

PERSONAL
NIGHTMARE



PERSONAL NIGHTMARE

The village of Tynham Cross, nestled in the hills of Woldshire, holds many childhood memories for you. Brought up a vicar's son, life was very quiet in this sleepy little village. In order to pursue a more interesting career opportunity you left home many years ago and lost contact with your parents. Consequently a letter from your mother came like a bolt from the blue. The letter troubled you, you didn't know why but it seemed to be trying to tell you something. On the surface it was just an ordinary letter from a mother trying to re-establish contact with her son but underneath there seemed to be something wrong, very wrong. Perhaps it was the reference to your father's strange behaviour. According to your mother, your father, the local vicar has started behaving very strangely and has developed a keen interest in the life story of James Hyatt, vicar at the Church of St. Anthony some three hundred years earlier. Your memories, of this particular character remain pretty vague but you do remember something about him being killed by his own parishioners, apparently in some bizarre ritual to rid the village of some devil or other. Of course such events were fairly common in those times for it was during that period in history that the great witch hunts were going on and even something as simple as a failed crop usually resulted in some poor woman being burned at the stake or drowned in the village pond. Anyway the tone of the letter seemed to beg you to come home and

you have made preparations to visit as soon as possible. A second letter received only the day before your visit alarms you even further. More a message than a letter it came from your father advising that he had made arrangements for you to stay at the local inn, The Dog and Duck, as he was having the house redecorated and didn't think that the work would be completed in time for your visit. He had added that your mother's sister, Alice, had been taken ill and was currently bedridden and that your mother had gone to visit her in Campbelt-horpe, hoping to return in time for your visit. He also enclosed a brief brochure about the inn

You have taken the train and during the long journey have fallen asleep.

LOADING THE GAME:

ATARI ST / AMIGA

Insert disk 1 into drive A and turn computer on, the game will autoboot and run automatically.

The game will run the opening sequence automatically. You can choose not to see this sequence every time you play by simply pressing "escape" at any time during the opening sequence.

The game will then ask if you wish to restore a saved game or not (answer Y or N) and then the game will start in the bar of The Dog and Duck public house.

THE OBJECT OF THE GAME

The object of the game is to defeat the power of the devil that has taken over the lives of some of the residents of the village. You will need to identify who these characters are and then, by presenting the village policeman with the evidence of their horrific crimes, have them arrested. You will also meet and have to deal with one or two little pets belonging to the devil and in case you get bored there are one or two people who need rescuing before they are used to make up the numbers at some rather unpleasant rituals.

PLAYING THE GAME

The game can be controlled by use of the mouse, although on some occasions it will be necessary for you to input some commands via the use of the keyboard. The game may also be played entirely by the use of the keyboard as a true text adventure.

The main area on the screen will graphically display the location you are in and the events taking place within it.

The right hand panel is the command window.

The left hand panel is the movement window.

The window directly beneath these is the text response window and the bottom line is the text input window.

If you wish to "examine" something on the screen then the examine command should be selected from the right hand window, by use of the mouse pointer (run the mouse pointer up and down the right hand panel until the examine command is highlighted, then select the command by pressing the left hand mouse button). You will notice that the word "examine" has appeared in the text input window. Alternatively just type in the word "examine" by use of the keyboard. Next select the object or person that you wish to examine, by pointing to the object or the character on the screen and pressing the left hand mouse button. Again you will notice the name of the object or person displayed in the text input window. Your text input window will now read something like "examine bugle", this can now be selected by either pressing the right hand mouse button or alternatively by pressing return on the keyboard. The description, or appropriate response, of the person or object will be displayed in the text response window.

Should you wish to "pick up" an object from the "action" window, then select the "pick up" command from the right hand window and then select the item on screen. Alternatively, if the item can be picked up, then when the left hand mouse button is held down the mouse pointer will change to a hand and by dragging the item to the "inv" box (in the left hand panel) the item will be placed in your inventory.

To display your inventory select the "inv" icon with the mouse. The screen will display icons of the objects that you are carrying. Some of these objects may be containers. To view the contents of them, double click on the icon of the container object and the contents will be displayed. These objects can be removed from the container by selecting them with the mouse and dragging them to the "inv" icon. To exit the inventory mode select exit from the line

displayed above the icons.

It is also possible to list the visible takable objects in any location by selecting the icon marked "room". This will display on screen icons representing all the items that can currently be removed from that location and again by holding the mouse over the item required and then pressing the left button until a hand appears it is possible to transfer these items to your inventory. (This option will not display or take any hidden objects).

Similarly should you wish to "drop" an item you will have to either select the "drop" command from the right hand panel or the "inv" icon from the left hand panel. Once the inventory screen is displayed then the item to be dropped is picked up with the mouse and placed into the "room" icon.

Should you wish to examine an object you are carrying then just select the item from the inventory with one click of the left hand mouse button and the items description will be displayed in the text window at the bottom of the screen.

To move around the game you may select any of the "lit" compass points, or up and down arrow, in the left hand panel. This will result in you moving to the location in that direction. Directions that are unlit may indicate one of two things (A) There is no location in that direction (B) Movement in that direction is prevented by someone or something e.g. a locked door.

Movement is also possible by selecting, with the mouse, any visible door on the "action" screen. If the door is locked and providing that you have the key the door will be unlocked. A second selection of the door will open it and a third selection will allow you to pass through it.

Other commands you may find useful are:-

Ask (character) about (character)

Ask (character) about (object) — Be careful with this one as it may have unfortunate consequences.

Ask (character) about (event)

EG: ASK MR. JONES ABOUT BUGLE

In order to complete the game it is necessary to show various pieces of evidence to the policeman.

EG: SHOW LETTER TO POLICEMAN

SOME OF THE CHARACTERS YOU WILL MEET IN YOUR NIGHTMARE



MR. ROBERTS -
REGISTRAR
Registrar of
Births and
Deaths



TONY DONALDSON -
A young lad who
lodges with the
Jones'.



JIMMY BLANDFORD -
A Professional
Photographer
who enjoyed a good
drink.



SGT. JEFFERSON -
The Police Sergeant
in charge of law and
order in sleepy
Tynham Cross.



SUSAN BLANDFORD -
The pretty wife of
Jimmy Blandford.



PETER MASON -
The owner
of the local Garage.



MICHAEL WILLIAMS -
A City type who
has only recently
moved into the
Village.



MR. JONES -
Landlord of
the "Dog and Duck"
for the last 20 years.



MRS JONES, wife of Mr.
Jones - Landlady of the
"Dog and Duck"

THE LIVES AND MOVEMENTS OF ALL THESE CHARACTERS
WILL HELP YOU TO UNRAVEL THE MYSTERY OF
TYNHAM CROSS

TO SAVE A GAME

To operate the Save Game Option, you may either type
SAVE and follow prompts or using the Mouse click on Save
Icon in right hand box.

ALWAYS SAVE PROGRAM TO A BLANK FORMATTED
DISK RATHER THAN A GAME DISK.

HINT SHEET

If you require further hints to this Adventure, please send a
stamped addressed envelope to:

Horrorssoft,
Addison Industrial Estate,
Blaydon, Tyne & Wear NE21 4TE

Sorry NO telephone hints available.



