

FRIDAY THE 13TH™ THE COMPUTER GAME

INTRODUCTION

The Background

A quiet holiday camp at Crystal Lake is disturbed when one of the campers, Jason, is drowned. His mother, distraught with grief, blames the other campers who did nothing to help him. She vows revenge and murders all the holiday makers except one girl who kills her. The survivor floats into the middle of the lake where Jason rises from the water, to take his revenge.

The Game

Jason is still wreaking havoc throughout Crystal Lake when you arrive for a holiday. Your task is to find a safe sanctuary where Jason cannot go and then persuade your friends to gather there.

The Problem

You have to identify Jason! He is a normal player moving around the game until he attacks or is attacked. You are warned about each attack and have a chance to find him, but Jason waits for no man.

LOADING INSTRUCTIONS

See cassette label for details. If the cassette fails to load, try again but if the problem persists, we will swap the tape for you without delay. Please send it, with a covering letter, to DOMARK LTD, FREEPOST, LONDON SW20 8BR.

GETTING STARTED

Once the game is loaded, listen very carefully! The computer will display your identity automatically, lets say Daryl Peters, and you play Daryl for the first level. Each character will have pre-set levels of strength, panic and sanity which are shown on the bottom left hand corner of the screen. The stronger Daryl becomes the higher the weight bar rises, the more he panics the more his hair stands on end, and as he cracks up completely Jason's mask begins to fill in!

DETAILED INSTRUCTIONS

Lets presume that the computer gives you Daryl Peters as your first character. Daryl will find himself initially inside either the church, the barn or the house.

1. Jason

Jason always attacks the person with the highest panic rating and so he will chase after Daryl sooner or later . . . Jason reveals his true identity only when Daryl confronts him, but he kills others on or off the screen. The first level ends when Daryl kills Jason and the computer will then select a different character for you to play on level two.

2. Combat

As Jason stalks around Crystal Lake, he is inclined to be careless and he leaves some of his weapons lying on the

ground. There are 10 weapons, any of which Daryl can pick up, by pressing the fire-button and then use to defend himself against Jason's attack. Daryl can only carry one weapon at a time and the chosen weapon is shown in the bottom right hand corner of the screen. As Jason disposes of Daryl's friends their picture will turn to a gravestone on the screen.

3. Sanctuary Cross

Daryl should first find the room with the Sanctuary Cross. By pressing the fire-button, this Cross can be picked up or dropped anywhere in the church, house or barn and this then becomes the Sanctuary location. Jason cannot harm anybody in this location, so Daryl must find his friends and tell them to gather there. He does this by walking over them, whereupon they immediately head for the Sanctuary location. Although here they are protected against Jason they do get bored and adventurous. They are, after all, on holiday and so they wander outside for more sunbathing. It is easy to mistake Jason for a friend and inform him of the Sanctuary location. He will scare everyone away so you have to return and move the cross to another room.

4. Scoring

There are five levels in "Friday the 13th The Computer Game". Daryl is awarded points for killing Jason and for directing his friends to the Sanctuary location. He loses points for failing to tell his friends the whereabouts of the Sanctuary location - especially if they get in Jason's way! If Daryl kills Jason, then Jason takes on his characteristics in the next level and the computer selects another hero for you to play.

5. Music, Sounds and Surprises

Variety is the word here! "Friday The 13th The Computer Game" has snatches of music familiar to everyone. Try to name them all!

6. Blood Capsules

The two blood capsules included free with this package are non-toxic and contain red sugar which forms simulated blood when placed in the mouth. It should not stain clothing, but Domark cannot accept responsibility for any individual customer's action.

7. Copyright

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