

Ghost House™

Try to find the hidden treasure in this spooky romp through Count Dracula's Haunted House.



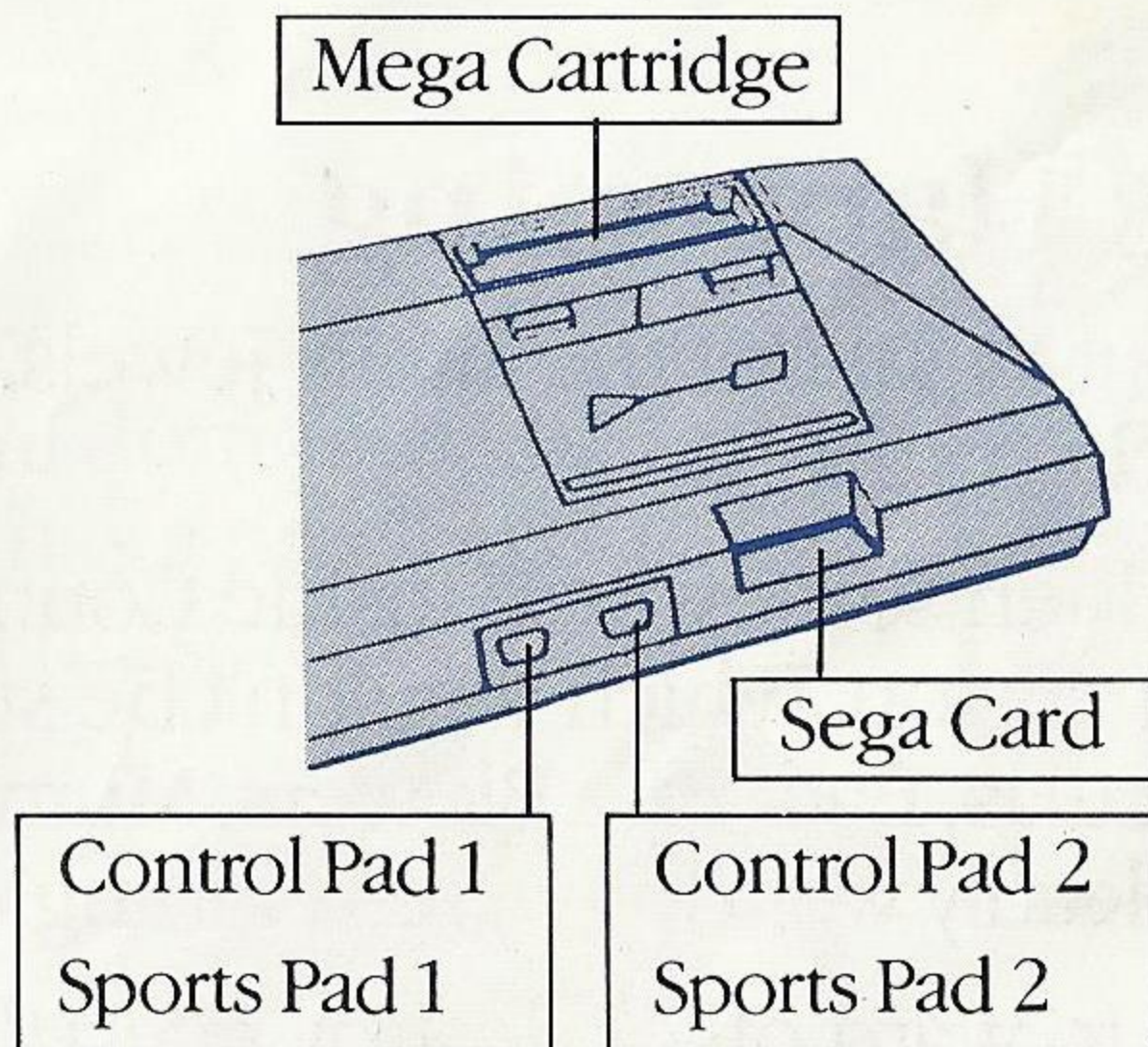
SEGA®

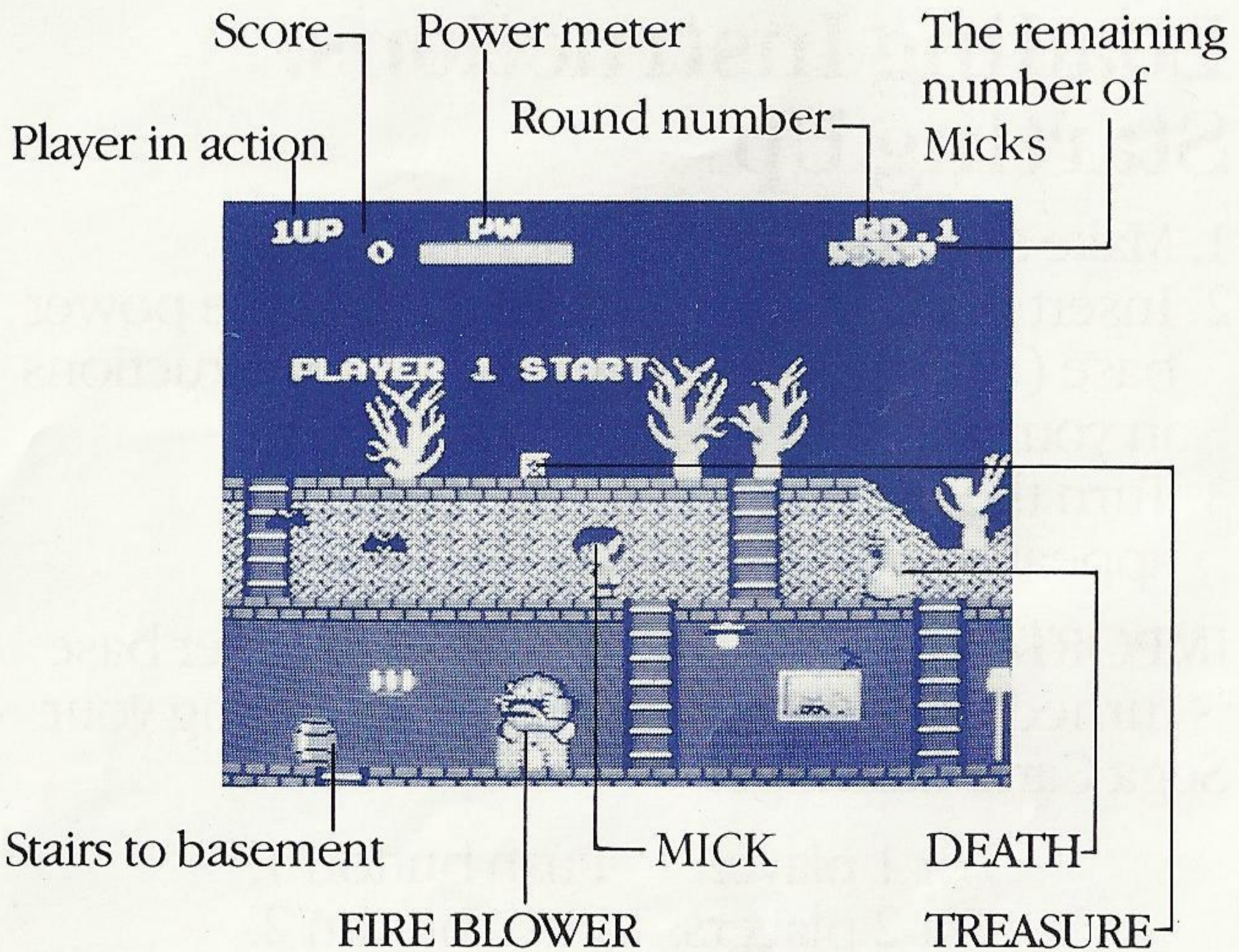
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the GHOST HOUSE CARD in the power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push button 1.
For 2 players: Push button 2.





