatically to the coffin, a ghost appears when he stabs the coffin, and you receive a 200 points bonus



Apparition of the coffin

- The game ends when the boy has been hit 3 times

- To reset the game

Press the Select key, then the START/ATTACK key or the joystick

If you wish to discontinue while the game is in process, press the SELECT key, G2 will appear on the screen.

Game 2

- Game speeds up
- Recommended for skilled players
- Follow rules to game 1

SOLAR ENERGY

To play : place game

- In the sunlight on the edge of a window sill.
- Underneath electric light :
- 60 inches from a 60W light bulb
- 50 inches from a 60W neon lamp
- 30 inches from a 30W neon lamp



PRECAUTIONS

- Do not bump
- Do not drop
- Keep away from heat and damp
- Do not try to take game apart



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