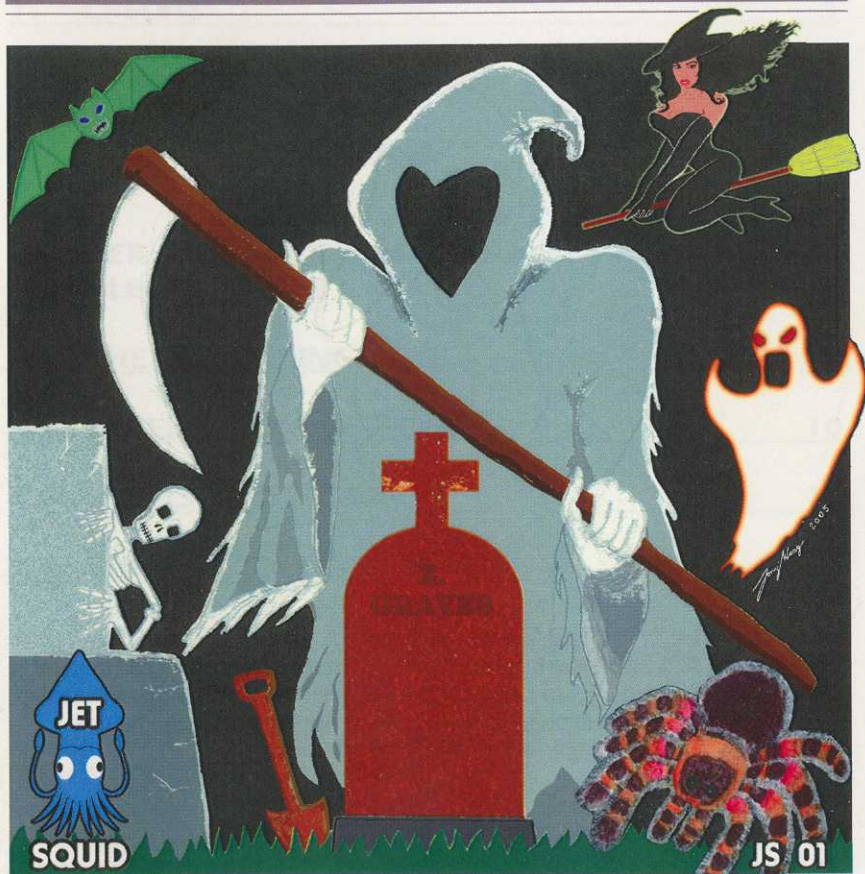


HAUNTED ADVENTURE TRILOGY

ATARI® GAME PROGRAM™ INSTRUCTIONS

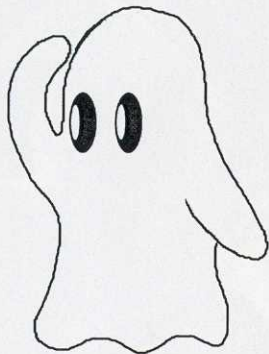


COMPLETE
GAME PLAY
INSTRUCTIONS

7 GAME LEVEL
VARIATIONS

HELPFUL HINTS

Haunted Adventure Trilogy Manual No. 040
Al Backiel / Editor / 2600 Connection



NOTE to ATARI 7800 ProSystem Game Console Owners: The Haunted Adventure Trilogy colors are optimized for use with the ATARI Video Computer System™. If the colors appear too dark on your television screen, manually adjust the Picture and/or Black settings of the television.

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.
Label, Manual & Audiovisual © 2006, 2007 Anthony W. Wong

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1. CREDITS

Haunted Adventure Trilogy concept, modification, artwork, and manual
by Anthony "atwwong" W. Wong

Additional programming code
by Kurt "Nukey Shay" Howe and Brian "Whipcrack" Wong

Grave and shovel coding and graphics,
Foot step and bumping sounds
by Kurt Howe

New randomization routine (1000's of object combinations)
by Brian Wong

Haunted Adventure name and Spirit Ghost artwork inspired
by James "Out_of_Gas" Francis

Original Adventure programmed
by Warren Robinett

Original Superman programmed
by John Dunn

ATARI® GAME PROGRAM™ INSTRUCTIONS

THANKS TO THE FOLLOWING FOR ADDITIONAL ASSISTANCE:

Simon Cornwell (November 13, 1994) for disassembling the Adventure cartridge and commenting the assembly language

Joel D. Park for optimizing and commenting the Adventure disassembly

Steve "Atarius Maximus" Engelhardt for making Adventure Plus, the Create Your Own Adventure editor, and responding to my posts

Kurt Howe for inspiring me with his own 8kAdvent and his myriad of informative posts regarding coding and his personal insights

Brian Wong for step by step instructions for fixing page errors, bankswitching, and initialization

Robert Mundschau for more initialization guidance

Glenn Saunders' Precise 2600 sound chart posted in the Stella Archives

James Francis for inspiring me to continue with his art

James Andreasen for programming the original Haunted House

Ronnie "StanJr." Dingman and Brian Wong for extensive play testing and comments

PAL testing by Walter "gambler172" Lauer

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Jack "The Atari Troll" Kortkamp, Kenwood, EarthQuake, Pixellated Ghost, pmpddytim (Tim), Lord Thag, and Lord Helmet for their comments in the forums, and Weston "Gateway" Hilton for his encouragement & PM's

ATARI® GAME PROGRAM™ INSTRUCTIONS

Artwork for original Haunted Adventure I Boo! SE label and manual by Philip R. "Rhindle The Red" Frey

Haunted Adventure II SE Label artwork by JoJo's Creations

Jarett Waite at Packrat Video Games for producing homebrew games and the original Haunted Adventure SE Cartridges, boxes, and manuals

Albert Yarusso at AtariAge for his information on making carts

AtariAge and its members for keeping the Atari community alive!

Dennis Debro for his generosity

Thanks to Curt Vendel for making my Atari dream come true on the Flashback 2 Classic Game Console – play Return to Haunted House

Special thanks to my wife ♥ JoJo Wong ♥ for her kindness, patience, understanding, artistic skills, moral support, and companionship! 😊

I hope you enjoy playing the Haunted Adventure series as much as I enjoyed making it!

Cheers,



**Anthony W. Wong
(a.k.a. atwwong)
Adventurer**

October 1, 2006

2. GAME CONSOLE CONTROLS

ATARI 2600 Video Computer System™

Use your Joystick Controller with this ATARI® Game Program™. Be sure the Controller is firmly plugged into the LEFT CONTROLLER jack at the rear of your ATARI 2600 Video Computer System™ Game Console. Hold the Controller with the red button to your upper left toward the television screen. See your Atari 2600 VCS Owner's Manual for further details.

ATARI 7800™ ProSystem

Use your Pro-Line Joystick Controller with this ATARI® Game Program™. Be sure the Controller is firmly plugged into the LEFT CONTROLLER jack at the front of your ATARI 7800 ProSystem Game Console. Hold the Controller with the two buttons toward the television screen. See your Atari 7800 ProSystem Owner's Manual for further details.

Plug your Haunted Adventure Trilogy cartridge into your Atari game console. You are the proud owner of real Atari hardware, aren't you? What? You're using an emulator and a binary?! Well, then skip that last part and look at the text help files. Anyways... turn ON your game console.

Note: For more enjoyment of the Haunted Adventure Trilogy Game Program, please read all instructions carefully before beginning play. Keep this instruction booklet handy for quick reference.

