

FRIGHTMARE™

AVANTAGE

Instructions for IBM®, Tandy® & Commodore 64/128®

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A Night to Remember

In *Frightmare*, the longer you dream, the worse it gets. There are seven dream states, each more surreal and horrifyingly terrible than the last. Face them all with courage and — eight hours and twelve minutes after the witching hour — you may again awake to the safe light of day. By the power of will you may acquire artifacts of good to aid your struggle. But use them sparingly because reality is forever denied those who fritter them away. If you must awaken before the nightmare is complete, fear not, it's not a complete failure of nerve — you will be judged by the extent of the terror you have met.

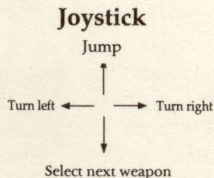
How to Load the IBM PC, Tandy Version

- 1 Connect your joystick to the back of your computer. Turn on your machine and boot DOS.
- 2 At the A: prompt, insert your *Frightmare* game disk label side up in drive A, type **Frightmare**, and press **Enter**. The title page will soon materialize.

How to Load the Commodore 64/128 Version

- 1 Connect your joystick to Port 2 and turn on your computer and disk drive.
- 2 Insert your *Frightmare* game disk label side down into the drive, and close the door.
- 3 Type **LOAD""8,1** and press **Return**. The game will take a short time to load and the title page will appear.

Controls



The **fire button** activates the weapon which is the farthest to the right in your inventory

Gameplay

There are two goals in *Frightmare*.

- 1 Wake up from your nightmare. You accomplish this by advancing the alarm clock from midnight to 8:12 A.M. The clock advances six minutes each time you visit a new dream room.
- 2 Reach the highest dream state you can. You accomplish this by "scoring" dream points — which means shooting monsters, picking up chalices, and successfully using objects and weapons in your inventory.

But dream points aren't recorded by numbers, they're reflected in the color and type of Dream State that appears at the top of the screen. As you score points in any dream state, the color of the two-word Dream State changes from left to right. When both words change, you progress to the next highest state.

Each Dream State has two words: one is a noun such as **Nightmare** which defines the dream and the other is an adjective such as **Terrible** which describes its quality. For each of the seven dream states there are 15 adjectives which move from mild to the extreme (see the dream chart below).

Quality		Dream
Bad	Fearful	Dream
Shadowy	Monstrous	Vision
Cruel	Deathly	Trance
Nasty	Morbid	Fantasy
Perilous	Wicked	Illusion
Horrible	Evil	Nightmare
Terrible	Nefarious	Frightmare

Your Dream Foes - and the Weapons to Fight Them

At the bottom left of the screen is your inventory of weapons and talismans you can use to do battle against your dream foes. To acquire the tools, touch them. To use them, press the **fire button**. That activates the device on the far right, if appropriate. Pull the joystick down to rotate the others into "firing" position. A new weapon is stored in the left-hand position of the inventory, and if the inventory is full the new weapon will replace the one on screen.

Holy Water - You can use it only once but it puts the kabosh on all disembodied Hands, Skulls, Spiders, Hoods, Ghosts, Medusas, Smilers, Bats and Sun Gods. Powerful stuff.

A Watch - Slows down all monsters while you make your escape. Can be used only once.

Crucifix - Another one-timer. Temporarily freezes these guys in their tracks: Zombies, Satans, Will 'O The Wisps, Werewolves, and Serpents.

Standard-Issue Revolvers and Bullets - Collect each of these separately. You can hold up to 20 bullets at a time. If you pick up a second standard-issue revolver, the fire rate is doubled. The following freaks don't like bullets: Hands, Skulls, Spiders, Hoods, Ghosts, Medusas, Smilers, Bats, Sun Gods, Mummies, and Swamp Things. All take one direct hit to extinguish, except for Swamp Things (6) and Mummies (12).

Silver Revolvers and Silver Bullets - Only one silver revolver exists (perhaps misplaced by the Lone Ranger). All of the typical monsters can be killed by this special weapon but, if you're using a gun, these three must be stopped by silver: Zombies, Werewolves, and Satans.

The Grim Reaper - There are some creatures in your nightmare which no weapon can eliminate — like the Grim Reaper. Just make sure you don't touch him.

Wings - If you'd like to jump like Michael Jordan, use these. These are used as soon as they are touched.

Rings - These give you additional lives. Up to five can be stored in the lives inventory at the bottom of the screen.

Chalices - If you want to boost your Dream State at the top of the screen, pick these up.

Transporters - A magical transportation device which transports you to another transporter on another screen. For quick getaways.