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730605

ELECTRONIC ARTS



ESCAPE FROM
**MONSTER
 MANOR**

WARNING

*READ BEFORE USING YOUR
3DO INTERACTIVE MULTIPLAYER SYSTEM.*

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

ESCAPE FROM MONSTER MANOR™

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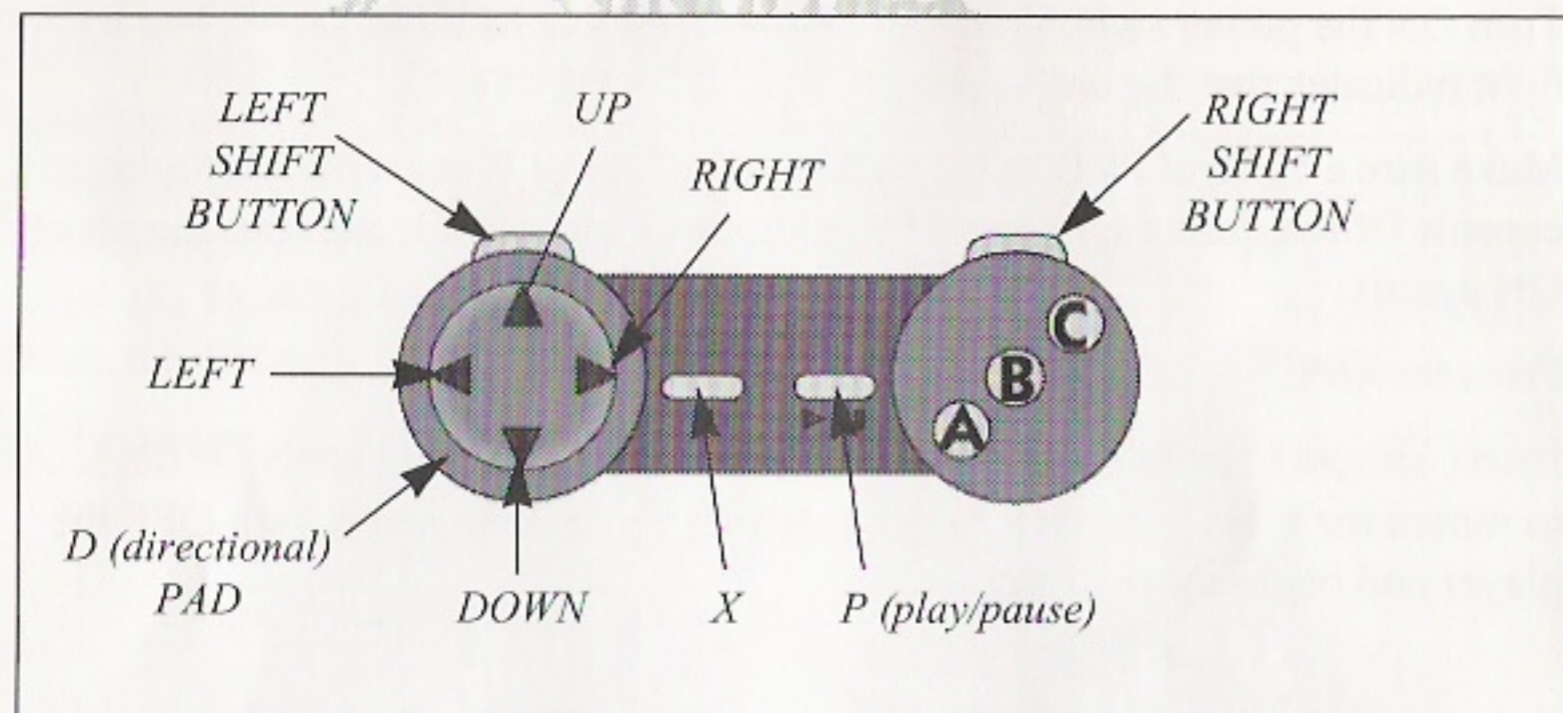
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Starting the Game

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert *Escape from Monster Manor*™ into the disc tray and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears (if you don't see it, turn OFF the player and begin again at step 1).