To play the Haunted House Trilogy, plug the game cartridge into the slot on the console and turn on your Atari Game Console. The title screen will appear.

SELECT

Choose the Game Level you wish to play by depressing the game select switch/button.

ATARI® GAME PROGRAM™ INSTRUCTIONS

GAME SELECTION MATRIX

LEVEL	GAME	INFORMATION
1	HAUNTED ADVENTURE – BOO!	NORMAL
2	HAUNTED ADVENTURE – BOO!	ADVANCED
3	HAUNTED ADVENTURE – BOO!	RANDOM
4	HAUNTED ADVENTURE II – REDEMPTION	NORMAL
5	HAUNTED ADVENTURE II – REDEMPTION	ADVANCED
6	HAUNTED ADVENTURE II – REDEMPTION	RANDOM
7	HAUNTED ADVENTURE III – WITCH'S FLIGHT	NORMAL

If you have finished one game and wish to begin another, depress the game select button/switch. The number of the skill level at which you were playing will appear on the television screen.

RESET – All Game Levels

Depress the game reset button/switch or joystick controller button to begin play after selecting a Game Level.

Reset Game Levels 1 to 6

If you are killed by one of the creatures, you can use the powerful force known only as reset. Just depress the game reset or the controller button (if the room remains darkened) and your life force will be returned to you and you will materialize back at the start of the level. Unfortunately, any creatures you may have banished will also return to haunt you. If you were carrying any object with you, it will remain where it was.

ATARI® GAME PROGRAM™ INSTRUCTIONS

DIFFICULTY SWITCHES FOR LEVELS 1 to 6 (see page 40 for Level 7)

By using the difficulty switches, you can increase or decrease the difficulty of the game at each Skill Level. When the left difficulty switch is in the "b" position, the ghosts will travel slowly and hesitate before they try to consume your life force. When the left difficulty switch is in the "a" position, the ghosts are faster and it is more difficult to escape them. If the right difficulty button is in the "a" position, all ghosts will flee from the scepter.

PAUSE BUTTON FOR THE ATARI 7800

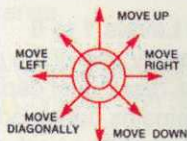
Pressing the pause button will pause the creature and player movements. Toggling the button again will resume game play.

TV-TYPE SWITCH FOR THE ATARI 2600

The tv-type switch acts as a **PAUSE GAME** feature toggle. The creature and player movements will pause when the switch is flipped. Flipping the switch again will resume game play. The cartridge always loads the game in an "un-paused" state no matter what the tv-switch is set to.

NOTE: The timer will stop and change color in Level 7 to indicate the game is in a paused state.

3. USING THE CONTROLLER



The Joystick Controller - Levels 1 to 6 (see page 40 for Level 7)

You can move in any of eight directions with the joystick in that direction (see diagram). Each area shown on your television screen may have one

or more barriers or walls, through which you cannot pass, as well as one or more openings. To move from one area to an adjacent area, move "off" the television screen through one of the openings; the adjacent area will be shown on your television screen.

The Button - Levels 1 to 6 (see page 40 for Level 7)

Scattered throughout the adventure are certain objects to help you in your search for the soul of Old man Graves. To pick up an object, all that is necessary is to touch it. You will hear a sound that will indicate that you have the object in tow. To drop the object, press the controller button. You will hear a different sound that will tell you that the object has been released.

To open any locked door, touch it with that door's corresponding colored key. Some entrance-ways are opened with objects other than keys. The door will slide open and you can enter by moving upward through the door. If you are leaving through the door with the key, it is advisable to push the key out first or you may inadvertently close the door behind you. You can hear the doors rumble as they move...

Note that pressing the controller button will reset the game at the start and after the player dies if the screen has darkened.

CHAPTER 1

HAUNTED ADVENTURE I BOO!

1.1. THE CONTINUING TALE OF THE HAUNTED HOUSE...

In 1981, the stories of a magical urn hidden away within the century old Graves' Manor in the town of Spirit Bay enticed foolhardy explorers to enter. Unsubstantiated reports of people disappearing were attributed to the mansion, but these reports were dismissed as pure fiction by the authorities. Rumors abounded that adventurers to the haunted house were being scared to death by supernatural forces. Eventually, a broken urn was recovered and restored by one brave adventurer. That individual recounted a tale of being pursued by giant tarantulas, vampire bats, and the ghost of old man Zachary Graves himself. The adventurer also claimed that a master key helped to open doors locked for years and an ancient scepter warded off most of the ghastly creatures of the mansion, but that both of these items were lost during the frantic escape from the house...

"I barely escaped with my life..." The Adventurer

The urn sat on a trophy shelf for over two decades until it was spirited away one stormy night. Then the townsfolk of Spirit Bay claimed that mysterious events began occurring again around the condemned building of Graves' Manor. They blamed the spirit of Zachary Graves, and devised a plan to stop the unexplainable ongoing. It was rumored that Graves was buried in a crypt under his own house.

"Preposterous! One would not be buried under one's own home. His body would more likely be decaying in a nearby cemetery. The rumors are unfounded!" - Tony

ATARI® GAME PROGRAM™ INSTRUCTIONS

Believing that he was in league with sinister forces, some people decided to break into the mansion, find the crypt, and desecrate the body to destroy his powers. This would cause his soul to be cast into the depths of the earth (conveniently accessible via the deep caverns near the manor). Despite the warnings and common sense of many others, these people broke into the house but were never heard from again...

"People shouldn't be messing around with things that are none of their business!" - Jono Care

Unfortunately, after the break-in, the town of Spirit Bay has become enshrouded with an omnipresent darkness. The townsfolk believe that Zachary Graves' body was disturbed and now his spirit not only continues to haunt the house but the entire community as well. They think that their once idyllic town of Spirit Bay will be cursed until old man Graves' soul is returned to his tomb. Some also say that the ghost of old man Graves has disturbed the slumber of other malevolent spirits...

"Old man Graves is very, very angry..." - Old man Johnson

It is now 2004 and you enter Graves Manor in order to return the soul of Zachary Graves to its proper resting place in the newly discovered crypt beneath the house.

"Nonsense! He would have been buried in a cemetery, I say!" - Tony

The closer you get to the mansion, the more you feel the powerful curse. As you enter the first floor of the house, you stumble through a previously unknown section and become trapped behind a hidden panel. Now the haunted adventure begins...

1.2. LEVELS 1 TO 3 OBJECTIVE

The object of Haunted Adventure I – *Boo!* is to find the soul of old man Graves and return it to the crypt under the cemetery by utilizing various keys and tools to explore the house and avoid the ghosts.



1.3. LEVELS 1 TO 3 OBJECTS

Soul



The soul of old man Graves is hidden secretly somewhere beneath the mansion in a vast, dark cavern. The tormented soul can be heard pulsating in the darkness. Return the soul to the crypt under the cemetery to release the town of Spirit Bay from its curse!

Scepter



The sceptor will protect you from ghosts. It has been broken by someone (or *something*), altering its original powers. Now touching a ghost with the sceptor banishes it to the nether realms, hopefully ceasing their haunting forever... (Remember, setting the right difficulty button on "down" will cause all ghosts to flee from the sceptor.)

If there are four or more objects (including doors) in your area of the house, the power of the sceptor may or may not work. Sometimes you can

banish a ghost, sometimes you can't. However, it is easier to avoid being killed by a ghost under these conditions.

