

SEGA

Printed in Australia

Ghost House™



SEGA

READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

1. Make sure that the POWER SWITCH is "OFF".
2. Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration below).
3. Turn the POWER SWITCH "ON".
If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
4. After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



INTRODUCTION OF THE MAIN CHARACTERS

① MICKEY

MICKEY is a tough boy. He will not be easily downed even when he sometimes comes into contact with the creatures. However, when the power meter is nearing zero, it signifies that he is in danger. So, before that happens, he must locate the DRACULAS and destroy them.

② DRACULA

There are 5 DRACULAS in all, 4 of them being dummy DRACULAS. Each one has a precious stone. To clear a round, all of the DRACULAS must be destroyed.



THE DRACULA HENCHMEN & THE KEY

① DEROBAT

A noisy bat.

② DEATH

A dreaded creature that slowly comes close to you.

③ KEY

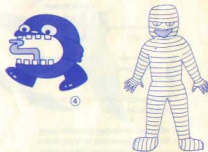
Without this, the coffin does not open. It will be in the hands of a henchman or somewhere else. Try to locate it by PUNCHING.

④ FIRE BLOWER

Blows fire when you come close to it. Attack from over its head rather than by PUNCHING.

⑤ THE MUMMY

A horrible fellow.



WHEN PLAYING BY USING THE CONTROL PAD

MICKY'S BASIC MOVEMENTS

I START button

II DIRECTION CONTROLLER

① JUMP

② PUNCH

While jumping, the PUNCH button and/or DIRECTION CONTROLLER can be used.

Direction in which DIRECTION CONTROLLER II is pushed.

A To climb up the ladder.

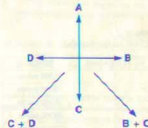
B Advances to the right.

B + C Crawls and advances to the right.

C Crawls.
Descends the ladder.

C + D Crawls and advances to the left.

D Advances to the left.



HOW-TO-PLAY

PURPOSE OF THE GAME

Recapture the precious stones that the 5 DRACULAS have before the power meter becomes zero.

GAME OVER

The number of MICKEYS allotted at the beginning of play is 3. Losing all of them will result in GAME OVER being displayed on the screen. When the power meter becomes zero, one MICKEY is lost. A MICKEY increases at 50,000 and 150,000 points.

STARTING

- ① For 2 players, push the START button of CONTROL PAD 2.
- ② For 1 player, push the START button of CONTROL PAD 1.



Both for 1 player and 2 players

Destroy the DRACULAS and recapture the precious stones.

- ① Player in action
- ② Score
- ③ Power meter
- ④ Round number
- ⑤ The remaining number of MICKEYS
- ⑥ TREASURE
- ⑦ DEATH
- ⑧ Stairs to the basement
- ⑨ FIRE BLOWER
- ⑩ MICKEY

The monstrous creatures come close to MICKY, one after another. The player as MICKY, must find the DRACULA'S coffin.

The haunted house of the DRACULAS is quite spacious. Let's first go down to the basement which is full of intricate passageways. Be careful not to be lost there.

Try to quickly locate the 5 coffins in which the DRACULAS are sleeping.



①The KEY which was recaptured by MICKEY after destroying the creatures is displayed here.

②MICKEY crawls

③Arrow

④Stairs to the basement

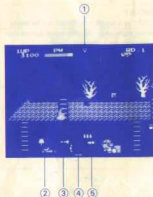
⑤Knife

The monstrous creatures are not the only dangerous things. Flying knives and arrows may suddenly attack you. Crawl and evade them.

Once the game play begins, destroy the creatures and find the KEY to open DRACULA'S coffin. Destroy the enemies by PUNCHING.

▲ Red sparks from PUNCHING signifies that the foe has been destroyed.

Yellow sparks from PUNCHING signifies that the attack attempt has failed.



SCORE

CREATURES, etc	Points
DEROBAT	250 points
DEATH	250 points
MUMMY	300 points
FIRE BLOWER	750 points
DRACULA	1,500 points
TREASURE	200 points ~ 2,800 points

BONUS

BONUS per round cleared:

No. of the round	BONUS
1	1,000 points
2	3,000 points
3	5,000 points
4	10,000 points
5	30,000 points
6	50,000 points

ADVICE FROM PROFESSOR PLAYOR

- When battling, beware of the power meter. Before opening the DRACULA'S coffin, replenish the power.
- In battling against the enemies, do not waste energy.



HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend! Do not subject to any violent impact!

Do not expose to direct sunlight! Do not damage or disfigure!

Do not place near any high temperature source! Do not expose to thinner, benzine, etc.!

* Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.



SCOREBOOK

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