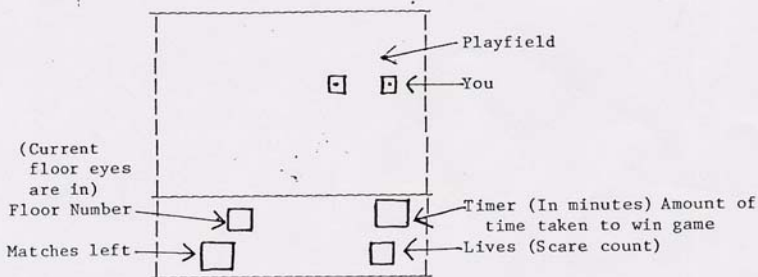


MYSTERY MANSION  
by  
Jim Andreasen



GAME OBJECTIVE: Find the three parts of the Magic Urn, place them together and take to the starting room before getting scared to Death.

MOVEMENT:

There are a total of four floors to the house and six rooms per floor that are connected by corridors. Locked doors may exist between connecting rooms and are only passable if the player is holding the Master Key. Rooms may contain a stairway that allows movement between floors. The shape of the stairway indicates what direction (whether upstairs or downstairs) that the player is going. The floor plan will scroll with player movement such that the eyes vertical position will remain centered in the viewing portion (screen) while the floorplan will move up and down. When the player gets close to the far north or south rooms the scrolling will stop and the vertical position of the eyes is not fixed anymore.

THE MATCH:

The player is able to view a circular portion of the floor area by hitting the trigger button (thus lighting a match). The match will burn out in a certain amount of time that depends on game number. There are a finite number of matches that are also determined by game number.

OBJECTS:

Player can only hold one object at a time. Object can only be seen, picked up, or dropped when the match is burning. Picking up the object is accomplished by bumping into it with the eyes. Dropping an object is done by pressing the trigger button. No object can be dropped if it is 1.) Not visible on the screen or 2.) If it is touching and/or imbedded in a wall or door.

There are five objects:

Master Key - Allows free movement through doors.

Silver Cross - Keeps monsters from scaring you (makes you invisible to them).

Urn Pieces - They will combine when you touch one piece to the other. Taken in one piece to the main doorway of the main room, wins game.

BEINGS:

There are two giant tarantulas, two vampire bats and one menacing spirit (ghost). Each will travel through the house from room to room until they come into the room you are in. Then they will chase you. If you stay in the room too long you will be "scared to death" and lose one life. If the match is on and a being is in view, you will be "scared" faster. Bats and spiders cannot go through the doors. The ghost can. The ghost is the only being that will try to touch you. By doing so - you will lose a life.

When the match is off, the ghost will glow (in the dark) when it gets close to you. When a being enters the same room as you're in, the score will start to flash and the sound of wind will be audible. As you get scared you should notice an increase in the heartbeat and a slowing down of your speed. When scared to death your eyes will start to roll, the sounds of wind and thunder will be audible, and will continue until all the beings have left the room.

SCORE:

If you have "despooked" the house by piecing together the pieces of the Magic Urn and have brought them to the starting entrance, (you must actually touch the rightmost wall of that room) your score will be reflected in the number of minutes that it took you. Obviously, the least amount of minutes the better.

DIFFICULTY SWITCH:

In position "A" - A burning match will be "blown" out when a being enters the room.

"B" - Regular game play.

1	A) LIGHTED FLOORPLAN B) NO DOORS C) SAME STAIRS FOR GAME D) NO MATCHES NEEDED E) NO KEY NEEDED	9	0
2	A) UNLIT FLOORPLAN B) NO DOORS C) SAME STAIRS AS GAME 1 D) MATCHES NEEDED E) KEY LOCATED IN STARTING ROOM	9	50
3	A) UNLIT FLOORPLAN B) DOOR PLACED IN SAME POSITION C) SAME STAIRS AS GAME 1 D) MATCHES NEEDED E) KEY LOCATED IN STARTING ROOM	8	45
4)	A) UNLIT FLOORPLAN B) DOORS PLACED AT RANDOM FOR EACH GAME C) STAIRS PLACED AT RANDOM FOR EACH GAME D) MATCHES NEEDED E) KEY LOCATED IN RANDOM ROOM	7	40
5)	SAME AS 4, LESS MATCH - LESS LIVES	6	35
6)	" " " "	5	30
7)	" " " "	4	25
8)	" " " "	3	20

