

“The Haunted House” is a game created with World Builder. If you have a copy of World Builder then you may want to go through the contents of the game. This game is an example of a text adventure game. The object of the game is to find your way out of the house. In order to do this, the player must find various objects and go up staircases. Plenty of monsters are around to make your task a bit harder.

To move around and fight, players must use either the menus or type in commands. The following list lists all of the commands used in The Haunted House. You may want to print up a copy of this list and keep it handy.

North	moves you north, if possible
South	moves you south, if possible
East	moves you east, if possible
West	moves you west, if possible
Up	moves you up, if possible
Down	moves you down, if possible
Look	describes the current scene
Search	searches the current scene
Rest	restores strength and passes time
Status	indicates your condition
Inventory	lists the contents of your pack
Open	opens a door or box, if possible
Close	closes a door or box, if possible
Get object	adds an object to your pack
Drop object	drops an object from your pack
Wear armor	exchanges one piece of armor for another
Offer object	offers the given object in exchange for
peace	
Aim body part	Aims a weapon for the head, chest or side
op-verb weapon	Uses the given weapon(e.g. fire gun)

Don't get discouraged when the commands don't work. Because of the length of this program it is bound to happen. Just keep on typing away until it works.

Have fun with this game. If you have any questions about The Haunted House or there is by any chance a problem with this game(very unlikely) send your name, address and comment(a few dollars might be nice) to:

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