Credits

Gahan Wilson:	Conceptualization and Art
Byron Preiss:	Producer
Judson Rosebush:	Director
Matthew Schlanger:	Senior Programmer & Assistant Director
Jeremy Ross:	Editor-in-Chief
Walt Freitag and Barbara Lanza:	Game Designers & Writers
John Mayo-Smith:	Windows port & Technical Advisor
Bob Stratton, Andrew Hunt and Robert Lee:	Programmers
Bill Nelson:	Monster Movie Trailer Maker
Kathy Konkle:	Animation
Heidi North:	Package Design

Special Thanks to the Microsoft Rugrats Team
Please see disc for additional credits.

About Byron Preiss Multimedia

Founded in 1992, Byron Preiss Multimedia Company, Inc. develops and publishes a wide range of interactive multimedia software under several imprints. Gahan Wilson's The Ultimate Haunted House appears under the Brooklyn Multimedia imprint.

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MACINTOSH® SERIES

BYRON PREISS MULTIMEDIA

BROOKLYN B MULTIMEDIA ™

Gahan Wilson's
THE ULTIMATE
HAUNTED HOUSE

A Game to Delight Monster Lovers!
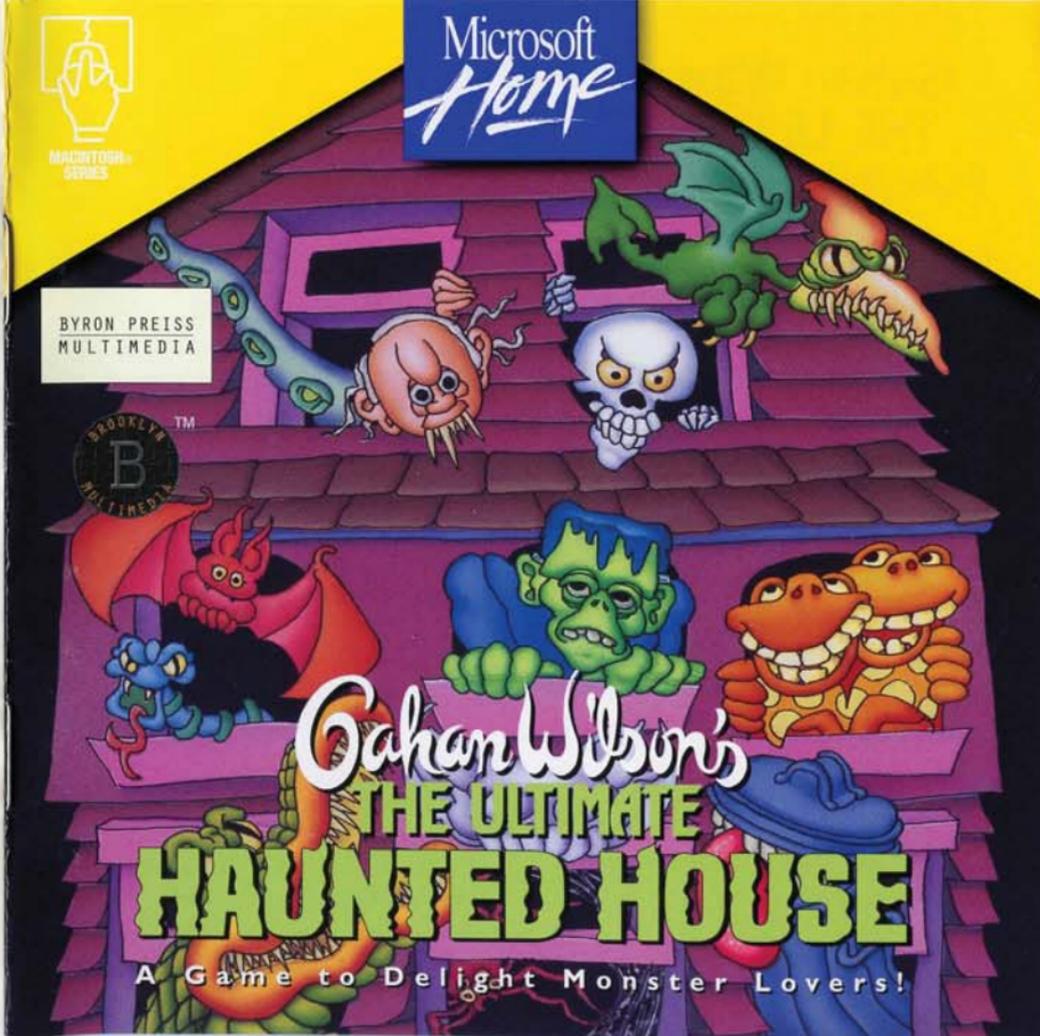
Gahan Wilson's THE ULTIMATE HAUNTED HOUSE