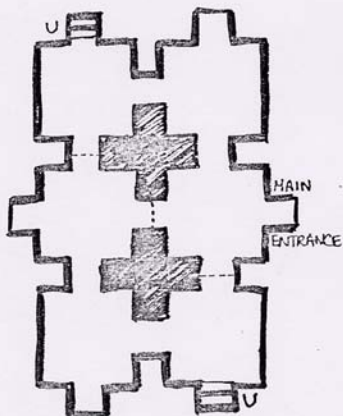
\* NOTE MATCH BURNING TIME DECREASES WITH HIGHER GAME NUMBERS



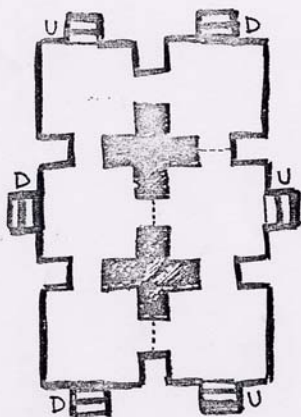
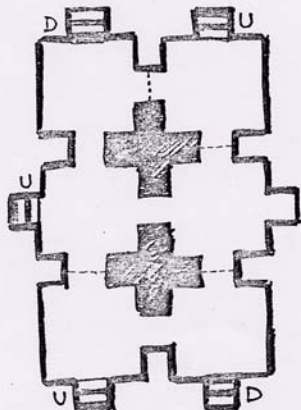
- MAZE FOR GAMES 1, 2, 3

\* GAMES 1 + 2 have no doors

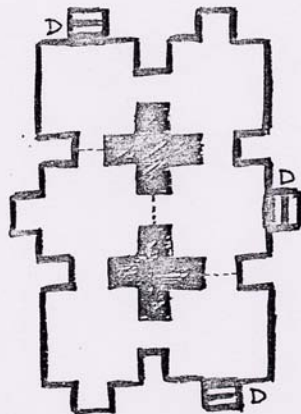
FLOOR 1



FLOOR 2



FLOOR 3



FLOOR 4

LEGEND -



STAIRS



DOORS

U = UPSTAIRS

D = DOWNSTAIRS

IN THE EVENT OF DETERMINING THE QUALITY OF THE REVIEW OF "MYSTERY MANSION", IT WOULD BE APPRECIATED IF YOU WOULD FILL OUT THIS QUESTIONNAIRE. THE LEAST TO WORRYING ABOUT IS NEGATIVITY. COMMENTS LIKE "THIS GAME SUCKS" OR "BETTER LUCK NEXT TIME" ARE BRUTAL, BUT APPRECIATED, AND WILL BE GIVEN THEIR DUE RESPECT. THANKS

HAVE YOU EVER PLAYED "ADVENTURE"?? YES NO

DID YOU LIKE "ADVENTURE"?? YES NO CAN'T SAY

HAVE YOU EVER PLAYED "SUPERMAN"?? YES NO

DID YOU LIKE "SUPERMAN"?? YES NO CAN'T SAY

DO YOU LIKE MAZE GAMES?? YES NO CAN'T SAY

ON A SCALE OF 0-10 (10 BEING THE HIGHEST RATING) PLEASE RATE THE FOLLOWING AND INCLUDE ANY COMMENTS.

FEATURE	RATING	COMMENT
SOUNDS	-----	
COLORS	-----	
GRAPHICS	-----	
GAME VARIATIONS	-----	
DIFFICULTY SWITCH	-----	
WINNING SEQUENCE	-----	
THUNDER& LIGHTNING SEQUENCE	-----	
SCORE (HEARTBEAT, MIND) SEQUENCE	-----	
GAME LEARNING DIFFICULTY	-----	
MAZE LEARNING DIFFICULTY	-----	
TIMER-SCORING CONCEPT	-----	
GENERAL GAME PLAY	-----	

PLEASE WRITE DOWN THE OUTCOME OF YOUR GAMES ON THE FOLLOWING CHART  
(PUT A SLASH THROUGH ONE BOX IF YOU LOST THE GAME)

GAME #	MATCHES LEFT	LIVES LEFT	TIKER VALUE
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			