

HAUNTED HOUSE

Walkthrough by Steve McCoy

Foreword

This game originally came out in the late 70's and early 80's. It was released by Radio Shack for the TRS-80 Model I or Model III.

Since I'm a huge fan of adventure games.... and this is one of the few I first played on my first computer during my Christmas break from high school in 1980. My parents had purchased the Model III as my Christmas present and Haunted House was included along with others.

This game is very dear to my heart as most of these classic text adventures.

This game is based on getting into a haunted house....or more to the point once you're in the house how do you get out of the house... alive!

Like many adventures of the time... you tend to die over and over. Every wrong move can result in your death. The games didn't allow for saving each step... so you have to start from scratch each time you 'choose poorly'. This walkthru will smooth out each phase or step of the game.

I hope this helps you on your quest...

Key Dangers:

Levitating Knife (living room)
Animated Suit of Armour (breakfast room)
Ghosts (upstairs)
Bucket of Water (kitchen)
Rusted Sign (upstairs)

Key Items:

Rope (secret passage)
Hall Door Key (servants room in cabinet <grin>)
Bucket of Water (kitchen)
Mysterious Scroll (living room)
Magic Sword (upstairs)
Levitating Knife (living room)
Crumpled Paper (outside at front door)
Rusted Sign (upstairs balcony room)

House Logical Map by Branden Robinson

House Map

Game Start:

HAUNTED HOUSE!

YOU ARE AT THE OUTSIDE OF THE HOUSE.

THERE IS A CRUMPLED PIECE OF PAPER ON THE GROUND.
THE FRONT DOOR IS CLOSED.

:

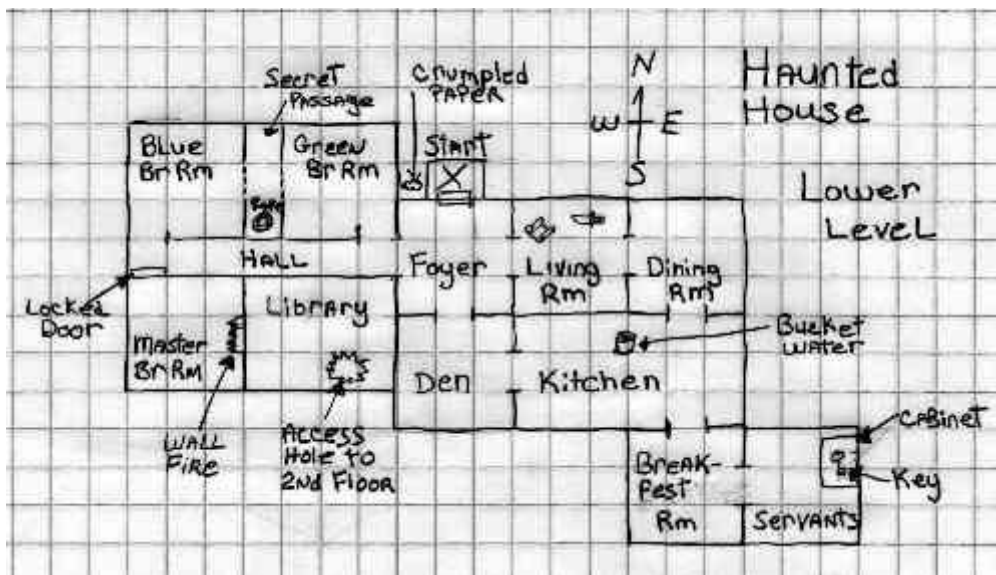
(At this point get the paper and read about the magic word PLUGH. After saying the magic word you get the following.)

YOU MATERIALIZE INSIDE THE DOOR.

YOU ARE AT THE FOYER.

:

(Ok campers, you're in the house... now the challenge begins, getting out! Here is a hand drawing of the house layout. The structure is a two story house.)



First Floor Map

(First off let's head for the Living room.)

:E

YOU ARE IN THE LIVING ROOM.

A KNIFE IS LEVITATING IN THE MIDDLE OF THE ROOM.
THERE IS A MYSTERIOUS SCROLL ON THE GROUND.

:

(Careful - any move other than West to leave the room from the direction you came will end in death! All you need to do here is just GET KNIFE.)

:GET KNIFE

OK

:GET SCROLL

OK

:READ SCROLL

IT SAYS, "THERE IS ESCAPE FROM THE SECOND FLOOR!"

(This is the clue that points you to the exit from the second floor.)

:E

YOU ARE AT THE DINING ROOM.

:S

YOU ARE AT THE KITCHEN.

A BUCKET OF WATER IS ON THE FLOOR.