Controlling the Game



The Options Screen

Highlight options
Cycle through choices
Exit Options Screen and begin/resume game

D-PAD UP/DOWN
A, B, OR C
P (PLAY/PAUSE)

Moving Around the Manor

Move forward
Move backward
Turn left

D-PAD UP
D-PAD DOWN
D-PAD LEFT

Turn right
Sidestep left
Sidestep right

D-PAD RIGHT
LEFT SHIFT BUTTON
RIGHT SHIFT BUTTON

Playing the Game

Fire weapon
Open/Close doors
Display Status Screen
Display Map Screen
(from within Status Screen)
Pause/Resume game
Display Options Screen
(during game play)
Exit Options Screen

A
B
C
A
P (PLAY/PAUSE)
X
P (PLAY/PAUSE)

NOTE: This is a general summary; please see specific areas of this manual for complete control instructions.

Abandon All Hope Ye Who Enter Here

Evil spirits and unholy enemies have been unleashed on the world. The Talisman kept them at bay, but it is broken asunder, and the fragments scattered throughout Monster Manor and its shadowy estate. To save humanity, you must gather the fragments and restore the Talisman. There are many levels of danger and horror to navigate, and the evil ones are desperate to stop you in your quest. They await you at every turn, lurking in corners and catacombs, hungry for the taste of your living

flesh. With just your wits and your weapon, you must foil the evil ones' plans to destroy the world!

The Options Screen

To begin playing right away, press **P**.

To Select Options:

1. **D-Pad** up/down to highlight the option you want.
2. Press **A**, **B**, or **C** to cycle through the choices.

Options

MUSIC:

Turn the music **OFF** if your blood begins to curdle and the terror becomes too great.

SOUND EFFECTS:

Turn the sound effects off if you dare! Sometimes you can't see your enemies but you can hear them attacking you!

PLAY FOR KEEPS:

There are 13 different play options: 12 practice levels and **PLAY FOR KEEPS**. During a practice level you cannot save your game or record a high score. When you complete a practice level, you return to the Options Screen. **PLAY FOR KEEPS** is the ultimate challenge: you alone against the dark demons with the levels becoming increasingly more difficult. At the end of each level of **PLAY**

FOR KEEPS you can save your game (see *Saving a Game* on pg. 15) and continue playing.

VIEW HIGH SCORES:

Display the scores of the mightiest monster killers.

VIEW CREDITS:

If you want to get really scared, check out who made this game.

LOAD GAME:

Load a saved game. For instructions, see *Loading a Game* on pg. 15 of this manual.

START/RESUME GAME:

Select this option to begin a game, or during game play, to resume the current game.

QUIT GAME:

Choose this option to exit your current game and return to the initial Options Screen. For instructions, see *Quitting the Game* on pg. 16 of this manual.

After making selections, press **P** to exit the Options Screen and begin the game. You may also select **START GAME** and press **A**, **B**, or **C**.

You can change the options while you're playing a game. However, you can't change the play option. For example, if you're playing a practice level, you can't change to PLAY FOR KEEPS in the middle of a game.

To Access the Options Screen During Game Play:

1. Press **X** to display the Options Screen.
2. After making selections, press **P** to resume game. You may also select RESUME GAME and press **A**, **B**, or **C**.

Moving Around the Maze

- To move around in *Escape from Monster Manor*, use the **D-Pad** to turn left/right and move forward and backward. Use the **Left/Right Shift Buttons** to sidestep left and right.

Picking up the Pieces

Throughout *Monster Manor* there are keys, gun and health power-ups, treasure pieces, Talisman fragments, and extra life icons.

- To pick up objects, use the **D-Pad** and **Shift Buttons** to move over the objects.

