

Welcome to the House of Thirteen Ghosts!

(REMEMBER TO HAVE THE CAPS LOCK KEY ON YOUR APPLE][or APPLE //e DOWN!)

Making your way through the dark, winding and lonely mountain roads of north Georgia on a cold, late fall night you run out of gas in the middle of nowhere. No cell signal. Nothing. You. Are. Alone.

With nothing but your wits (and a dying flashlight) you make your way up the road to seek shelter SOMEWHERE to make it through the cold, damp night

In the distance, a dilapidated, run down, abandoned old house. It's forboding facade looms like a sullen grey shadow against the light of the late autumn moon. Spending the night in this creepy old house is your only option. You have no choice but to stick it out until morning. Maybe you can collect your thoughts and resources after a night sleep..... But it won't be a good one for sure!

Climbing the rickety porch stairs you push the front door and find it opens easily. Almost inviting... Piercing the intense darkness of the house with the beam of your flashlight you enter....

Slowly, you walk into the gloom. The door slams shut behind you. You are locked inside.

The object of House of Thirteen Ghosts is to find the keys to unlock all the doors and escape alive through the gold door at the east end of the house.

There are 13 ghosts that follow your every move - changing with each step you take. Will your next step be met with the shriek of a restless spirit? If so, do you have what it takes to survive the night?

Equipped with some holy water (you start out with 2 vials) to recover from a ghostly assault, and a magic flashlight you make your way through the house....

You are the purple dot (you start out at the foyer of the house)

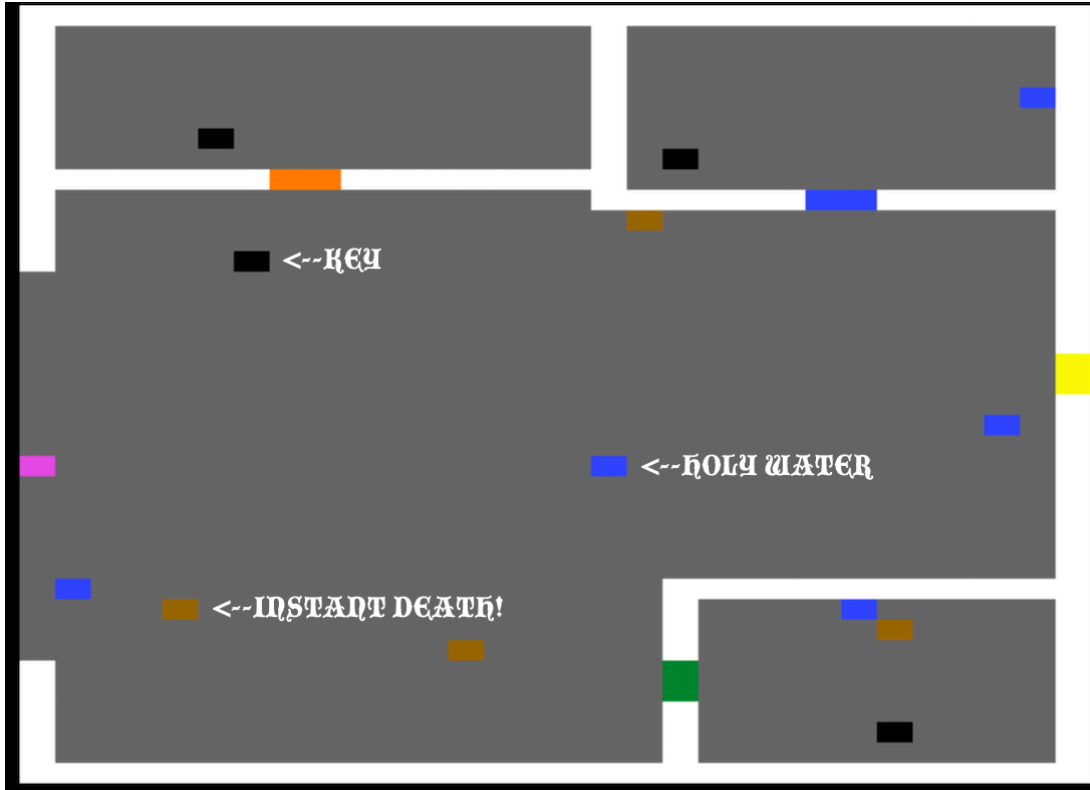


Use the "W" key to move up.
Use the "Z" key to move down.
Use the "S" key to move right.
Use the "A" key to move left.

Use your magic flashlight by pressing "F" to make keys, holy waters and broken floorboard traps magically appear for about one second. But **BEWARE!** You only have **5** uses of your magic flashlight before the batteries go dead - so **USE YOUR FLASHLIGHT WISELY!**

Pressing the "I" key will display your inventory of keys, holy waters, and flashlight uses.

Collect holy waters to heal from a ghostly attack. These show up as blue dots when using your magic flashlight.



But beware! If you run out of holy water and get attacked, you are a goner.

Ghosts will follow you throughout your journey but keys, holy water and death traps do not move.

In the spirit (pun intended!) of the simple old 8 bit games, that's all the instructions I'm going to give you. I can tell you use your flashlight wisely and try to collect as many holy waters as you can.

The game is a little like the old Atari 2600 game "Adventure" and a little like Minesweeper and you **can** escape!

Hope you enjoy it. I rushed through a bit (admittedly) to be able to make it by Halloween. Comments or questions can be emailed to: countjimula@gmail.com

Good luck and happy haunting!