:

(At this point you can either get the bucket of water or not... it won't change the final outcome of the game. Be careful and don't drink the water or.... so let's go south again)

:S

A SUIT OF ARMOUR HERE FLEES WHEN IT SPOTS YOUR KNIFE

YOU ARE AT THE BREAKFAST ROOM.

:

:E

YOU ARE AT THE SERVANTS QUARTERS.

THERE IS A CABINET ON ONE WALL

:

(This cabinet and room are a little tricky. you must go in certain directions to get trapped in the room. When this happens you open the cabinet and a key appears. Then you must go certain directions to get out of the room with the key.)

:S

YOU ARE AT THE SERVANTS QUARTERS.

THERE IS A CABINET ON ONE WALL

:N

YOU ARE AT THE SERVANTS QUARTERS.

THERE IS A CABINET ON ONE WALL

:W

YOU ARE AT THE SERVANTS QUARTERS.

THERE IS A CABINET ON ONE WALL

:OPEN CABINET

OK

THERE IS A KEY IN IT.
:GET KEY

(Now that we have the key we are ready to leave. as you can see our exit from the room should be West. but when we went West we didn't leave the room. Now we must go in a certain direction to leave the room.)

:E
YOU ARE AT THE SERVANTS QUARTERS.
THERE IS A CABINET ON ONE WALL

:S
YOU ARE AT THE SERVANTS QUARTERS.
THERE IS A CABINET ON ONE WALL

:W
YOU ARE AT THE BREAKFAST ROOM.

(Ah free at last. Now let's get the rope from the bedrooms and get upstairs.)

:N
YOU ARE AT THE KITCHEN.
A BUCKET OF WATER IS ON THE FLOOR.

:N
YOU ARE AT THE DINING ROOM.

:W
YOU ARE AT THE LIVING ROOM.

:W
YOU ARE AT THE FOYER.

:W
YOU ARE AT THE EAST END OF THE HALL.

:N
YOU ARE AT THE GREEN BEDROOM.
THERE'S A PANEL ON THE WEST WALL

:GO PANEL
YOU ARE AT THE SECRET PASSAGE.
A ROPE IS NEARBY.

:GET ROPE
OK

(Now we have the rope. we need to proceed to the hallway door that is locked.)

:W
YOU ARE AT THE BLUE BEDROOM.
THERE'S A PANEL ON THE EAST WALL

:S
YOU ARE AT THE WEST END OF THE HALL.
A LOCKED DOOR BARS THE WAY SOUTH.

:

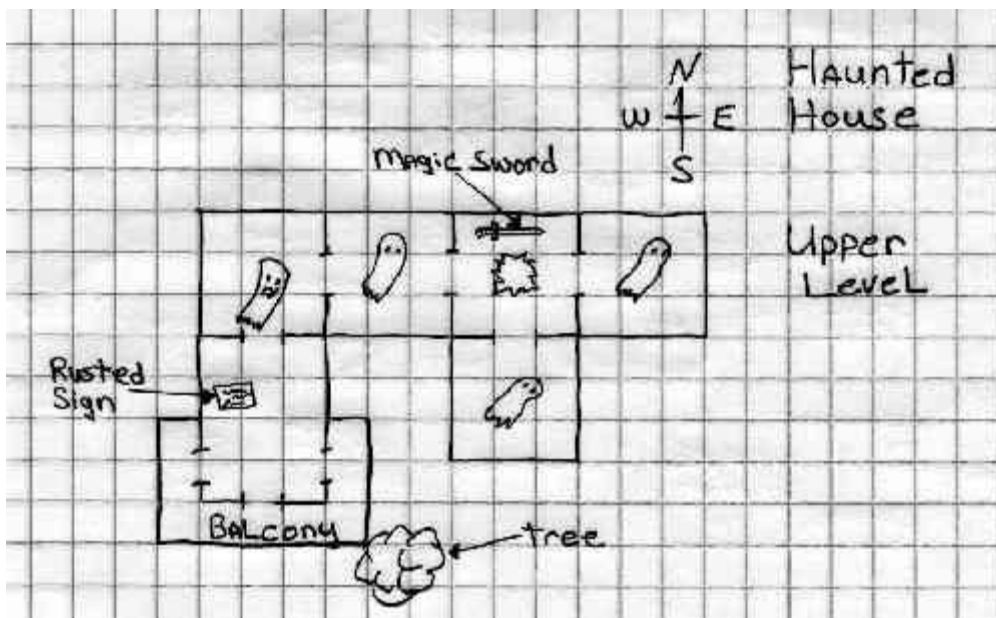
(At this point if you didn't have the key in your hand you would get 'A LOCKED DOOR BARS THE WAY SOUTH' but since you do have the key from the Servants cabinet you just go South.)

