

FRIDAY THE 13TH™ THE COMPUTER GAME

INTRODUCTION

The Background

A quiet holiday camp at Crystal Lake is disturbed when one of the campers, Jason, is drowned. His mother, distraught with grief, blames the other campers who did nothing to help him. She vows revenge and murders all the holiday makers except one girl who kills her. The survivor floats into the middle of the lake where Jason rises from the water, to take his revenge.

The Game

Jason is still wreaking havoc throughout Crystal Lake when you arrive for a holiday. Your task is to find a safe sanctuary where Jason cannot go and then persuade your friends to gather there.

The Problem

You have to identify Jason! He is a normal player moving around the game until he attacks or is attacked. You are warned about each attack and have a chance to find him, but Jason waits for no man.

LOADING INSTRUCTIONS

See disk label for details. If the disk fails to load, try again but if the problem persists, we will swap the disk for you without delay. Please send it, with a covering letter, to DOMARK LTD, FREEPOST, LONDON SW20 8BR.

GETTING STARTED

Once the game is loaded, listen very carefully! The computer will display your identity automatically, lets say Daryl Peters, and you play Daryl for the first level. Each character will have pre-set levels of strength, panic and sanity which are shown on the bottom left hand corner of the screen. The stronger Daryl becomes the higher the weight bar rises, the more he panics the more his hair stands on end, and as he cracks up completely Jason's mask begins to fill in!

DETAILED INSTRUCTIONS

Lets presume that the computer gives you Daryl Peters as your first character. Daryl will find himself initially inside either the church, the barn or the house.

1. Jason

Jason always attacks the person with the highest panic rating and so he will chase after Daryl sooner or later . . . Jason reveals his true identity only when Daryl confronts him, but he kills others on or off the screen. The first level ends when Daryl kills Jason and the computer will then select a different character for you to play on level two.

2. Combat

As Jason stalks around Crystal Lake, he is inclined to be careless and he leaves some of his weapons lying on the ground. There are 10 weapons, any of which Daryl can pick up, by pressing the fire-button and then use to defend himself against Jason's attack. Daryl can only carry one weapon at a time and the chosen weapon is shown in the bottom right hand corner of the screen. As Jason disposes of Daryl's friends their picture will turn to a gravestone on the screen.

3. Sanctuary Cross

Daryl should first find the room with the Sanctuary Cross. By pressing the fire-button, this Cross can be picked up or dropped anywhere in the church, house or barn and this then becomes the Sanctuary location. Jason cannot harm anybody in this location, so Daryl must find his friends and tell them to gather there. He does this by walking over them, whereupon they immediately head for the Sanctuary location. Although here they are protected against Jason they do get bored and adventurous. They are, after all, on holiday and so they wander outside for more sunbathing. It is easy to mistake Jason for a friend and inform him of the Sanctuary location. He will scare everyone away so you have to return and move the cross to another room.

4. Scoring

There are five levels in "Friday the 13th The Computer Game". Daryl is awarded points for killing Jason and for directing his friends to the Sanctuary location. He loses points for failing to tell his friends the whereabouts of the Sanctuary location - especially if they get in Jason's way! If Daryl kills Jason, then Jason takes on his characteristics in the next level and the computer selects another hero for you to play.

5. Music, Sounds and Surprises

Variety is the word here! "Friday The 13th The Computer Game" has snatches of music familiar to everyone. Try to name them all!

6. Blood Capsules

The two blood capsules included free with this package are non-toxic and contain red sugar which forms simulated blood when placed in the mouth. It should not stain clothing, but Domark cannot accept responsibility for any individual customer's action.

7. Copyright

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Sound

1. A quiver full of death. ☐
2. Jason has a meaty meal. ☐
3. Waterworks Wendy: a cheery sight. ☐
4. Madam La Guillotine makes her mark. ☐
5. Attack of the flying mammals. ☐
6. Jason finds a new way in. ☐
7. The petrol driven death machine. ☐
8. Anna Stutle goes to pieces. ☐
9. No sight with sore eyes. ☐
10. Jason makes a grove mistake. ☐

My Software House would be called _____

Name _____

Address _____

Postcode _____

The Knife Sharpener,
Domark SFX Competition,
204 Worple Road,
London SW20 8PN.

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WHICH ONE OF YOUR FRIENDS WILL SURVIVE?



Wendy Watson. Wendy is a shy girl who finds life quite a struggle. Always depressed, she has earned her nickname of "Waterworks Wendy" over the years. Her parents sent her to the holiday camp to meet people.



George Fowler. A normal evening for George is spent with his feet up in front of the TV. He is easily upset but the strength he has developed over 10 years as a foundry worker makes him a formidable character.



Anna Stuttle. There are those who claim that Anna has second sight and can predict the future. Her feminine cunning is the secret of her success but she is easily traumatised.



Daryl Peters. Called "Dip" by his friends, Daryl doesn't take life seriously and just wants a laugh.



Amanda Baxter. Convalescing from a nervous breakdown Mandy is a computer programmer by trade. She has come to Crystal Lake for the outdoor life and a quiet week of sunbathing.

Gerry King. Gerry has a taste for adventure. He would never refuse to help anyone and is a natural leader. He uses his combination of strength and intelligence with great success. But what is his hidden weakness?



Jimmy Yarrow. Although he is nervous and very young for an experience of this kind Jimmy has boundless energy and is a slippery character when caught in a tight spot.



Sarah Bradley. A slight girl, Sarah has enormous reserves of mental and physical strength when the adrenalin flows. She scares easily but this makes her try even harder.



Bryan Bone. "Bonio", as his friends call him, is one of the most enthusiastic guys you are likely to meet. Always willing and eager, sadly he hasn't quite the character to carry it through.



Stuart Palmer. Stew trained for the Marines but didn't make it. He still maintains a fitness regime, jogging, swimming and weight lifting but is a liability in stressful situations.



WIN A COLOUR MONITOR!

There are 5 unique and innovative colour monitors to be won – each one worth over £200!

Eureka monitors have these unique features:

- ★ At the touch of a button you can expand the playing area of the game to fill the whole monitor screen.
- ★ They work on most home computers.
- ★ They have excellent colour resolution – far better than a TV.

HERE'S HOW!

All you have to do to win your Eureka monitor is listen to the 10 sound effects recorded on our Answerphone number 01-879 1166.

Cast your mind back to your horrific holiday at Crystal Lake. Use your skill and judgement to match the sights with the sounds of your experiences. Then, write the number of each sound in the box opposite the most appropriate description.

Finally, imagine what it would be like to own your own software house and decide what name you would give it. Your name should try to capture the excitement and fun of producing computer games. In case of a tie, the 5 entrants with the most dynamic and descriptive name will receive the prizes.



Rules:

1. No employees, nor agents of Domark Ltd, are eligible to enter.
2. All entries must be received at Domark by last post on 31st March 1986.
3. Winners will be notified by post and a list of winners will be published in Popular Computing Weekly.
4. All entries must be made on the original, detachable, entry form. The decision of the independent judge is final and no correspondence can be entered into.