What's Happening

You're about to inherit the family jewels. If you can get to them, that is.

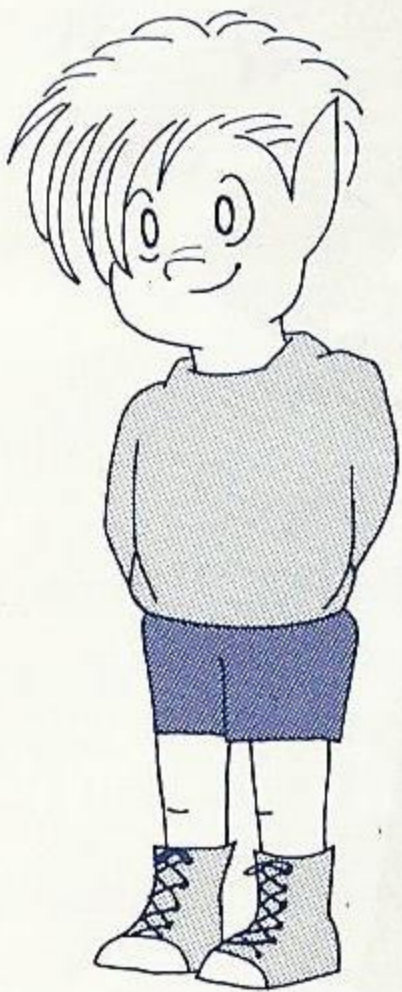
They're hidden somewhere inside Count Dracula's mansion. Which wouldn't be such a big deal if Draculas, Bats, Fire Blowers, Mummies and other deadly weirdos weren't hiding there too.

You'll have to ward off or destroy everything that gets in your way — no matter how grotesque

it appears. Plus, you'll have to keep punching to find the secret key that opens Count Dracula's coffin and captures the 5 precious stones. All before you run out of power.

Ghoul luck — you're going to need it.

Who's Who



MICK

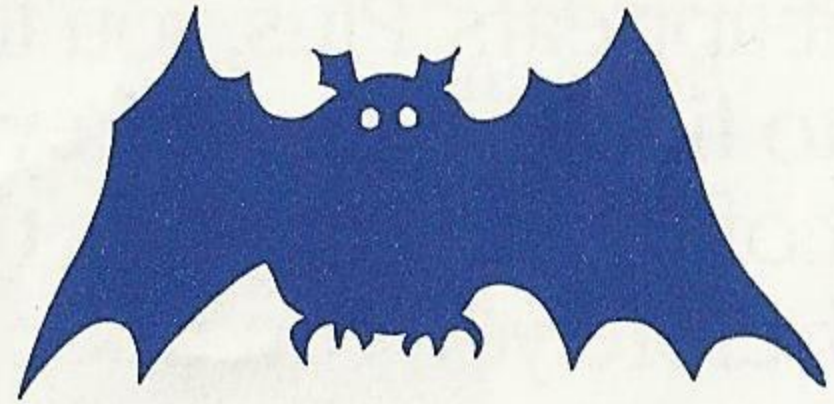
You're Mick. The normal-looking guy in the blue shirt. And everyone else — or should we say *everything* else — is out to get you.

There's five Draculas in all, four of them are dummies. But each one has a precious stone and must be destroyed.