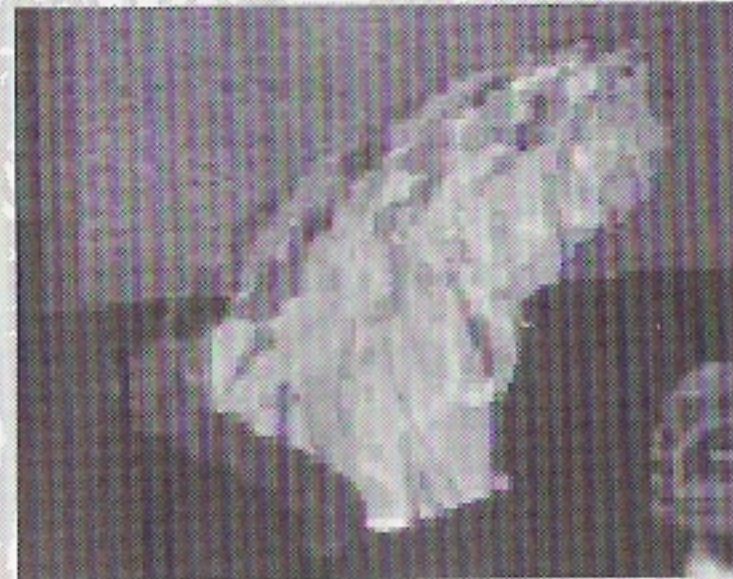
The Treasure

As you move through the mazes there are gems, coins and treasure pieces of various kinds scattered about. Pick up the treasure to raise your score.

Finding the Talisman

To find the fragments and restore the Talisman, you must pass through many levels filled with unimaginable dangers. Each level contains one fragment of the shattered Talisman. Like pieces in a puzzle, you must gather these together. The Level Summary Screen displays the partially assembled Talisman (see *Level Summary Screen* on pg. 15).

NOTE: To exit each level and continue on to the next challenge, you must find the Talisman fragment.



Keys

On each level you notice many locked doors and gates leading to an intricate maze of winding corridors and passageways.

NOTE: To enter a door or gate, you need a key.

Keys are scattered throughout each level. Keys only open the doors and gates to the level on which you find them. You start the game and each new level without keys.

Sometimes the keys are in full view and sometimes they are hidden behind other objects, so look closely into each shadowy corner and darkened room.

Any key opens any door or gate, but there is only a certain number of keys on each level.

NOTE: *Use your keys wisely or you may find yourself locked out and unable to continue your quest. Before using all your keys, be sure you have investigated an area thoroughly.*

Opening Doors and Gates

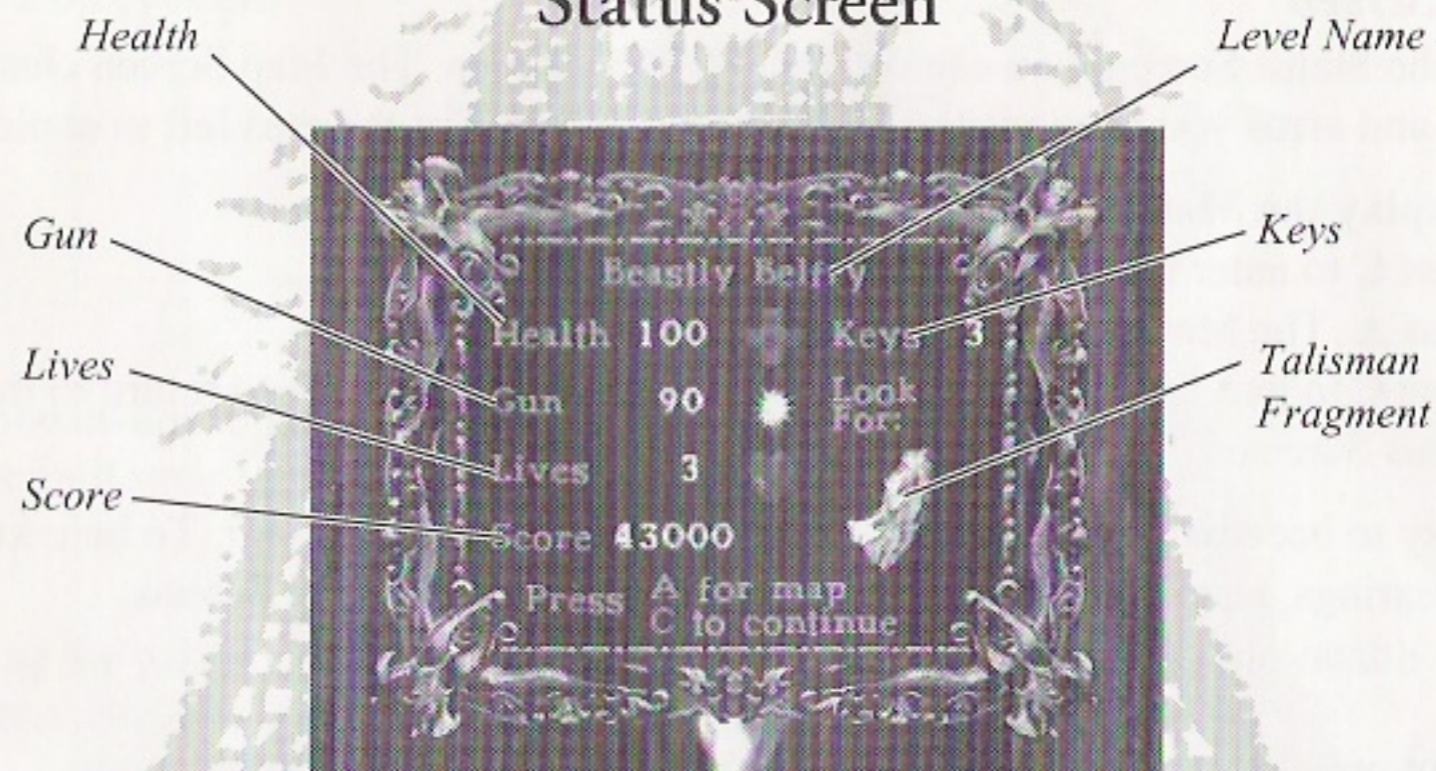
- To open a door/gate, use the **D-Pad**, or the **Shift Buttons** to move in front of the door/gate, and press **B**.
- To close the door/gate, press **B** again.

