



HAUNTED HOUSE

Radio Shaek®

A DIVISION OF TANDY CORPORATION FORT WORTH, TEXAS 76102

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Loading Instructions

Haunted House is written in Machine Language, and the asterisks will flash at a much slower rate than normal. If you have a Model I, Level II Disk System, or a Model III Disk System, this program will not load into Disk Basic. You must use Model I BASIC2 or Model III BASIC to load this program. Follow the instructions for Level II as shown below.

Level I

- 1. Place the tape in the Cassette Recorder and press "PLAY".
- 2. Model I Users: Type CL. and press ENTER. Model III Users: Type CLOAD and press ENTER.
- 3. When the program is loaded into the TRS-80, it will start playing automatically.
- 4. Press any key to start.
- 5. Press **ENTER** after every instruction you type.

Level II

- 1. Place the tape in the Cassette Recorder and press "PLAY".
- 2. Model III Users Only: When CASS? appears on the screen, type [].
- 3. When MEMORY SIZE? appears, press ENTER.
- 4. When READY appears, type **SYSTEM** and press **ENTER**.
- 5. The screen will show *? . Type **HAUNT** and press **ENTER**.
- 6. When *? appears again, type ☐ and press ENTER.
- 7. Press any key to start.
- 8. Press **ENTER** after every instruction you type.

Haunted House

Generations have passed since the McDaniel family mysteriously disappeared. It is said that a stranger came to visit on that cold, Autumn day many years ago, but no one knows for sure.

Their house has been vacant for decades now. Its two story image is forlorn and looming, visible only from the narrow, winding road that has been distorted by vegetation from the surrounding forest. The stone wall that encompasses the house is discolored and broken from years of neglect, its iron gate rusty and worn by angry seasons. The windows are boarded — the house is quiet and contented, not accustomed to visitors. The wind is restless today, blowing fallen leaves in all directions. As you walk towards the entrance of the house, the wind grows distant and weak. Suddenly, the calm and silence is broken by sounds from within the house!

Do you have the courage to enter?

Playing the Game

HAUNTED HOUSE is a very simple game. There are no treasures to find. There are no scores to keep. There is no time limit. You only have one task — GET OUT OF THE HOUSE ALIVE!!

To move within the house, use single letter commands (N, S, E, M) for directions. For the most part, use two word commands such as GETOBUCKET or DROPE to play the game. Always follow every command by pressing ENTER. If you want to know what you are holding at any time during the game, type DNVENT (for Inventory) and press ENTER. If you ever become lost, type LOOK and press ENTER, and the game will tell you where you are. If you die, you must reload the tape and start over.

HAUNTED HOUSE consists of two parts. When you have successfully completed the first part of the game, the screen will display READY CASSETTE. At that time, make sure the "PLAY" button is depressed on the recorder and press **ENTER** to load the second part of the game.

Good Luck!!!

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