DRACULA

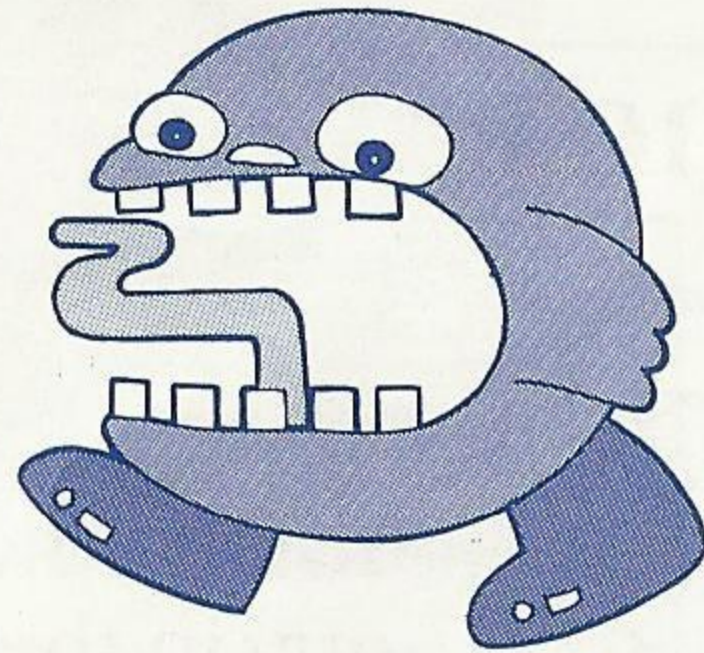
There's the DeroBat — a crazy baseball bat who went wrong somewhere along the line. Plus, you'll meet a FireBlower and a gruesome mummy.



DEROBAT



THE MUMMY



FIRE BLOWER



DEATH

Attack them all by PUNCHING. (Watch the red sparks when you destroy. The yellow sparks when you fail.) Except for FireBlower. You'll have to jump over his head and attack him with your knife — otherwise you'll get scorched and lose precious energy.

What's What

Crazy monsters aren't the only thing you have to look out for. That would make it too easy. Here's a few more of the dangers lurking in the GHOST HOUSE:

Flying Knives & Arrows — crawl under them.

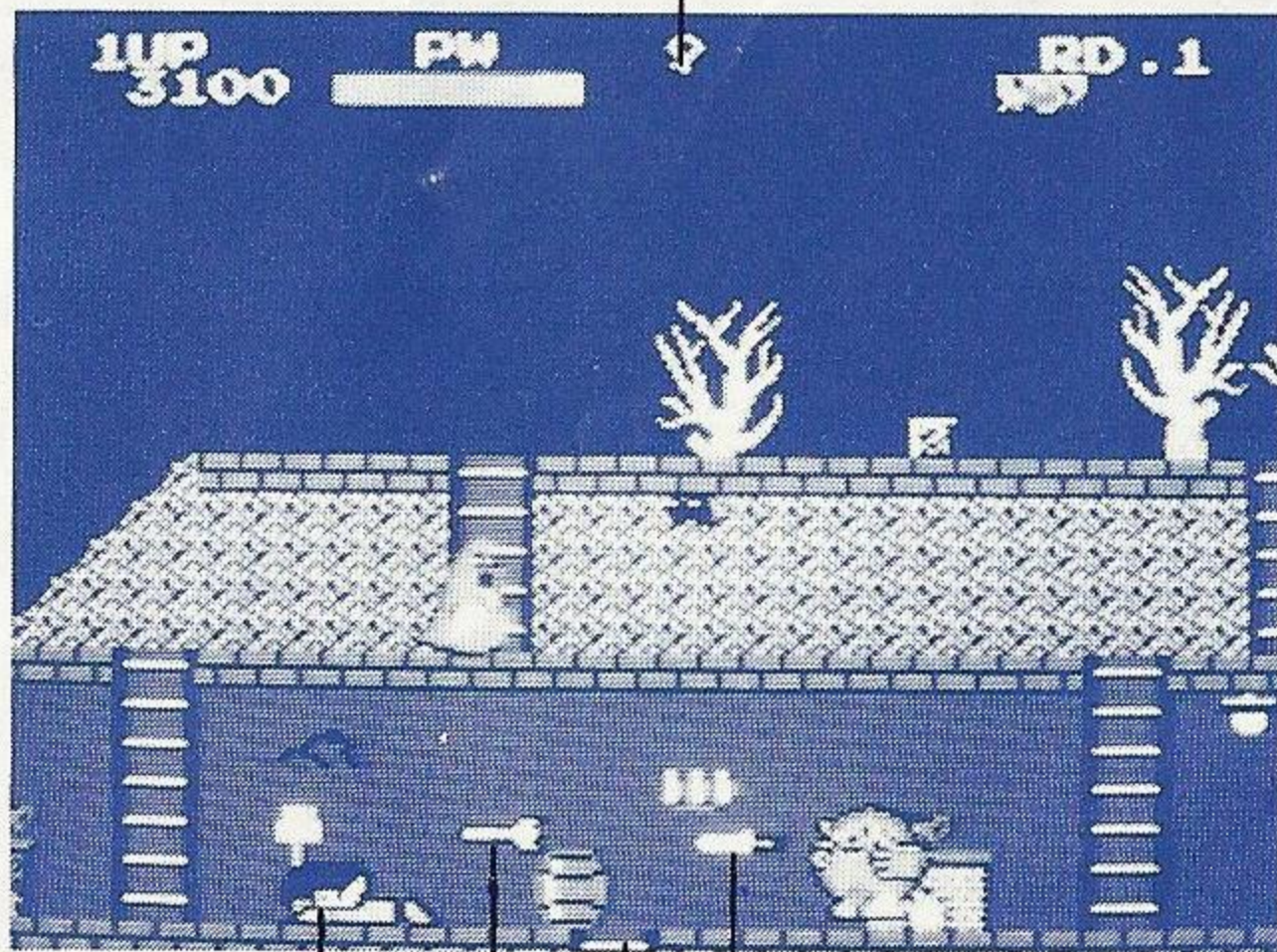
Hidden Traps — crawl around them.