Ladder



The wooden ladder can be used to climb over barriers and obstacles or be used to peer into possible hidden rooms. It can help you access normally unreachable and secret areas... The ladder cannot climb over some very high barriers or be used to travel left or right over a barrier or wall. You also cannot use it the climb over or get past a locked door into a new area.

To use the ladder, first pick up it up. Place the ladder across the wall or barrier that you wish to pass over and release it by pushing the controller button. The ends of the ladder should be visible on at least one side of the wall or barrier for it to work. After releasing the ladder, you can then pass through it to the other side of the wall or barrier.

If you should happen to touch the edges of the ladder while you are passing over the barrier, the ladder will shake and you may become stuck on its rungs as well. To release yourself, press the controller button. If this fails and you still cannot release yourself, press game reset on the console and restart. Use reset as a last resort, especially if you have banished one or more creatures.

Some places can only be reached by using the ladder. Beware that you do not bring the ladder into such places and then be killed by a creature; the ladder will become lost. Also, do not leave the ladder behind when you use a one-way exit in areas only accessible by the ladder or you will not be able to retrieve it. If the ladder becomes inaccessible during the game and you require its use, your only recourse is to restart the level from scratch, or hope that Batty (Game Levels 2 and 3) or Old man Graves (Game Levels 5 and 6) picks up the ladder and drops it off where you can reach it.

Dismembered Hand



It is rumored that this hand can mysteriously entice inanimate objects into its grasp. The hand may try to hinder you with its power. It can remove objects that are stuck in a wall and out of reach. The hand can also be used to move objects in an adjacent part of the house by putting it in front of you before entering next room or area.

Keys and Locked Doors

Use the colored keys to unlock the corresponding locked doors to enter areas deeper under the mansion.



The green key unlocks the Storage Area. The cellar door has a small cross-like lock that can be opened when touched by the proper key. Old man Graves believed crosses would keep evil spirits from passing through the doors. Too bad he neglected to have crosses on his walls, or floors, or ceilings...



The dark key unlocks the ominous Cavern Entrance door.

The Shovel and Grave

Use the shovel to dig up the grave to uncover the mysterious crypt beneath...



Old Man Graves' Eye (Transmolecular Micro Dot)

This eye can help you see the way into a previously inaccessible passageway. The use of several objects in conjunction with the eye may assist in gaining entry...

1.4. LEVELS 1 TO 3 CREATURES

Ghosts

These restless, angry spirits will attempt to drain your life force. Avoid contact or use the scepter to protect yourself. The ghost of old man Graves has returned to haunt his manor and has awoken other spirits as well...



*Old man
Graves*



Charon



Boo! Ghost

Ghosts may become attached to objects they held dear in life and guard them. Beware!

Batty the Green Thieving Bat (formerly the Green Vampire Bat)



This bat has given up on its previous blood sucking ways and has turned to a life of thievery.

Sometimes the bat will steal away an object it sees or that you are carrying and will replace it for another. Sometimes this is a good thing, but most of the time it is a bad thing. You can carry the bat like an object, even when it is carrying another object.

In Skill Levels 2 and 3 (see Skill Levels description), the bat will carry objects (including ghosts!) around the house and trade them for an object

that you may be carrying. The bat may trade a ghost for the scepter and leave you defenseless, or it may trade you something for the soul just as you are ready to put it in the crypt. Sometimes the bat can be used to your advantage by getting it to swap for an object you need that may be stuck in a wall. You can catch the bat and carry it and whatever the bat may be carrying. However, sometimes the bat will escape (usually at the most inopportune times).

Tarantulas



No way!!! I hate spiders!!! Especially giant, hairy ones... It is rumored that a giant tarantula is indeed dwelling in the depths of the house...

1.5. SKILL LEVELS 1 TO 3 AND FLOOR LAYOUT

Warning: Do not read if you want to figure out Haunted Adventure I for yourself!

Level 1 Floor plan

This is the simplest Skill Level. When you depress the game reset button/switch to begin play, you will be on the first floor and see the shovel that you can use to dig up the grave in the cemetery. Travel northward and west to find the Sub Basement and the Cemetery. Dig up the grave with the shovel and enter.

You will find the scepter inside the crypt, but it is not immediately reachable. Travel westward to the tunnels under the house. Beware of ghosts haunting the house. You will need the ladder to retrieve the scepter. The key to the dark cavern under the house may be guarded in the tunnels by a ghost. Other ghosts are doomed to float about, haunting the mansion or guarding the cursed soul, which is hidden with the dismembered hand inside the dark cavern past the tunnels.

Level 2 Floor plan

This house is much larger than Level 1 and features many rooms and dark passageways.

First Floor



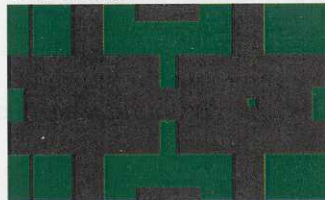
The game begins in a previously unexplored portion of the first floor. As you progress through the house, all new areas lead downward.

The Basement



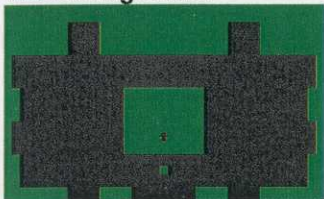
The first new area you will encounter is the basement. The lights have long since gone out and you must rely on your own light source to traverse this area. Finding your way westward and down takes you to...

The Cellar



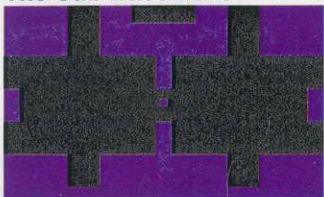
The damp walls of the cellar possess a greenish glow from bioluminescent moss. Behind a locked door are stairs leading down to...

The Storage Area



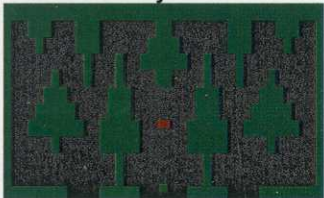
The storage area is dark inside and bats can be heard fluttering about. An object vital to your quest may be stored here.

The Sub Basement



Below the basement is a series of rooms with an unearthly hue, which can be reached by traveling northwards and down while in the basement. Continuing westward and immediately northward will take you to...

The Cemetery

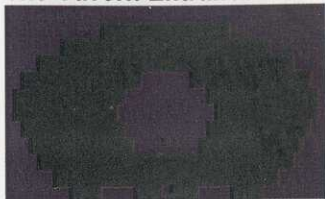


The soul of old man Graves has been cast away and become lost from the crypt under the cemetery. You will need to find an object to unearth and open the grave to gain access to the crypt. From some reason the grave and crypt have been resealed, but by whom? And what might you find lurking within a crypt? Returning southwards, continuing west, and heading downwards to the north will take you to...

The Tunnels

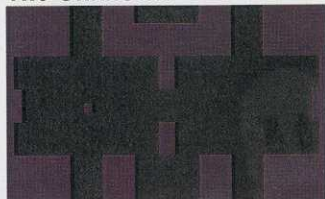
This region is pitch black and full of twisting mazes. A dark key may be hidden here, which will enable you to open...

The Cavern Entrance



Guarded by another locked door leading downward into...

