

# DRACULA

## *CASSETTE 1 SIDE 1*

### **THE FIRST NIGHT**

A young solicitor is travelling overseas to meet with a client on who's behalf, he has purchased a house in England. He is also to advise on the details of importing some soil back to England.

This chapter is concerned with the last stopover at "The Golden Krone Hotel", before the final leg of the journey to Castle Dracula. Here, he immediately senses something very . . . odd with the local people. They are altogether too preoccupied with something else. Having eaten (do try different combinations of food and drink each time you play), night ensues, bringing with it nightmares and terror!

## *CASSETTE 1 SIDE 2*

### **ARRIVAL**

An eventful coach journey ultimately brings our young man to the castle. After a night or two and some long discussions with the Count, he realises that not only is he a prisoner, but his life is in danger! Escape becomes his one obsession. Should he succeed he vows to write to his friend in England to warn of his discoveries. The castle holds terrors which are best not talked about . . .

## *CASSETTE 2 SIDE 1*

### **THE HUNT**

Doctor Seward, a psychiatrist who owns an asylum for the insane in England, receives a very odd letter from a friend on business abroad. Something about boxes of earth and the 'undead'. Although he fleetingly wonders about his friend's sanity, he resolves to investigate further

He also has problems of his own, with a missing inmate. Renfield had escaped. But as he was not dangerous no one was unduly worried. Outside influences had unfortunately not been considered. The normally subdued Renfield was turning into a hideously callous murderer, under the malignant influence of Dracula!

**THE ULTIMATE TERROR IS WITHIN.**

## **GAMEPLAY**

Movement. Use normal conventions of n, s, e, ,w, u and d.

Important system commands.

I = Inventory of all that you are carrying.

R= Relook at present location. Make good use of this as things can . . . Change.

General. Use two word commands, e.g. "look around" (a VERY useful command), "Board coach", etc.

Some one word commands are also used "wait", "sleep", "Yes", "No" and so on.

Some things can be worn or removed using "wear" or "remove" item.

## **TO SAVE GAME**

1. Position a blank tape/disc
2. type save and press return
3. type t/d and press return
4. type filename and press return
5. If tape: Press record button and tape will record your current play position, returning you to the game when finished.

## **LOADING PREVIOUSLY SAVED GAME**

1. Load the original game as usual
2. remove programme tape/disc, insert saved tape/disc
3. type load and press return
4. enter t/d, press return
5. type filename and press return. If tape, press play button and saved game will load to original game, running at the saved position when loaded.

# Frankenstein

BY ROD PIKE

Thus it was that I came to the Pinnacle of my researches. Convinced that I had been given divine insight, I made a momentous and subsequently catastrophic decision. I, Doctor Victor Frankenstein, would create a human being, a beautiful person of high intellect. Then... Then I would breathe life into him!

Oh how conceited we mortals are! For months I worked, through day and night. With only feeble daylight, barely able to penetrate the now filthy windows, to comfort me. By night... By night my task took on an unearthly, bizarre atmosphere. My... creation lit by a guttering oil lamp assumed a hideous countenance. Its flesh not pink and soft, but of coarse and waxen pallor. Its eyes... Just staring... Devoid of all emotion. Glazed, watery: A dull jaundiced yellow.

Because of the delicate surgery involved I had chosen to work to the largest scale possible. I paid unofficial visits to charnel houses to select, and subsequently amputate the most powerful pieces for my jigsaw. What gruesome work! Corpses vacantly staring as I hacked them apart!

So... On a damp and misty evening in November I brought it to life! What a fool I was! Its eyes slowly focused on me. It arose, ponderously and in apparent pain. It staggered towards me reaching out with its massive arms. A guttural cry exuded from its twisted, misshapen lips. A base and animal like sound! As this... abomination approached, towering above me, I felt that a cruel trick had been played on me. I had the power of life, the ability to create something beautiful. Yet before me stood the results of my pathetic effort. Ugly and deformed. Covered in a network of livid scar tissue. His black lifeless hair fell across his face which was hideous beyond belief. Panic seized me... I turned and fled, leaving the door open.

