

HUGO'S HOUSE OF HORRORS

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1. SPECIFICATION

HUGO'S HOUSE OF HORRORS is an exciting and challenging adventure game that uses a combination of colorful 3-D animated graphics and text. Great graphics are accompanied by music and a good sense of humor along the way.

You control HUGO'S destiny as he tries to rescue his sweetheart who is imprisoned somewhere inside the haunted house, and you must solve the various puzzles and challenges encountered during his quest. You will be glued to the screen for hours as you track your way through the haunted rooms.

Other features include save and restore, sound options, inventory keeping, on-line help and the all important boss key.

2. SYSTEM REQUIREMENTS

HUGO'S HOUSE OF HORRORS requires an IBM compatible computer with EGA or VGA graphics, at least 360Kb of ram and 850Kb of disk space. A hard disk is not essential but highly recommended.

3. USER GUIDE

3.1 STARTING PROGRAM

Start HUGO'S HOUSE OF HORRORS by typing HHH.

To finish the game early, type either QUIT or EXIT at the prompt.

3.2 HOW TO PLAY

To move HUGO, use either your arrow keys or the numeric keypad (remember to turn the Num-Lock off). If using the keypad, diagonal movement is possible.

To stop HUGO simply type the same cursor key (or numeric keypad key) again. Remember there is no need to hold down the button for HUGO to keep moving.

Use simple English to instruct HUGO to perform an action. For example "look around" or "look at door" to look at things. To pick something up try "pick up the gold" or "get gold" or "take gold" etc. Many synonyms are allowed but if HUGO doesn't seem to understand, try re-phrasing your command.

Certain actions carry a bonus score when carried out, as does picking up useful objects. When you have successfully completed the game, your score should match the maximum score shown on the status line at the top of the screen.

If you have trouble solving some of the puzzles in this game, there are a couple of hints in section 3.4 of this manual which cover the places most likely to cause problems. There is also a file called HINTS which you can look at if you get stuck. It contains clues for all the puzzles in each room. You can TYPE or PRINT the HINTS file.

3.3 FUNCTION KEYS

F1 Press once for a reminder of the other function keys.
Press twice for help.

F2 TURNS SOUND ON OR OFF. Note that sound does not play continuously. The status of this button is shown in the status line at the top of the screen.

F3 REPEATS LAST COMMAND. This key is useful to enable you to repeat a command or edit the last command.

F4 SAVES A GAME. If you have to leave the game early but wish to save your current position, use this feature by pressing F4.

You will see a text box appear with eight rows of dotted lines and an arrow pointing to the first. These are empty "slots" which enable you to save up to eight versions of the game. Press return and the arrow will flash by the first slot, prompting you to enter a short description of your current game, e.g. "In the Kitchen", press return to save the game and then either continue or leave the game by typing QUIT or EXIT.

When you return to run the game again, use the F5 button to restore it. You may re-use any slot and either retain the same description or type another.

F5 RESTORE A PREVIOUSLY SAVED GAME. Select a "slot" as described in function F4. Note you may not select an empty slot! Hit return to restore the game.

F6 INVENTORY. Pressing F6 puts up a text box to show you what objects you are currently carrying.

F9 BOSS BUTTON. So-named because it instantly removes all traces of the game from the screen and places you in a normal DOS environment from which you can perform your regular work-like commands. Note, however, that the game is still lurking unseen in the background and the amount of memory available to you is reduced by about 280Kb. Resume your game at the next opportune moment by typing EXIT.
[Note: You must have sufficient memory (at least 512K) before running HUGO for the boss button to work, and command.com must either reside in one of your PATH directories or have a suitable COMSPEC or SHELL command. See your MSDOS manual for an explanation of these terms.]

3.4 HELP HINTS

There are one or two places in the game where a large number of players have got well and truly stuck. For this reason here are some clues for the most popular areas of befuddlement. Remember only to read further if you need help, otherwise it could spoil your enjoyment ...

If you have trouble solving the other puzzles in this game, there is also a file called HINTS which you can look at if you get stuck. It contains clues for all the puzzles in each room. You can TYPE or PRINT the HINTS file.

CAN'T GET IN THE FRONT DOOR although this is an easy problem for experienced adventurers, to a novice it will be extremely baffling. The key to the front door is hidden inside the pumpkin.

First move close to the pumpkin and say "get pumpkin" then say "drop pumpkin" or "break open pumpkin" to reveal the key. Now pick up the key ("pick up key") and walk over to the front door and say "unlock door" and finally "open door". You can now move HUGO through the door with the cursor key and you are in the hallway of HUGO'S house and ready to continue the game.

THE OLD MAN'S QUESTIONS? while some people have thoroughly enjoyed tormenting their local library assistant while researching the answers to the old man's riddles and trivia questions, others have stayed up all night tearing their hair out. To these, my sincere condolences and the answers are (1) Bilbo, (2) Narnia, (3) Bram Stoker, (4) Man, (5) C, (6) Bullet, (7) The last one is up to you!

4. COPYRIGHT NOTICE

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