The Unknown



The soul and eye of old man Graves are hidden in the depths of the unknown in the dark caverns, but something here will allow you to reach them... Beware of Graves!

The eye can be found when your light source flickers unexpectedly...

Other Secret Rooms

The eye of old man Graves will lead you to enter previously inaccessible rooms at the end of the sub-basement, containing the storage key and... ??? The crypt is initially hidden. You will need something to help you reach it...

All objects, the ghosts, and the bat will start in the same place in the haunted house each time you play the game at Level 2.

Level 3 Floor Plan

The haunted house is similar to Level 2, but is more difficult to play as the mysterious curse has placed all the objects and the creatures randomly within the house, and the house is... well, you will see... You will never know for sure what is in the next area of the house until you enter it, nor will you know for sure where the cursed soul may be hidden. The creatures could be haunting anywhere, ready to drain your life force.

CHAPTER 2
HAUNTED ADVENTURE II
REDEMPTION



Art © JoJo's Creations

2.1. THE REDEMPTION OF OLD MAN GRAVES

Nightmares. They continue to permeate your mind ever since you returned the soul of Old man Graves to his resting place. Or perhaps it was your late night meal? Or beaver fever? No, it's definitely something else. Each night you dream of Old man Graves chasing you, but instead of an evil presence, you feel one of great remorse and overwhelming sadness. Still, you run but cannot escape as in many dreams where you are running but moving ever so slowly. His ghostly apparition floats to you and you recoil in horror. He has something that he wants to say to you...

2.2. LEVEL 4

"Blah, your dreams are nonsense!" mutters Old man Johnson, as he continues to row you toward Spirit Bay and the mansion that you so dread. "Then why are the townsfolk still claiming to be cursed?" you reply uncertainly. He doesn't appear to hear you as he concentrates on his rowing. "Must be hard of hearing..." "I heard that!" he responds curtly. You vaguely recall your first journey to the manor of Old man Graves and it seems like a lifetime ago. Actually it was 1980, but who's keeping track?

Some strange organization named Atari sent you a key to enter an old manor to retrieve a magical urn hidden away in its confines. It was rumored that the urn may have been broken in the earthquake of 1890, but this was all hearsay as was its existence. You accepted the challenge, not knowing what was in store for you.

LEVEL 4 OBJECTIVE

"What are you muttering?" Old man Johnson seems very irritable. "This is not a game! Help me row!"

You dryly answer, "Whatever..."

The objective of Level 4 is to find the magic urn and carry it back to the main entrance of the mansion. The urn is hidden somewhere in the house. As you venture through the house, various entities will attempt to scare you to death. A scepter is somewhere to be found and you can use it to banish creatures that try to do you harm to the netherworlds.

Warning: If you want to attempt to solve Haunted Adventure II on your own, read no further. Spoilers follow, along with the questionable plot.

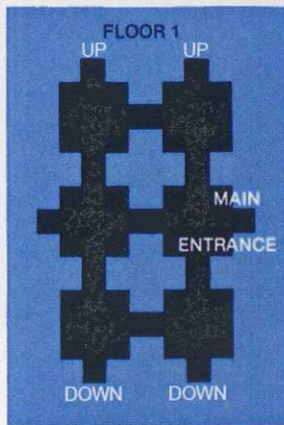
2.3. DESCRIPTION OF THE HAUNTED HOUSE

"I remember it well as it continues to haunt my dreams."

FLOORPLAN

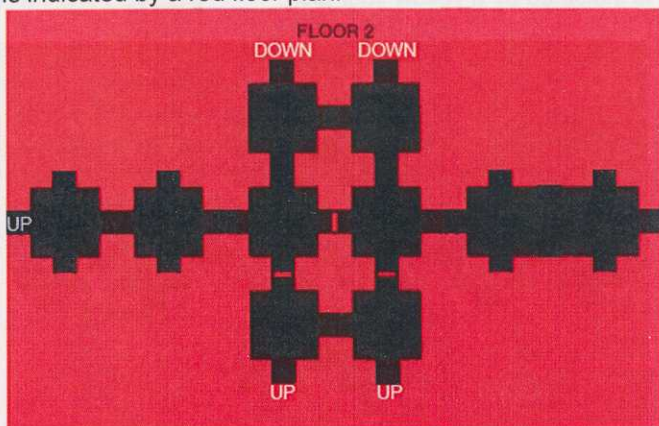
The manor consists of six floors – four main floors plus an attic and a basement. When changing floors, the player will enter a staircase room that will indicate the new floor by its color.

Floor 1 is indicated by a blue floor plan. Push the urn through the main entrance to complete Level 1.

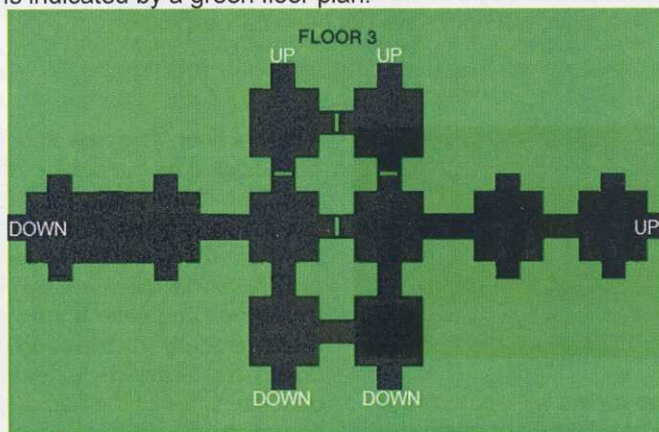


ATARI® GAME PROGRAM™ INSTRUCTIONS

Floor 2 is indicated by a red floor plan.

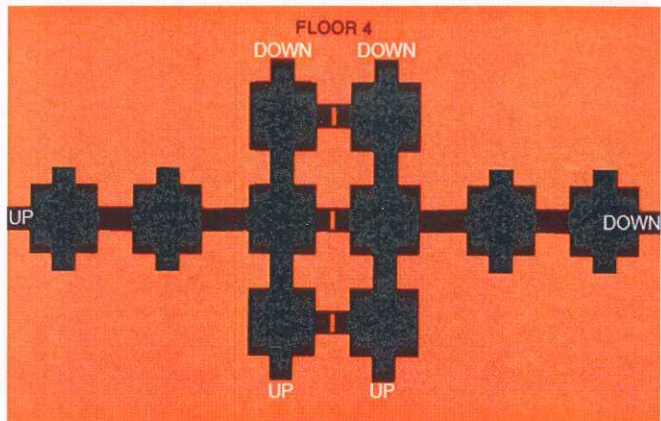


Floor 3 is indicated by a green floor plan.



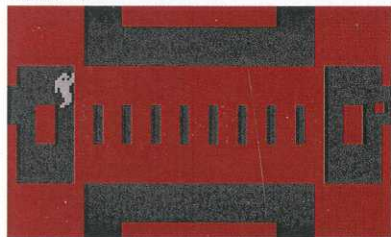
ATARI® GAME PROGRAM™ INSTRUCTIONS

Floor 4 is indicated by a yellow floor plan.



The attic is indicated by a white floor plan and the basement is indicated by a gray floor plan, but both have not been fully explored...

STAIRS



Staircase rooms will appear when you are traveling up or down to a

different floor. The new floor will be indicated by the color of the staircase room. Floor 1 is blue, floor 2 red, floor 3 green, floor 4 yellow, the attic white, and the basement gray. Note that there are two different exits when you enter a staircase room vertically (by traveling up or down); this is the key to entering opposite sides of the haunted house floor plan.