Spider's Web — quickly move right and left.

Pit — jump over or go around.

Blazing Fire (in basement) — take a lifesaving leap.

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



MICK crawls

Arrow

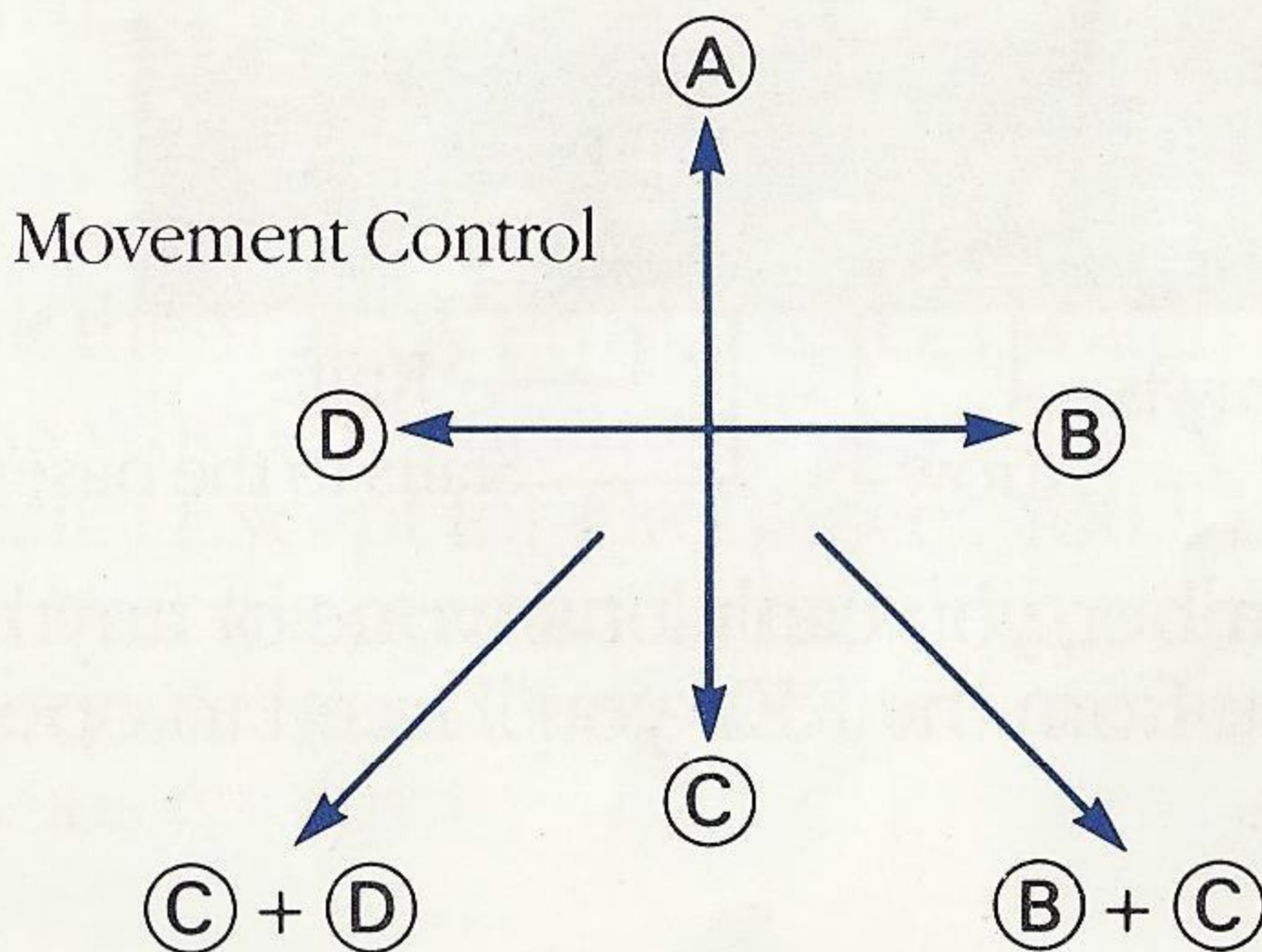
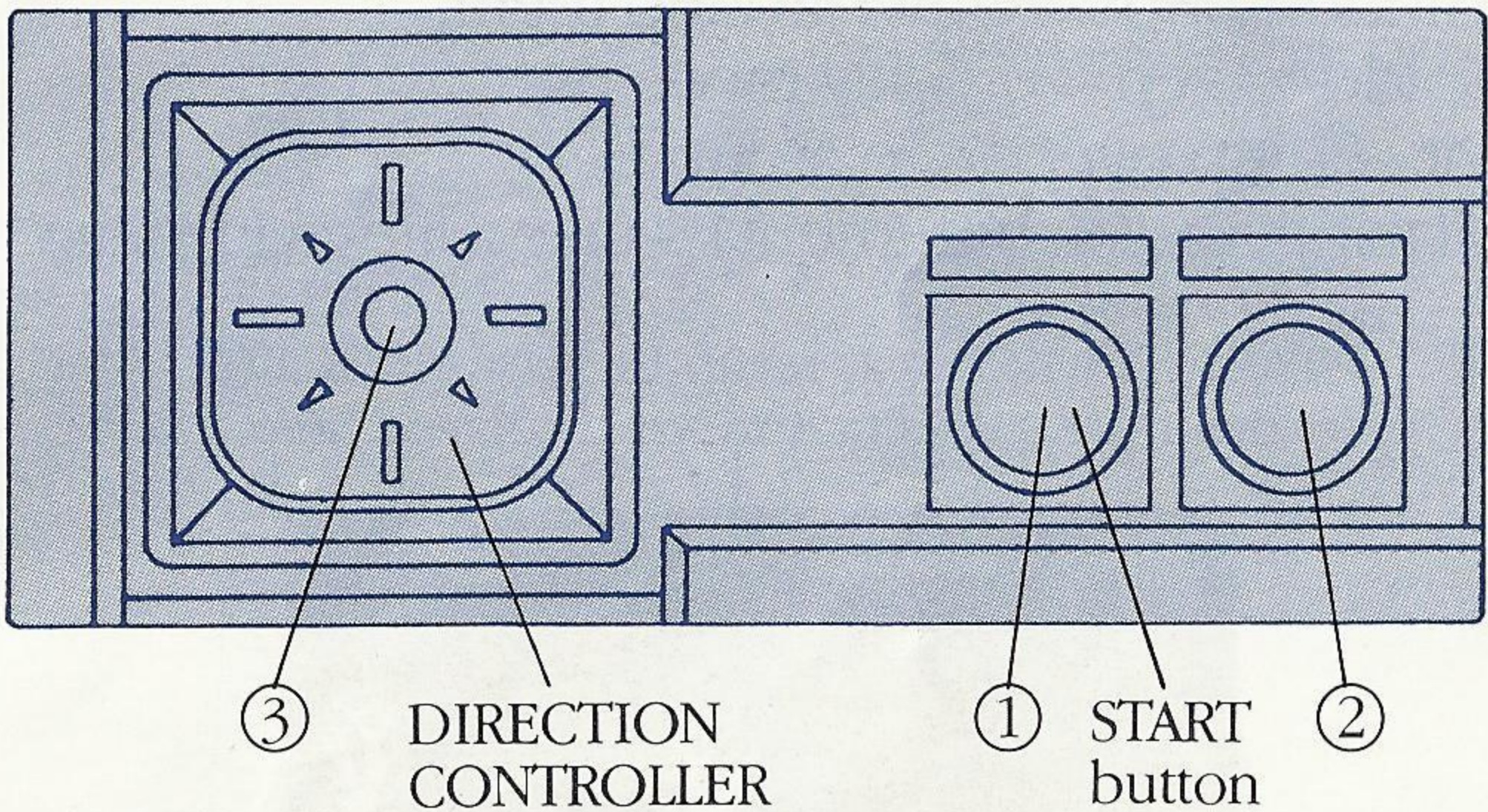
Knife

