

* NEW IMAGE

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TAPE#SG1-HAUNTED HOUSE

HAUNTED HOUSE-1 Player-Keypad

This game uses nine separate programs to play. The first program gives you the introduction and instructions, and sets certain variables that are kept throughout the game. Load the first program with :INPUT;RUN and follow instructions when they appear on the screen. Stop the tape when the program starts running and do not rewind. DO NOT RESET the computer at any time until the game is over. If you run into any problems during the game and have to halt and restart, Key in GOTO 2000. "RUN" will not work.

The object of the game is to go through the house one room at a time until you find the way out. (This will change every game.) In each room, there are six different items for you to examine. One of them in one of the rooms will lead you out of the house, but you have to find it. You examine an item by pressing it's number and 'GO'. When you are done in a room and wish to proceed to the next room, press zero and 'GO'. Then, when prompted, hit any key and start recorder on 'PLAY'. The next room will automatically load. Don't forget to stop recorder where it's at after the program starts running.

The creator of this game assumes very little responsibility for the corny jokes in it!!

THANKS FOR YOUR ORDER
C(1981)--NEW IMAGE

LOADING HINTS-----

To load your NEW IMAGE tape into your ASTROCADE, first plug your patch cord into the earphone or monitor jack on your cassette recorder. Then plug the other end into the jack on the BASIC cartridge. Rewind your tape recorder, and key in :INPUT;RUN on the computer, but do not hit "GO" yet. Adjust volume and tone (if any) on your recorder to somewhere just short of high. (Different recorders will work best at different settings, so this may take some experimentation.) Then start your recorder on "PLAY", and watch the LED (small red light) on the cartridge. At first it should flicker a bit, then come on with a steady glow. When you see the steady glow, hit "GO" on your computer. You should then see the screen change slowly as the program loads. If you see "glitches" (what looks like "garbage" on the screen) your volume and/or tone should be re-adjusted. Try again.

Our tapes are guaranteed for a period of 90 days. If you are unable to load the tape after experimenting with different settings, simply return it to us and we will replace it.

We are always looking for new game ideas! Do YOU have any? Send them in!!!

We'll be glad to answer any questions you have on the games we write, or anything dealing with programming the ASTROCADE. Just give us a call or drop a line!!

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Have fun!!!!!!!