OBJECTS FOR LEVEL 4**MAGICAL URN**

The magical urn was a family heirloom of the first family of Spirit Bay. Its current whereabouts were rumored to be known only by Old man Graves. Find the hidden urn and bring it through the main entrance on floor one.

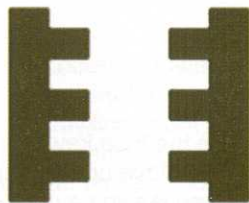
*Magical Urn***ANCIENT SCEPTER**

An ancient scepter was carried around the mansion by Old man Graves, who believed it had the power to ward off evil spirits. Rumors abound that the scepter

now has the power to banish evil creatures from this world by touch. If there are four or more objects (including a door) in your area, the power of the scepter may or may not work. Sometimes you can eliminate a creature, sometimes you cannot. However, it is easier to avoid being killed by a creature as well when this occurs.

WOODEN LADDER

The wooden ladder can be used to climb over barriers and obstacles or be used to peer into possible hidden rooms. It can help you access normally unreachable and secret areas... The ladder cannot climb over some very high barriers or be used to travel left or right over a barrier or wall. You also cannot use it the climb over or get past a locked door into a new area.

*Wooden Ladder*

ATARI® GAME PROGRAM™ INSTRUCTIONS

To use the ladder, first pick up it up. Place the ladder across the wall or barrier that you wish to pass over and release it by pushing the controller button. The ends of the ladder should be visible on at least one side of the wall or barrier for it to work. After releasing the ladder, you can then pass through it to the other side of the wall or barrier.

If you should happen to touch the edges of the ladder while you are passing over the barrier, the ladder will shake and you may become stuck on its rungs as well. To release yourself, press the controller button. If this fails and you still cannot release yourself, press game reset on the console and restart. Use reset as a last resort, especially if you have banished one or more creatures.

Some places can only be reached by using the ladder. Beware that you do not bring the ladder into such places and then be killed by a creature; the ladder will become lost. Also, do not leave the ladder behind when you use a one-way exit in areas only accessible by the ladder or you will not be able to retrieve it. If the ladder becomes inaccessible during the game and you require its use, your only recourse is to restart the level from scratch, or hope that Batty (Game Levels 2 and 3) or Old man Graves (Game Levels 5 and 6) picks up the ladder and drops it off where you can reach it.

BLUE KEY



Blue Key and Player

Use the blue key to unlock the blue door by touching the door with the key. Move upward into the doorway to enter the previously locked area. When leaving a doorway, it is advisable to push the key out before you to avoid locking the door again, unless you are trying to trap something inside...

DISMEMBERED HAND



Can I give you a hand? No, seriously! The mysterious dismembered hand attracts most of the inanimate objects into its grasp. It cannot attract the creatures that haunt the region of Spirit Bay. You can attract objects from an area immediately above the scene you are currently in by positioning the hand above you and moving it past the top of the scene. Any movable object will be pulled by the hand into your area. Kinda acts like a magnet....

LOCKED DOOR



New areas, objects, and creatures are always hidden away behind locked doors waiting to be discovered or unleashed...

CREATURES FOR LEVEL 4 BATTY THE VAMPIRE BAT



The Vampire Bat is back. Formerly Bat-Thief™, formerly the ex-Vampire Bat, it's back to blood sucking time (or at least scaring you to death). It will attempt to wrap its giant wings around you. Let me tell you, those are not the arms of love. Batty guards the ladder.

HETHROW THE GIANT TARANTULA



Yuck! I still hate spiders! I wanted to make a cacodemon instead, but hey, this ain't no Doom. This is Haunted Adventure II (Haunted House V by my count) so you get a disgusting, crawling, giant, fat, sometimes invisible in the darkness spider, man/woman. [Use your gender here. Yes, the hero can be male or female! I mean, look, you're a square, so you can use your imagination.] In Level 4, Hethrow crawls through the darkness of the house looking for you. Beware; he may be difficult to spot! This abomination of an arachnid guards the shovel in

Level 5."

Old man Johnson ponders, "Hmmm... giant spiders..."

You gag, "Oh gross... by the way, for those of you who still haven't got it yet, Hethrow is the mate of another certain spider guarding a certain tower in another certain epic..."

"I don't get it, my preciousss..."

"Er, never mind..."

OLD MAN GRAVES A.K.A. THE GHOST



In Level 4, the ghost of Old man Graves haunts the mansion and guards the magical urn hidden in a secret room somewhere in the house.

EYE GUY, THE HAUNTED HOUSE ADVENTURER



Remember all the times you turned off your Atari and did not finish playing Haunted House? Well, what do you think happened to the Eye Guy? Just took a long nap? Went and found the urn and left the house? NOT. The Eye Guy became possessed and is now hunting you down, O mighty Square One. True to character, Eye Guy is afraid of all creatures. Check out Eye Guy's weapon. Where is that from?"

Old man Johnson cackles, "Heh-heh-heh..."

You are caught off guard and ask, "What?"
He doesn't respond.

THE DARK... BOO!

(Oops, wrong game!)

While you are in the dark your light source will flicker, outlining the edges of passages, corridors, and mazes in, around, and beneath the house.

SOUNDS

"New and improved hacked sounds!" you recall and blurt out. "What are you yelling about?!" complains Old man Johnson.

"Uhhmm... Nothing..."

Sounds will play during the game indicating the player walking and bumping into walls and barriers, creatures attacking and scaring the player to death, picking up and dropping objects, opening and closing "doorways", being approached by Old man Graves (in Levels 5 and 6), and escaping from the haunted mansion when completing your objective!

Warning: Spoiler alert! Do not read any further if you want to solve Levels 5 and 6 of the Haunted Adventure Trilogy on your own! Okay, that's it! No more warnings! Well, maybe one more later on...

Much time passed between your initial encounter with the Haunted House (and two others which will not be recounted in this tale) and the previous encounter where you returned the soul of Old man Graves to its proper resting place. Thinking that you vanquished the curse, you returned home only to find that the nightmares continued. You are compelled to return to Spirit Bay only to find that it is still cursed. The answer must lie hidden within Graves' Manor! Speaking to the townsfolk who dared to venture out of their homes, you discover that the bridge to the old mansion has been "washed out" and that the only way there is by boat to the west side of Spirit Bay. You pay Old man Johnson some silver coins to ferry you across the water...

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"You haven't answered my question about why the townsfolk claim they are still cursed!" you confront Old man Johnson, tiring of his ever increasing antics. He is becoming more annoying, even for a senior citizen. Suddenly he straightens up and exclaims in a strange voice, "Do you think you can return and stop the forces at work here?" Old man Johnson utters an unearthly laugh from within, and a squall suddenly descends upon the boat. Your vision blurs as the boat is tossed by enormous waves and high winds. The last thing you remember is that you were hungry for more bytes...

2.4. LEVEL 5

The tide is like timing cycles...