This last step is optional but it can be a good idea if you're being chased by nasty creatures of the night. Doors remain unlocked after being closed and do not require another key to reopen them.

Portals

Once you have picked up the Talisman fragment, go to the portal that takes you to the next level. Portals look very different from all of the other doors and walls in the game: the faces of the tortured souls trapped in Monster Manor appear before you as you pass through the portal.

Status Screen



To survive in this demonic domain, you must keep an eye on how much gun power, keys, life, and health you possess. You start the game with three lives and your health and gun level at 100, but this can change quickly. The Status Screen gives information on all these categories, and displays your score. The Status Screen also displays the Talisman fragment you need to find for a particular level. Once you have found the fragment, the Status Screen lists it as found.

- To display the Status Screen, press **C**.
- To return to the game, press **C** again.
- To view the Map Screen, press **A**.

Map Screen

From the Status Screen, you can display the Map Screen. The Map Screen charts the rooms and areas you have visited and gives you an idea of the area left to explore.

To Display the Map Screen:

1. Press **C** to enter the Status Screen.
2. Press **A**. The Map Screen appears.
2. Press **C** to exit the Map Screen and resume the game; press **A** to return to the Status Screen.

It's easy to become disoriented within the mazes of Monster Manor. To help keep your bearings, keep an eye on the compass displayed in the Map Screen.

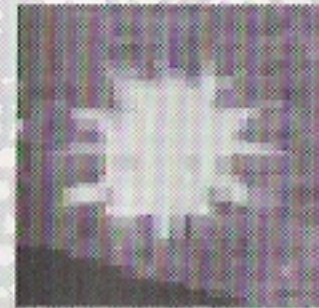
Immortal Combat

You not only face the challenge of searching for and finding the Talisman fragments, you must also fight the evil spirits who seek to end your quest and your existence.

Using Your Weapon

- To aim, use the **D-Pad** or the **Shift Buttons** and center the gun on your target.
- To fire, press **A**. Each shot uses 5 units of gun power.
- To reload, find the gun power-ups situated throughout the different levels.

Gun Power-Ups



Gun power-ups look like bright stars. Each one gives you 20 additional units of gun power until your total reaches a maximum of 100.

Losing and Gaining Life

Battling the grisly ghouls can prove hazardous to your health. As your health resources dwindle, your hand and wrist become bloody and decrepit.

Health Power-ups



To give you a fighting chance against the Masters of Darkness, health power-ups are scattered throughout the Manor. They look like red crosses and increase your health stock by 20 units, though the maximum total is 100 units.