:S
YOU ARE AT THE MASTER BEDROOM
A WALL OF RAGING FIRE BLOCKS THE WAY EAST
:

(Here the author is just trying to scare you out of the only real direction to go... which is East.)

:E
ARE YOU JUST GOING TO WALK RIGHT THROUGH
THAT RAGING FIRE?
:YES
OK
YOU ARE AT THE LIBRARY. THERE IS A HOLE IN THE
CEILING.

(Now since you have the rope we can get to the second story of the Haunted House. Just drop the rope and it will by magic extend up through the hole. If you're running this game from a real TRS-80 cassette and machine the cassette will start again to load the second half of this adventure. Hey the thing ran in 4k <grin>)



Second floor map

:DROP ROPE
OK
INSTANTLY THE ROPE UNWINDS AND LEVITATES TO
THE HOLE IN THE CEILING!

:CLIMB ROPE
YOU DROP EVERYTHING YOU HAD TO CLIMB THE ROPE
TO THE SECOND FLOOR.
YOU ARE IN A DIMLY LIT ROOM. THERE IS A HOLE IN
THE FLOOR.
THERE IS A MAGIC SWORD ON THE FLOOR.
:

(Ok adventure fans, the game is half over. Now it's time to kill ghosts. Get the sword and follow me.)

:GET SWORD
OK
:READ SWORD
AN INSCRIPTION READS, "GHOST KILLER."
:E
YOU ARE IN A DIMLY LIT ROOM.
THERE IS A GHOST HERE.
:KILL GHOST
YOUR MAGIC SWORD ENABLES YOU TO KILL THE GHOST.
:W
YOU ARE IN A DIMLY LIT ROOM. THERE IS A HOLE IN THE FLOOR.
:S
YOU ARE IN A DIMLY LIT ROOM.
THERE IS A GHOST HERE.
:KILL GHOST
YOUR MAGIC SWORD ENABLES YOU TO KILL THE GHOST.
:N
YOU ARE IN A DIMLY LIT ROOM. THERE IS A HOLE IN THE FLOOR.
:W
YOU ARE IN A DIMLY LIT ROOM.
THERE IS A GHOST HERE.
:KILL GHOST
YOUR MAGIC SWORD ENABLES YOU TO KILL THE GHOST.
:W
YOU ARE IN A DIMLY LIT ROOM.
THERE IS A GHOST HERE.
:KILL GHOST
THE GHOST IS IMMUNE TO YOUR ATTACK!
:S
THE GHOST WILL NOT LET YOU PASS!

(Ok we come to the head ghost here. You need to go South to get out of the house. But we need to outsmart the immune ghost first. You need to get rid of the sword to pass the ghost. Then a tricky combo direction move and you're by the immune ghost.)

:E
YOU ARE IN A DIMLY LIT ROOM.

THE BODY OF A DEAD GHOST IS ON THE FLOOR.

:E

YOU ARE IN A DIMLY LIT ROOM. THERE IS A HOLE IN THE FLOOR.

:DROP SWORD

OK

:W

YOU ARE IN A DIMLY LIT ROOM.

THE BODY OF A DEAD GHOST IS ON THE FLOOR.

:W

YOU ARE IN A DIMLY LIT ROOM.

THERE IS A GHOST HERE.

:

(Ok, do a quick move on the immune ghost)

:S

YOU ARE IN A DIMLY LIT ROOM.

THERE IS A GHOST HERE.

:N

YOU ARE IN A DIMLY LIT ROOM.

THERE IS A GHOST HERE.

:W

YOU ARE IN A DIMLY LIT ROOM.

THERE IS A GHOST HERE.

:S

YOU ARE IN A DIMLY LIT ROOM.

THERE IS A RUSTY OLD SIGN LAYING ON THE GROUND.

:GET SIGN

OK

:READ SIGN

THE SIGN SAYS,

"THERE ARE THREE EXITS FROM THIS ROOM. ONLY ONE IS TRUE.... YOU MUST KNOW, BUT NOT BE BURDENED BY, THIS CLUE!"

:

(Ok final trap by the author to get you killed. you can leave this room from any exit W, E, S. but if you have the sign with you then you fall to your death it's heavy <grin>. Sooo)

:DROP SIGN

OK

:S

YOU WALK THROUGH A DOOR AND FIND YOURSELF ON A BALCONY. YOU CLIMB DOWN A TREE AND ESCAPE TO SAFETY! CONGRATULATIONS!

YOU MADE IT!

The the the thats all folks <grin>

Taken from the archived site:

<https://web.archive.org/web/19990129011347/http://www.simology.com/smccoy/trs80/model134/mhauledhouse.html>