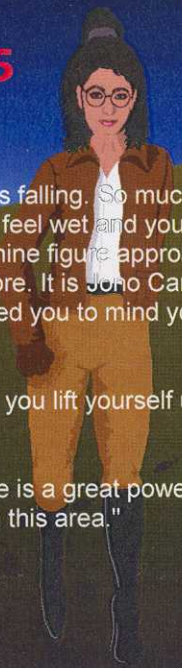
You regain consciousness and realize that night is falling. So much for your plan of adventuring in the daytime. Also you feel wet and you find yourself lying on the shores of Spirit Bay. A feminine figure approaches you. You feel as if you have known her from before. It is Juno Care from the first Haunted Adventure. She speaks, "I warned you to mind your own business. Now the responsibility is yours."

"What responsibility?" you manage to mumble as you lift yourself up from the sands of Spirit Bay.

"The Redemption of Old man Graves' spirit. There is a great power of evil at work here. You must defeat it and escape from this area."

"Will you help me?"

"Yes. Pay close heed to what I say..."



ATARI® GAME PROGRAM™ INSTRUCTIONS

LEVEL 5 OBJECTIVE

Stop the Curse of Spirit Bay. You will have to carefully explore around and under the region of Spirit Bay in order to discover how to do this. The starting location and objective is different from Level 4. Also, Level 5 is much larger than Level 4. See the Helpful Hints section if you get stuck.

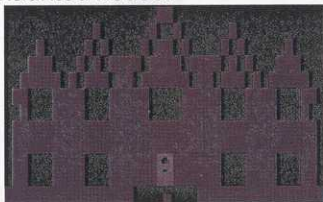
REGIONS

You start off along the shores of Spirit Bay. You need to find objects to open up new areas in your quest to redeem the soul of Old man Graves. You must traverse through Spirit Bay, the swamp, the forest, the interior of the house, and mysterious underground regions to complete this adventure.

OBJECTS FOR LEVEL 5

HOUSE KEY

Use this key to unlock the secrets of the haunted house.



*House Key
and Player*

SHOVEL

The shovel is useful for digging up things, but what?



Shovel and Player

???

There is another object that will be revealed to you to open the dark and deadly regions of Heck...

???

Mystery Object

BLUE KEY

It unlocks a door to...



Blue Key

CREATURES FOR LEVEL 5

There are additional creatures in Level 5 that do not appear in Level 4.

BONY THE SKELETON

Bony has a very interesting story. Unfortunately, since he has no vocal chords he cannot tell his tale. So instead, he goes around scaring adventurers to death. There is a story going around that Bony likes to brush his teeth and polish himself, hence his bright, white look. He manages to keep himself together most of the time and tries his best to look thin and proper. It

has been said that he lost his special glasses in some other adventure. (He thinks it was 8k...) Bony guards the dismembered hand and something else...



*Bony the Skeleton
says, "Hello!"*

CHARON



Unhappy with her position as the ferrier of the dead to the underworld, she has crossed into the mortal earthly realm to seize control and power. Charon has used Old man Graves as a vessel for her deeds, gaining power over his spirit due to his poor choices during his time while he was alive. Because of your previous exploits of retrieving the magical urn and restoring the remains of Old man Graves' body, Charon now has to seize the power of the one thing that can stop her attempt to control the earth. She is stronger and more determined than ever to deal with anything that opposes her. Charon guards the blue key.

SPIRIT



A minion of Charon, Spirit is not what Oprah Winfrey is advocating. This Spirit is intent on destroying your life, literally. Spirit has a similar look to the possessed Old man Graves from Level 4. Spirit guards the house key.

OLD MAN GRAVES



Now free from the control of Charon, Old man Graves is desperately trying to aid you to gain his freedom by giving you objects, but he also takes away what you were currently carrying. Unfortunately, being dead and controlled by evil has negatively affected Old man Graves' mental capacities, as one might imagine. Old man Graves may give you the scepter and remove a deadly creature from your area (good thing), or he may take away a valuable key and leave you with a dreadful monster to deal with (bad thing). During (bad thing) times like this, it's hard to feel sorry for the old man, even if he is dead.

* * *

"How do you know all this?" you inquire.

Jono smiles and says, "I cannot help any further, save to say that all will be revealed to you in the depths of Heck. Goodbye!"

"Wait, how are you getting out of here?"

"There was a bug in an earlier version that I'm going to exploit," Ms. Care quickly replies.

"What?!" you stammer.

Jono Care vanishes quickly from your view along the beach. You hear her

whisper in the wind, "check the Helpful Hints section if you get stuck... You check your light source, your only current inventory. It flickers from being wet from your recently experienced boat wreck. You begin your new adventure...

2.5. LEVEL 6

After escaping the mansion, you are overcome with exhaustion, partially due to staying up late on weekdays, and collapse...

You awaken sometime later, groggy (not from grog) and disoriented. You suddenly realize that you are lost in the forest and that night has fallen. Then, as in your dreams, the ghastly figure of Old man Graves approaches you. You run but cannot escape as you feel like you are moving ever so slowly. His apparition floats to you and you recoil in horror. However, instead of an evil presence, you feel one of great remorse and overwhelming sadness. He has something he wants to say to you, and the voice echoes his tormented soul from out of the depths...

"You have foiled Charon's plans to conquer your mortal world, but her power is still great. You have angered her and as a result, she has cursed the mansion and spread all the items throughout this world that you need to send her back to the nether-regions of Heck. You must traverse Spirit Bay and find the one object to finally eliminate the curse. I will try to aid you, but I am not feeling... like... myself..."

His body drifts away in the evening mist...

You hear a disembodied voice call out, "Search the nether-regions of Heck for the answer..." Then all is silent, save for the quickening pace of your heart in the still night as you sense something approaching...

2.6. LEVELS 4 TO 6 HELPFUL HINTS

Warning - Puzzle hints and solutions are contained in this section!

Level 4

The objective of Level 4 is to return the magical urn to the main entrance. Use the scepter from the bottom attic rooms to dispose of any creatures hindering your way. The urn is hidden in a secret room in the attic, above the middle attic rooms. You can see the urn by climbing the ladder in its original position, but you cannot enter the secret room. Use the blue key on the third floor in the top rooms to unlock the blue door in the basement. Grab the dismembered hand from the unlocked room and use it to attract the urn in the attic. Beware of Old man Graves as he guards the urn in Level 4. Return the urn by pushing it through the main entrance on the first floor to the right of the middle rooms.

Level 5

The objective of Level 5 is different from Level 4, as is the winning location. There are several one way passages that are too high to climb to retrace your steps, so be very careful, especially with the ladder (more on the ladder later). Find the gray house key in the tree shaped gazebo in the forest. Unlock the front entrance to the mansion. The scepter and dismembered hand are located somewhere beneath the house deep within mysteriously shaped "caverns" - can you figure it out? The ladder is located in the attic. Old man Graves will pick up these objects and move them about, exchanging them for other objects or creatures. The house key cannot be picked up by Old man Graves.

Watch out for the Hethrow, Batty, Spirit, and Eye Guy as they initially wander about. Eliminate them with the scepter if you can.

Use the ladder to access the cemetery above the blue waterfalls in the forest. Do not bring the ladder into the cemetery and tomb scenes. If you die while the ladder is in these areas, the level cannot be completed.

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Retrieve the shovel from the caverns north of Spirit Bay to dig up the grave. Enter the tombs with the scepter and topple Bony and get the Skeleton key.

Take the ladder to the top of the underground "caverns" to cross. Use the Skeleton key in the room above to access the nether-regions of Heck. Bring along the scepter! Here you will find Charon, the blue exit key to escape, and a representation of the object that you need to escape with in order to complete your objective in Level 5.