Stairs to the basement

But remember, you can't let anyone or anything detour you from the KEY you'll need to open the coffin.

Taking Control

The following illustration shows you the control points on your SEGA SYSTEM control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



- To climb the ladder — push the UP ARROW
- To go down the ladder — push the DOWN ARROW
- To go right — push the RIGHT ARROW
- To go to the left — push the LEFT ARROW
- To crawl to the right — push *in between* the RIGHT and DOWN ARROWS
- To crawl to the left — push *in between* the LEFT and DOWN ARROWS
- To jump — push BUTTON 1
- To punch — push BUTTON 2

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

Oops. Try Again.

At the beginning of each game you get three lives. When you lose all of them, the game is over.

You can lose a life by getting killed by one of the monsters. Or by running out of energy. So be sure to keep an eye on the power meter.

You receive an additional life at 50,000 and 150,000 points.

Know The Score

The points you earn for punching different creatures or capturing treasures are added together to produce your final score.

Here's what earns what:

DEATH	250 points
DEROBAT	250 points
MUMMY	300 points
FIRE BLOWER	750 points
DRACULA	1,500 points
TREASURE	200 to 28,000 points

Bonus points per round:

ROUND 1	1,000 points
ROUND 2	3,000 points
ROUND 3	5,000 points
ROUND 4	10,000 points
ROUND 5	30,000 points
ROUND 6	50,000 points

Helpful Hints

When you're in the vicinity of the spider's web, don't jump. You *could* fly right into it.

Keep your eye on the power meter. And don't try to open Dracula's coffin if you're running low.

Try to make every punch count. Don't waste energy hitting at air.

Scorebook

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Handling The Sega Card™ And The Mega Cartridge™

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

— For Proper Usage —

Don't bend, get wet, disfigure or subject to thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature source.

Be especially careful not to stick anything on the SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth dipped in soapy water.

After use, put it in its CASE.

90-Day Limited Warranty

Sega® Card/Cartridge

To validate the following 90-day limited warranty, your warranty card and sales slip or proof of purchase should be completed and returned to Sega within 10 days after the date of purchase.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Boulevard

South San Francisco, CA 94080

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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