I paced the streets all night unable to think of anything other than my foolhardiness. The sun was rising as I returned to my house. My heart pounded! What would I find? I entered furtively, looking beyond every shadow. Then I summoned up enough courage to enter my laboratory... Nothing! He was gone, Oh happy day!

That was four years ago. I had virtually erased him from my memory, and my researches now followed a more conventional approach. Then tragedy struck. My sister, a mere twenty two years old was murdered. A monstrous giant was seen to strangle her before hurling her body from a cliff top, onto the rocks below. My duty is clear. To her memory, and to the world. I must find him and destroy him if I can!

One thing I have learned from this, is man's place in the scheme of things. True, I gave the being life, strength and movement. What I could never give him was... a soul...

### PART ONE. HARD JOURNEY.

Doctor Frankenstein has arrived at his father's house in Switzerland. From here he plans to start the hunt for the monster that he created four years previously. This being, who so brutally murdered his younger sister must be destroyed. The creature has been sighted over the years, but no one has had the courage to track him down. The last reliable sightings were in the mountain range, on the other side of the lake...

### PART TWO. THE SLAYING.

The Doctor is fortunate enough to discover a cottage in the woods, where he can get shelter from the cold night. The old blind man and the young woman who reside there have an horrific and tragic tale to tell. The morning brings horrors anew, which harden the Doctor's resolve to destroy his creation.

On arrival at the village of Chamont, he decides, after talking to one or two people, that he must fully arm and equip himself if he is to stand a chance. This is not quite so simple. (You didn't really expect it to be did you?)

And so he embarks on his journey. Here, his adversary mockingly displays his superhuman agility... and yet never gets so far ahead, that the Doctor loses the scent. Odd... most odd.

The final confrontation takes place in a derelict chateau, high in a mountain pass. Make no mistake about it. There will be blood and carnage at the end... There has to be... The question is... Whose blood?...

### PART THREE. THE MONSTER'S STORY

A being awakes... He knows nothing of who or where he is. All he has are vague images in his mind, which mean nothing to him... and a lot of pain.

You will play out his part and discover what made him a killer. But in doing so, you must increase your IQ level. After all you started off knowing nothing, and to survive you must learn quickly... very quickly.

### GENERAL INSTRUCTIONS

LOADING: Shift Run/Stop.

SAVING PART GAME: Insert blank tape, type SAVE and press return. Type in your game save name and press return. On completion of save, you will be returned to your saved position.

LOADING SAVED GAME. Load in the main game. Then insert your game save tape and type LOAD and press return. Then enter your saved name, press return and you will be taken to your saved position.

### SPECIAL COMMANDS AND INSTRUCTIONS.

For Inventory type X in all parts.

Review location/situation, type LOOK, LOOK

AROUND. SEARCH, EXPLORE and EXAMINE things and places.

Multiple commands are possible if separated by 'and' or 'then' or ','. ie: Get the knife and throw it. Or, get the gun, load it, fire gun.

Directional commands are usual N,S,E,W,U,D

Part two contains a conversation module. To engage in speech enter SAY, (don't forget the comma), followed by your message. Try not to make your conversations too complex though! ie: say, have you seen the monster (return) would be accepted.

Part three is a bit different. You are responsible for the monster's intelligence, among other things. Monitor this with IQ (return). In fact you have a lot of responsibility in this part. Use all senses of thought, sight, smell, hearing etc, (think, watch, listen and so on). For this, coupled with your experiences, will increase your IQ.

One final word. To retain the integrity of Mary Shelley's original character, part three will only be accessible to those of you who complete parts one and two. I request that players getting this far, keep the relevant information a secret, after all, it was hard won. This will ensure that the pleasure for other players will not be spoiled.