Level 6

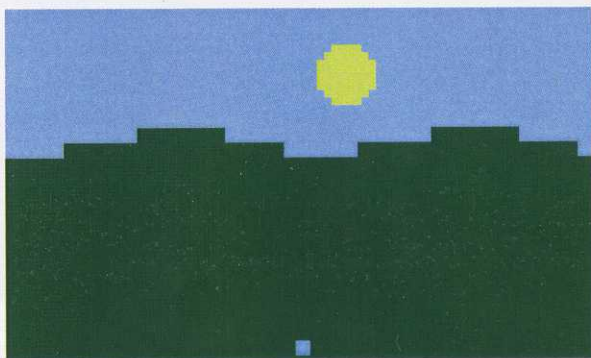
Level 6 is the same as Level 5 except that Charon has randomly displaced the objects throughout Spirit Bay. You never know what you might bump into as you travel through the various regions. Charon has cursed the mansion and now the floor plans differ from the previous levels. Also, the objective you need to attain in order to finally destroy the Curse of Spirit Bay is different from the other games. You will find the representation of that object in the depths of Heck, in a different location.



*"Has anyone seen my toothbrush or glasses?"
"Ummm... You're not supposed to be able to talk."
"Shows what you know about skeletons."*

2.7. HAUNTED ADVENTURE II EPILOGUE

You have escaped the haunted house with your whole being intact. A great sense of freedom, calmness, and awe envelops you as the warm, inviting sun basks upon your being. You can actually sense that the curse of Spirit Bay has finally been lifted and that a sense of normality has returned to this place. You ponder about the soul of Old man Graves; you wonder if he will finally find rest or whatever awaits for him in the afterlife and all the other creatures that you banished from this mortal plane. The image of Charon still haunts your mind; you wonder if you will ever be free from her or the nightmares that have haunted you these past years. But for now, you push these melancholy thoughts from your mind. As you find your way along the forest path, you discover an opening that leads to a different trail. It appears to lead back to the town. The faint sound of something swooshes by overhead, but you dismiss it and leave this place with a new sense of hope...



CHAPTER 3

HAUNTED ADVENTURE III

WITCH'S FLIGHT



3.1. THE STORY OF JONO CARE

Your patience has expired with teaching those kids in your class. School is out and you head off in search of any bar to enjoy yourself. You wander into an odd-looking establishment called the "Hairbrush Driftwood" or something like that. The crusty old bartender recommends trying out a special mix of grog. Humph. Looks more like a wimpy old pirate than a bartender. Anyways, after trying out the drink you begin to feel a strange sensation as if you are flying and quickly leave the bar, much to the bartender's chagrin because you did not bother paying the old fossil. You worry that you will pass out in an unfamiliar area and frantically try to figure out what to do. It feels like you are soaring through the air. Then you realize that in fact you are - on a broomstick...

"What was in that drink?" you curse as sail through the air away from buildings and towards the woods. Nature calls, and you manage to land near an outhouse...

After emerging from the latrine, you feel more like yourself again. Now you hear partying coming from nearby. Looking for a festive crowd, you step out of the woods onto the property of a nearby mansion. A very old, creepy-looking mansion...

You see ghosts and ghouls outside the mansion entrance, and they see you. Quickly you retreat to the latrine to hide, but the creatures, albeit rudely, advance and knock on the door. You fear the worst and then you hear, "Are you going to hide in the women's outhouse all day? We've never had a classy witch at our parties before."

You can barely reply with an astonished "What?" Morbid courage and curiosity (or just plain drunkenness) take over and you open the door. The creatures quickly step back, somewhat in awe and to give you room just in case you suddenly become ill. You stare at their beastly forms. Before you

ATARI® GAME PROGRAM™ INSTRUCTIONS

are two ghosts, a skeleton, a tarantula, and a pair of eyes. Then you look at yourself. You see that you have been transformed into a stylish witch...

"So," the skeleton begins, "are we going to have our Halloween party now or stand around and wait until sunrise?" To your pleasant surprise, your new companions are a lot of fun and have more personality than some of the live folks that you wish you did not know. You have a great time with the poltergeist party-goers. At the break of dawn, your newfound friends return to the haunted house and disappear with the darkness, but not before inviting you to return the next Halloween for another smashing party...

* * *

The Return of Charon

Every Halloween you go back to visit your old friends to party. At dawn, they return to their slumber and awaken the next year. This year, however, things go awry. Charon, infuriated at having been bested by the Adventurer, breaks the bonds of Heck once more and returns to Graves Manor in search of the magical urn. The urn had been hidden within the mansion but the powers of Charon drew her towards it. Upon finding the urn, she smashes it into three pieces and scatters them around Spirit Bay (sound familiar?). Charon also releases three entities to curse the townsfolk of Spirit Bay. If she can maintain the curse for 24 hours over Spirit Bay, it will become permanent and spread over the entire world.

You fly towards the mansion and notice a somewhat familiar lone figure heading away from the house towards the town. You are about to land when you notice the entire sky suddenly becomes enshrouded by the blackness of night. You quickly resume your course with haste to the haunted house. It is your hour and the haunted adventure begins again...

3.3. LEVEL 7 CONSOLE CONTROLS

See page 4 for more game console control information.

Difficulty Switches

When the left difficulty switch is in the "b" position, Kitty will magically appear when the entities have drained your magical powers. If the left difficulty switch is set to the "a" position, you will have to search for Kitty throughout Spirit Bay in order to find the black cat and restore your powers.

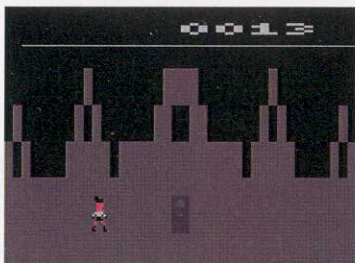
The positioning of the right difficulty switch controls the speed of the creatures. In the "a" position, the creatures and entities travel twice as fast as when the switch is in the "b" position.

3.4. LEVEL 7 CONTROLLER AND GAME PLAY

Plug your joystick controller into the left controller jack. Move the joystick in one of eight directions to walk or fly your character Ms. Jono Care in one of eight directions. If Ms. Care is dressed as a teacher, she can only walk around Spirit Bay. The only magical power that she does possess in this form is her spell of sight, which she also retains while in her witch form.

Press and hold the red controller button on the Atari joystick controller to activate her spell of sight. While the button is held down, moving the joystick up, right, down, or left will allow Ms. Care to see into the next scene in those respective directions. Releasing the joystick button will end the spell casting and allow her to move again in any direction. Beware that when you are using your spell of sight, an entity can approach and attack you.

ATARI® GAME PROGRAM™ INSTRUCTIONS



You start the game as Ms. Care entering the latrine. As a teacher, walk off the first screen by traveling to the right of the TV screen. Continuing walking right in the next screen where you will find the doorway to enter Graves Manor. Walk up to the door and touch it with Ms. Care to enter the manor. Upon entering the urn room, you

will see Charon shattering the urn and fleeing with your ghastly friends under her control. Batty steals away your companion Kitty. Ms. Care can only walk around in the scenes and rooms in her teacher form; she does not have her flying or carrying magical powers. Exit the mansion by walking off the screen and return to the latrine outside the mansion to change Ms. Care into a witch. She will not be able to change back to her normal teacher form until the curse of Spirit Bay is lifted.