It's All Over

If your health status is reduced to 0, you die and lose one of your precious lives. When you die, you return to the beginning of the current level. Your health and gun levels return to the full 100 units and all objects are returned to their original positions.

NOTE: *If you lose all of your lives, you return to the Options Screen and must begin a new game.*

Additional Lives

On some levels, there are special heart-shaped icons. They give you an extra life and are extremely rare. You also earn an extra life every 500,000 points.

The House of Many Levels

There are twelve levels in Monster Manor. You start in the attic, wind through the Manor itself, move down to the dungeon, through caves and catacombs, and out to the graveyard. Before exiting through a portal, check your Status Screen: the more health and gun power you have left the better, for these are tallied up and bonus points are awarded. You begin each new level with a full supply of health and gun power.

Level Summary Screen

A Level Summary Screen appears at the end of each level. The Level Summary Screen lists your score, gun power, health, and life status. It also displays the partially completed Talisman assembled from the fragments you have found. From the Level Summary Screen you can choose to LOAD GAME, SAVE GAME, or CONTINUE GAME.

Loading a Game

1. Press **A** to select Load Game. The Load Game Screen appears.
2. **D-Pad** up/down to select a previously saved game (See *Saving a Game* on pg. 15).
3. Press **A** to load the game or press **C** to cancel the command.

Load Game is also available from the Options Screen.

Saving a Game

You can only save a game after you have completed a level.

From the Level Summary Screen:

1. Press **B**. The Save Game Screen appears.
2. Use the **D-Pad** to highlight one of the five save slots.
3. Press **A** to save the game without changing its name.
4. Press **C** to return to the Level Summary Screen.

To Edit the Name of a Game:

1. Use the **D-Pad** to highlight one of the five save slots.
2. Press **B** to edit the name.
 - **D-Pad** up/down to change the characters.
 - **D-Pad** right to move to the next character.
 - Press **B** again to change the case of your letters from upper to lower case, or vice versa.
3. Press **A** to save the game.
4. Press **C** to return to the Level Summary Screen.

Continuing a Game

- From the Level Summary Screen, press **C** to continue the game.

Recording a High Score

The High Score screen, or Visitor's Gallery, appears after you have lost all your lives, or after you have completed the game. If your score is in the top 5, you can enter your name to record the score.

1. Use the **D-Pad** to enter your name. **D-Pad** up/down to change characters.
2. **D-Pad** right to move to the next character and **D-Pad** left to delete the last character.
3. Press **A** to record the score.
4. Press **C** to exit the Visitor's Gallery and return to the Options Screen.

Quitting the Game

You can quit the game at any time during play. If you do, the game in progress is lost and you return to the initial Options Screen.

To Quit Monster Manor:

1. Press **X**. The Options Screen appears.
2. Use the **D-Pad** to select QUIT GAME and press **A**, **B**, or **C**.
3. You are asked "Yes" or "No". **D-Pad** right/left to make your selection and press **A**, **B**, or **C** to confirm.

Credits

Game Design: The Whole Team
 Lead Programmer: Leo L. Schwab
 Programmer: Jon Leupp
 Animatrix: Kim Tempest
 Artiste Noire: Liz Beatrice
 Pixel Choker: Stefan Henry Biskup
 Artist: Greg Savoya
 Music, Sound Effects and Voice Over Script: Bob Vieira
 Voice Over: Les Hedger
 Chief Zombie: RJ Mical
 3D Intro Completed By: Paul Barton
 Post-Production Animation: Bryan Wilkenson
 Additional Art & Animation: Mark Holmes
 Additional Sound Programming: Peter Commons
 Additional Level Design: Mike Lopez
 Producer: Trip Hawkins and Stewart Bonn
 Assistant Producer: Mike Lopez
 Product Manager: Lisa Higgins
 Art Direction: Nancy Fong
 Package Design: EJ Sarraille
 Documentation: Valerie Hanscom
 Documentation Layout: Emily Favors
 Artist Photograph: Rosalind Delligatti
 Testing Manager: Randy Delucchi
 Quality Assurance: Jonathan Skolnick

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