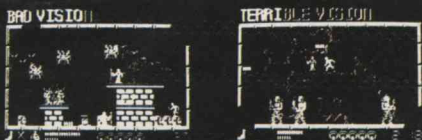


Frightmare

... FRIGHTMARE

COMODORE 64



Prodotto su licenza da CTO
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FRIGHTMARE

The longer you dream, the worse it gets, this could become a ...
FRIGHTMARE!

From time immemorial, man has held primeval memories, hidden, submerged in that psychic abyss we call the subconscious. At times emerging through legend and myth, or seeping insidiously into our dreams.

Dare you risk dropping that fine veil of reason to surrender to your darkest, inner self, to become the prisoner of your dreams, to encounter ... **THE FRIGHTMARE!**

To survive your FRIGHTMARE

- 1) Do not trust to your sanity, for it will not serve you well in a **FRIGHTMARE**.
- 2) There are 4 dream zones, each more surreal, more horrifyingly terrible than the last. Face them and all their dreams with courage, and, 8 hours and one half from the witching hour, you may again return to reality.
- 3) In the battle between myth and sanity, your will, though not strong enough to release you, may provide artifacts of good to aid your struggle. Though these will be guarded well, by the darker side of your dreams. Use these sparingly, for reality will be forever denied to those who fritter them away.
- 4) The longer the dream, the more terrifying it all becomes. But, should you awake, you will be judged by the extent of the terror you have met.

Legends of the FRIGHTMARE

The collected ancestral dreams and fears that hide in the corners of our minds, reached through the medium of the **FRIGHTMARE**, are to be found in the legends and tales of old. The victims of these tales are the inhabitants of your **FRIGHTMARE**. These are but some, the rest you must write yourself, should you ever return from your **FRIGHTMARE**.

Once, long ago, an evil prince from a small middle European country, greedy for more taxes, had the hands removed from any peasant who would not or could not pay his taxes. Legends tell that those disembodied hands are forever condemned to roam blindly, seeking revenge in the lands of the **FRIGHTMARE**.

A people who once worshipped the moon, in order to gain eternal life, were condemned to an eternity, trapped between wolf and man, in the twilight world of the **FRIGHTMARE**.

The rich and evil ancestors of a powerful, Transylvanian family made a pact with satan so as never to be parted with their wealth. Not even by death! Thus they are condemned to rise from the earth, as zombies, forever in search of their wealth, somewhere in a **FRIGHTMARE**.

An Egyptian Pharaoh whose embalmed body denied death, is to be found roaming, mad and tortured in a **FRIGHTMARE**, killing to experience the death denied him.

An ancient people, hounded by persecution, were driven to seek out an existence in a rotting swamp land. In time their lives become so wretched and scavenging that they became part of the swamp itself. Evolving into slimy, foetid swamp monsters. Awaiting their next meal, probably you, in some dark dank corner of your imminent **FRIGHTMARE**.

Cassette Loading

Insert cassette tape into datasette and rewind to start. While holding down the SHIFT key, press RUN/STOP. Press play on datasette. FRIGHTMARE will take about five minutes to load.

Disk Loading

Insert disk (label side up) into disk drive. Type LOAD **B,1 and press RETURN ... FRIGHTMARE will take a short while to load.

Once the game has loaded you will be presented with the ... FRIGHTMARE title page.

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WEAPONS

- 1) **HOLY WATER** – Kills all monsters listed below. Use only once.

HANDS	MEDUSA
SKULLS	SMILER
SPIDER	BAT
HOOD	SUN GOD
GHOST	
- 2) **WATCH** – Slows down all monsters. Use only once
- 3) **CRUCIFIX** – Freezes monsters listed below. Use only once.

ZOMBIE	WERE WOLF
SATAN	SERPENTS
WILLO 'THE WISP	
- 4) **REVOLVER AND BULLETS**
 Bullets and revolver collected separately. Up to 20 bullets held at once. If second normal revolver is held then the fire rate is doubled. The following monsters are vulnerable to bullets.

Monster	hits to kill
HAND	1
SKULLS, SPIDER, HOOD	1
GHOST, MEDUSA, SMILER	1
BAT, SUN GOD	1
MUMMY	12
SWAMP THING	6
- 5) **SILVER REVOLVER AND BULLETS**
 As above except only one silver revolver exists. The above monsters are killed with the addition of the following –
 ZOMBIE
 WERE WOLF
 SATAN

N.B. Collected weapons are displayed in the weapons inventory. The contents of the inventory may be rotated around using a downward movement of the joy stick. The weapon in the right hand position will be used, if appropriate, on pressing the fire button.

Weapons are collected by passing over them, if the left hand position contains a weapon then this will be swapped with the one on the screen. The weapon picked up goes into the left hand position of the weapons inventory.

OTHER ICONS TO BE COLLECTED

- 1) **WINGS** – Increases size of jumps
- 2) **RINGS** – Additional lives. Up to 5 rings may be held in the lives inventory.
- 3) **CHALICE** – Increases the dream state rating
- 4) **TRANSPORTER** – Causes jump to other transporter on other screen.

CONTROLS

- 1) **JOYSTICK LEFT** – Move left
- 2) **JOYSTICK RIGHT** – Move right
- 3) **JOYSTICK UP** – Jump
- 4) **JOYSTICK DOWN** – Rotate inventory
- 5) **FIRE BUTTON** – Use weapon in the right hand position of inventory

AIMS OF GAME

There are two aims to the game.

1) To awaken. This is achieved by advancing the alarm clock to 8:12am. Any new room visited will advance the clock by 6 minutes.

2) To increase your dreams state to the highest you can. Dream states are recorded by two words, an adjective eg. **TERRIBLE** and a noun describing the dream state, eg. **NIGHTMARE**. For each dream state there are 15 adjectives, beginning mild and becoming more extreme. Scoring changes the letter colour of both adjective and noun. When both words have changed colour then the adjective changes. When all 15 adjectives have been used to describe a dream state, then the next dream state is used eg. The lowest score is "**BAD DREAM**", the highest score is "**NEFARIOUS FRIGHTMARE**", hence the title of the game.

ADJECTIVES

**BAD
SHADOWY
CRUEL
NASTY
PERILOUS
HORRIBLE
TERRIBLE
FEARFUL
MONSTROUS
DEATHLY
MORBID
WICKED
EVIL
NEFARIOUS**

NOUNS

**DREAM
VISION
TRANCE
FANTASY
ILLUSION
NIGHTMARE
FRIGHTMARE**

SCORING

- 1) By shooting monsters.
- 2) By picking up chalices.
- 3) By successfully using objects in the weapons in the inventory.