Come join the cast of characters in Gahan Wilson's The Ultimate Haunted House. Enjoy wandering through the 13 mysterious rooms and participating in wacky activities. You will meet weird characters and maybe even make one yourself. Try baking with your favorite disgusting ingredients in the kitchen and visit the dancing cockroaches in the bathroom. Take a break and watch TV or one of the movies. But don't forget to find the 13 keys and escape...or you may be trapped in the house forever!

System Requirements

· Macintosh® LC III or better
· 13-inch (256 colors with 640 x 480 resolution) or larger color monitor
· 8 MB of total RAM (or 5MB free RAM)
· Double speed CD-ROM drive with a minimum transfer rate of 300k/second
· System 7.0 or newer
· QuickTime™ 1.6 or newer installed in your Extension folder. This has been included on the CD.

Package Contents

· *Gahan Wilson's The Ultimate Haunted House* CD-ROM Disc
· *Gahan Wilson's The Ultimate Haunted House's* User's Guide (this booklet)
· Microsoft Registration Card

Installing and Launching the Game

1) Insert the disc into your CD-ROM drive.
2) Make sure the QuickTime 1.6 Extension is in your Extensions folder. If QuickTime 1.6 is not properly installed the program will not run. To install the QuickTime extension, drag it from the System Support folder on this disc to your closed System folder and restart your computer.
3) Double click the Ultimate Haunted House icon in the Wilson's Haunted House window that is open on your desktop.
4) Wait for the opening screen to appear. Select Play Intro to see the introduction and then click anywhere on the House to enter the Foyer. Select Skip Intro to go directly into the Foyer.

Beginning the Game

1) Once in the Foyer, set the game difficulty using the slider on the clock. Set it to Easy if this is your first time in the House.
2) Click the Start button.
3) Click the Help button for instructions and advice.

Displaying the Rewards

If you find all 13 keys in time, you earn a cartoon or a screen saver! Double-click a cartoon and it will open for viewing in TeachText. To install a screen saver, copy it into the PICS Files folder in After Dark® (a version with a PICS player, such as v. 2.0). To play, open the After Dark control panel, select the PICS player, and open your screen saver.

Clock Buttons

The clock runs on Haunted House time. During the game, it shows how much time has passed. On every hour the clock will strike and the pointer will turn briefly into a clock. If the clock strikes 13 o'clock before you find all 13 keys, you lose the game. If you find all the keys before 13 o'clock, you will win and get a reward.

Save and Load

The Save and Load features allow you to keep games in progress on your hard drive. To retrieve a saved game, click Load. To save the current game, click Save. From within any room, click Command-L to load, or Command-S to save.

Pause

Click Pause to interrupt the game. If you stop playing but don't click pause, the House will keep playing without you. Click Pause again to restart the game.

Help

Click Help to learn about the game. To go to the Help screen from any room, click Command-H.

Quit

Click Quit to return to your desktop. Within any room, click command-Q.

Carpetbag

To move the bag, click the handles of the bag and drag it to another location.

To open the bag , click the center of the front of the bag.

To see what's in your bag, continue to click the front of the bag.

To close the bag, drag an item to the front of the bag.

Note: If the bag does not stay closed, it means there is another item in the room to put into it. If the bag does not stay open, it means the bag is empty.

Playing the Game

· Move around the House by clicking the entrance to each room. Some entrances are obvious, and some are concealed.

· Interact with the house as much as possible by clicking anything and by dragging movable objects to characters and objects in each room.