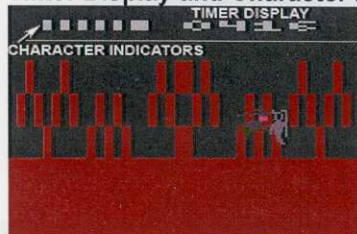
As a witch, Ms. Care will be able to walk while she is on the ground and using her flying power when she is above the ground in her search for the three urn pieces and creatures. To pick up a creature or urn piece, just fly into it and your magic will allow you to carry it. To drop a creature or urn piece, simply land on the ground. Your magic cannot carry

anything while you are walking on the ground.

Dangers

Take care to avoid the three evil entities. If one of them touches you, you will lose your magical spells of flight and carrying, and will drop any object in your possession. You will not regain your lost spells until you find Kitty, your black cat, and receive a kiss. After you hear the magical kiss sound, you will regain your spells.

Timer Display and Character Indicators



The timer display counts the minutes and seconds of game time at the top right of the screen. The character indicators at the top left of the screen track which characters remain that need to be brought to the tomb. The large indicator represents Charon, and the rest are your friends.

Characters



Charon is back with a vengeance. She has the power to carry one of the entities around with her, so beware. Send her back to Heck by bringing her to the cemetery tomb. Your magical powers prevent her from attacking you directly.



Boo! returns from the first haunted adventure. After begging his agent for less money and since no one else applied for the part (except for a giant squid, a paramecium, some Cantonese guy, and a pink rabbit) the programmer reluctantly allowed him back in the game. Return Boo! to the cemetery tomb to end his curse.



Formerly the left-hand (sinister) ghost of Charon, **Spirit** has reformed and loosened up into a party going mood. Spirit's pet peeve is being mistaken for Old man Graves. "The old coot's deader than me." Now cursed again by Charon, Spirit needs to be found and returned to the cemetery tomb.



Hethrow could not get a date with Shelob so he decided to party with the gang. While cursed by Charon, he wanders Spirit Bay terrorizing all citizens with arachnophobia. Actually, anyone with

any common sense would be scared of a gigantic tarantula. Broom that spider to the tomb.



Bony joined the party while looking for his toothbrush and x-ray glasses. (Do not ask; yes, I am sober...) In his cursed state he frantically searches for his possessions. When in his normal party state, he vies comically and unsuccessfully for Ms. Care's affections.



Eye Guy ended up expiring after being stuck by the Adventurer with the scepter so many times. Actually, Eye Guy is much nicer dead than in a frenzied state locked in an old Haunted House cartridge. However, being dead and cursed by Charon is no fun so do your fellow adventurer a favor and introduce the guy to the cemetery tomb.

Evil Entities

Released by Charon into our world from the nether regions of Heck, these three evil entities will pursue Ms. Care to drain her magical powers. Contact with them will cause you to lose your flying and carrying powers. You will retain your spell of sight.

Snake-Wing



This flying serpent is the fastest of the summoned entities. Driven by the power of Charon, this giant airborne reptile will try to poison you with its fangs to weaken your powers. Do not become mesmerized by its brilliant colors it uses to entice its victims.

Caco



A minor beholder brought into this world, Caco will search relentlessly for our heroine. Despite its small size, contact with this grotesque floater will hinder your progress.

Swarmy



This mass of diseased airborne insecta swarms the skies, searching for warm-blooded victims to feed upon. Avoid being ravaged by this merciless horde, as they will sap your powers.

Other Characters and Objects

Kitty



If Ms. Care has lost her magical powers in witch form, she can regain them by finding Kitty. Walk up to the black cat. Kitty will give you a kiss and your powers of flying and carrying will be returned to you. Kitty is loyal to you, but can be carried away by Batty or occasionally lost (if the left difficult console switch is set to "a").

Batty



The Return of Bat-Thief™. The former vampire bat former thieving bat former vampire bat is now a thieving bat once again. Batty the undecided one has decided to return to a life of a kleptomaniac and flies around swapping items or creatures that you are holding with another. You can capture and carry Batty around but cannot put Batty into the tomb because the thief is not dead (although you may wish it during the game).

Magical Urn

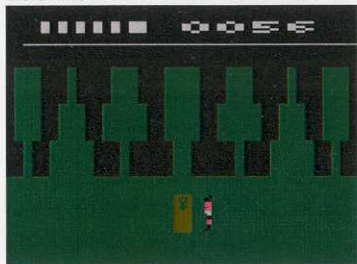


The magical urn formerly belonging to the Graves family has been broken yet again, this time by Charon in her quest to rule our mortal plane. Recover the three pieces of the urn and repair them by returning them to the urn room in the basement of the haunted mansion.



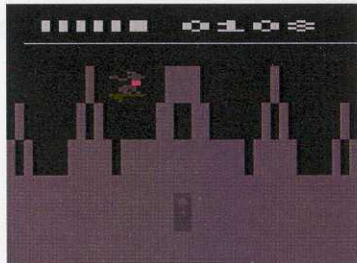
The Region of Spirit Bay

Latrine



The latrine is where Ms. Care changes from witch to teacher at the beginning of the game. After the urn incident, Ms. Care returns here to change into a witch. After all her objectives are completed and the curse is lifted, Ms. Care must visit the latrine a final time to become her former self before viewing the urn.

Haunted House and Floors



Upon finding Graves Manor, enter by coming into contact with the entry door. The mansion of Old man Graves contains five floors. Entering through the door will bring you to the gray basement, where the urn is kept and must be returned as part of the quest to lift the curse of Spirit Bay.

Walking or flying upwards will bring you to the first, second, third, and fourth floors respectively. Exiting the floors by traveling left, right, or down will transport you to another region of Spirit Bay. After leaving the house, you must find the door outside the manor in order to re-enter it.

Cemetery Tomb



Return the creatures here to fulfill part of the quest to lift the curse of Spirit Bay.



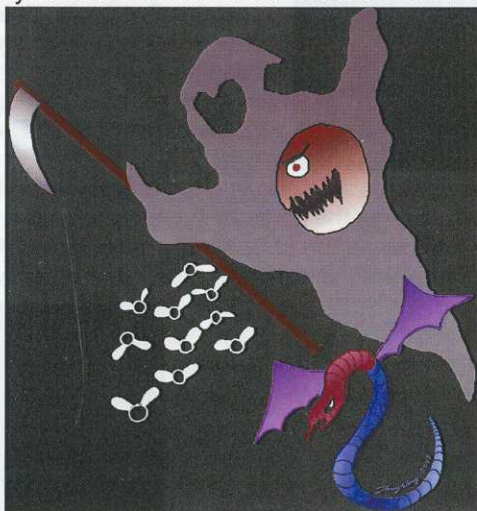
Portals



There are rumored to be at least two magical portals somewhere in the region of Spirit Bay that you can enter which will transport you directly into Graves Manor.

3.5. LEVEL 7 HELPFUL HINTS

If you are skilled enough, you can steal objects directly from Batty by flying into the object that Batty is holding. Batty can also be used to retrieve urn pieces in doorways and at the hard to reach border of screens.



*From your first steps,
Always do what is right.
Travel up the straight and narrow path,
Which leads life's journey encountering both foe and friend;
Travel through the tome of truth
To find true eternal salvation for the soul.*



Play the Haunted Adventure Trilogy Ultimate Easter Egg Contest
Visit www.jetsquid.com for details



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