Rod Pike

# **WOLFMAN!**

## **Part One: A Gathering of Knowledge**

On a gloomy and overcast morning a poor man awakes in his hovel to the sounds of a commotion outside. The villagers are in a frenzy of anger, aroused by the brutal slaying of the mayor's daughter. Some say that it was the work of the devil's disciple, the werewolf, that left her half naked with her throat ripped out.

The poor man feels confused and frightened. Suddenly he notices that his hands and clothes are covered in blood, and a vision of half-remembered horror flicks across his mind. His blood chills as the memory of a ghostly howling echoes round his brain.

The realisation that he is different from other men sets him off on a trail of learning. A gathering of knowledge about what he is and trying to avoid the pitfalls that man and nature set for him along the way. Nor must he kill without reason again or the battle for his soul could be lost.

His travels take him to a strange land where he encounters temptations of the flesh which are almost irresistible, but resist he must if he is to see the beautiful Nardia again.

During his journey he meets some adversaries who are truly formidable. Only the greatest courage and cunning will let him prevail over the battle with a creature so loathsome that it cannot be described here. Suffice to say that it is a behemoth of awesome appearance and strength, and only those of strong disposition should attempt to do battle with this maggot-infested abomination.

## **Part Two - The Girl**

A beautiful maiden meets a strange young man in the mountains. Their friendship blossoms into love and they embark on a journey to find a cure for his cursed affliction. She must be careful though, for their love can turn fatally ferocious if she does not quickly learn the dark secrets that can trigger his bestial traits.

You begin part two as Nardia, the maiden. She must find out what she can about her new-found friend. Then perhaps, take him home and discover how a friendship can quickly grow into something else. Exactly what, depends on her to a very great extent!

If she survives to the following morning you will change roles. Nardia will meet the young man again, but for now they part company. Assuming the role of our friend with the split personality, you will travel into a very dangerous mountain region. Here you will encounter the dreaded Dark Fortress of distant legend. A barbaric, warlike race inhabits this place and they are cruel and totally merciless, so you will need to call on all your skills of cunning to thwart them.

Many heartaches await you in this dark land of terror, but none as great as the terrible news that an old wise man imparts. Your beautiful Nardia has been kidnapped by a band of evil wolf hunters! Rescue and then revenge becomes your only reason for being.

### **Part Three: The Monastery of FI Shan**

So, the journey continues. The young man must track them down and rescue his beloved. Much has she suffered at the hands of these villains, and how he will make them pay for it!

If he can succeed in effecting her rescue, she will reward him in the way that only a lover can (after all she is very pleased to see him!).

They travel on, looking for the strange land where, legend has it, resides a secret order of monks. Further, these holy men can attend to obscure and mystic afflictions.

It is only a rumour of course, but such is their desperation that they will, indeed must, go to extraordinary lengths to find this place, for there are other evil men on this earth whose desire for the werewolf's skin will force them to defend themselves by whatever means they can devise.

Should they live long enough, the great monastery will hold their salvation . . .if it exists of course . . .

### **General Instructions**

**LOADING:** Shift Run/Stop.

**SAVING PART GAME:** Insert blank tape, type SAVE and press return. Type in your game save name and press return. On completion of save you will be returned to your saved position.

**LOADING SAVED GAME:** Load in the main game. Then remove the main game tape and insert your own saved game. Type LOAD and press return. You will then be taken to your saved position.

## Special Commands and Instructions

For inventory, type INV.

Do not expect to fall over every object. You are, after all, exploring an unknown land, so use look, look around, search room, examine object etc, frequently.

Directional moves are conventional; ie n, s, e, w, u, d.

Part one permits simple dialogue between the young man and the girl. To ask a question, start the sentence with SAY.

The parser will accept four word commands throughout all parts, but is programmed wherever possible, to respond to two words only.

As the character of the werewolf and the girl unfolds throughout the story on a developing theme, I feel that much of the atmosphere would be lost if the parts could be played independently. It is necessary therefore to complete each chapter before being able to continue. So all of you who want to get to the girl in part three will just have to slog through parts one and two won't you! Have fun.