· Drag items in your carpetbag to characters and things to see if they will take them. Try giving them several items; you may get something back. It can take more than one item to get an item in return. Don't be afraid to use up items. (You'll find or get more later.)

· It's good to give characters something from your bag, or click them to get advice. When you give away an item you may get something in return. If you don't, keep trying. Though the items that characters want will change from game to game, the characters' personalities stay the same. Learn what makes them angry, and what gets them to give you things.

· Some monsters will try to get you. Learn to recognize them, and stay away!

· When you find items you can drag, try to drag them into your bag. The bag will appear in every room. Anything you put inside can be dragged out and used anywhere.

· Put items in places where they might be useful.

· Some things you can drag are room items, which won't go into the carpet bag. You can use them in the room where they appear, but you can't take them with you.

Winning the Game

The object of the game is to escape from the Haunted House. To do this, you need to collect all 13 keys and put them back in their keyholes before the clock strikes 13.

A) The Game Room
Click the noose to play hangman. Click the canvas to make a cartoon face. Save it with the Photo button. Play tic-tac-toe by clicking the window. Pull the arm on the coffin to play the slot machine.

B) The Screening Room
Click any TV button to turn it on. Click the TV screen to turn it off. Click the Magic Mirror to see Monster Movie Trailers. Pull down the projector screen and click a film can.

C) The Gallery
Play the mysterious slider puzzle. Find the Hall of Cartoons to see more of Gahan Wilson's macabre humor.

D) The Attic
See what's in the trunk. But don't stay too long, or it may be hard to leave.

E) The Library
Drag books (including ones from other rooms) to the table. Read them for hints and recipes.

F) The Music Room
Throw things out of the window. Look in the case. Change the organ stops and play a tune.

G) The Foyer
Contains the clock with its buttons. See the house change as the ghosts and flames grow.

H) The Menagerie
Feed the fish and watch it grow, or click the gorilla to wake him.

I) The Kitchen
Cook a stew with your favorite disgusting ingredients. Drag the rolling pin to items on the cutting board, or throw things in the garbage.

J) The Monster Lab
Make a monster with body parts from the drawers and complete it with eyes and brains from Igor's tray. When you use all the right parts, click the animator ray to make it dance.
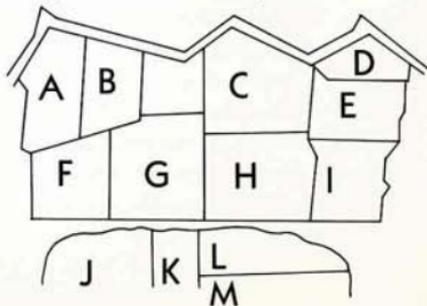
K) The Basement Hall
The hall takes you to the rooms downstairs.

L) The Bathroom
Mix up formulas in the bathroom sink. Find the dancing cockroaches and give them things.

M) The Wreck Room
Squash things in the compactor. One of the library books tells what else you can do here.

Contacting Microsoft Product Support
If you have a question about your Microsoft® product, first look in the printed documentation and in On-Line Help. If you cannot find the answer, contact Microsoft Product Support.

In Canada, you can get telephone support by calling (905) 568-3503.

In the United States, you can obtain product support in several ways:

Call a Microsoft Support Engineer
You can get telephone support at no charge, via a toll line, by calling (206) 637-9308 between 6:00 AM and 6:00 PM Pacific time, Monday through Friday, excluding holidays. Please be at your computer when you call.

After these hours you can get telephone support, seven days a week, excluding holidays, by calling:

* (900) 555-2000. A service charge of $2.00/minute will be charged to your phone bill.

* (800) 936-5700. A service charge of $25/call will be billed to your credit card—Visa, Master Card, or American Express.

* Microsoft Telephone Support for the Hearing Impaired Using a special TT/DD, modem, dial (206) 635-4948. Call between 6:00 AM and 6:00 PM Pacific time, Monday through Friday.

Microsoft support services are subject to Microsoft's then current prices, terms, and conditions which are subject to change without notice. Support services vary outside of the United States and Canada. For information on support in other locations, contact your local Microsoft subsidiary.