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Hugo's Horrific Adventure™

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Introduction

Welcome to ***Hugo's Horrific Adventure™***, a game of puzzle-solving in which you play the part of the hero, Hugo. Use the mouse or type simple commands to guide Hugo around the Haunted House and solve all the puzzles to save Penelope and complete the game.

To get you going as quickly as possible, take a quick look at the Toolbar and then use the mouse buttons to move, look at and use various things on the screen. (See below). To start the game over, select "New" from the "Game" menu (or type Ctrl+N).

Use the intuitive Point & Click mouse interface or, if you prefer the challenge of a "traditional" adventure game, just forget the mouse and use the arrow keys and type simple commands to do everything in Command Mode.

The Tool Bar



Click on any button to get help on it.

Help button

The help button is used to bring up the help window. Shortcut: F1

Music button

The Music button toggles the background music on and off. Shortcut: F2

Sound button

The Sound button toggles sound effects on and off. When the button is depressed, sound effects are enabled. Shortcut: F3

Save button

The Save button is used to bring up the Save Game dialog box. Shortcut: F4

Restore button

The Restore button is used to bring up the Restore Game dialog box. Shortcut: F5

Recall button

The Recall button is used to recall the last text command typed (useful if you are playing in Command Mode). Shortcut: Ctrl+r or Shift+F3

Turbo button

The Turbo button toggles Turbo Mode on and off. When the button is depressed, Turbo Mode is enabled and characters and events are speeded up in the game.

Shortcut: F8

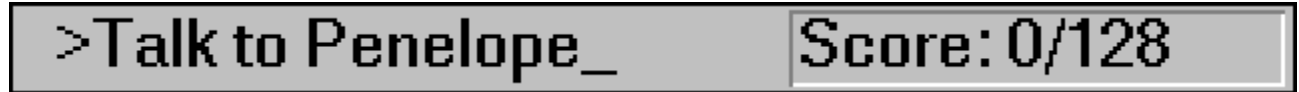
Look Around button

The Look Around button is used to get a description of the current scene. It is equivalent to typing "Look" in Command Mode. Shortcut: F7

Inventory button

The Inventory button is used to show and hide your current Inventory of objects collected. Shortcut: F6

The Status Bar



Click on parts of the Status bar to get help on it.

Command line

As you type a command it will be echoed here. Hit the Enter key to invoke the command. See [Tips on Playing](#) for examples of what to type.

Score

This is your current score. The format is nnn/mmm where nnn is your actual score and mmm is the maximum possible you would score if you solved all the puzzles and completed the game.

Mouse or Keyboard?

The game supports a Point & Click interface, using just the mouse and also a Command Mode interface using just the keyboard.

It is up to you to decide how you want to play since the style of playing is very different. Using just the keyboard makes the game much harder since there are no constraints on the commands you can try to make something happen. On the other hand, with the mouse you can only click on certain objects or areas on the screen or in your inventory.

You can use the Point & Click interface and the Command Mode interface together, as you wish.

Point & Click interface

Move the mouse over the scene to see objects or areas of interest. Click the left button to get a fuller description of them. This works in the inventory display, too. Click the left button on empty areas of ground to walk there. Not all areas are necessarily accessible. Clicking on an Exit will usually take you to another scene.

Click right on an object to pick it up and add it to your Inventory. Some objects cannot be picked up in which case you will use them immediately. Click right on objects in your Inventory to Select them for use. Once selected, you can drag the object to another object or a person and click right again to use the objects in combination. Often you will want to drag an object to Hugo in order to use it.

Command Mode interface

Use the arrow keys to move Hugo around the scene. Press an arrow key once to start him walking, press the same key again to stop him. If NumLock is off, you can use the diagonal keys on the numeric keypad to move him diagonally.

Type simple commands to get Hugo to do something. Some examples might be: "get key", "unlock door", "open door", "press red button", "get in boat", "give gold to man", "Talk to man", "get out", "cut rope", "look around", "look under rock", etc. etc.

Sometimes a wrong action with the correct object will give you a clue, and vice versa. This way of playing the game is much more of a challenge than using the Point & Click interface but can be more rewarding when the correct action is achieved.

Saving the game

You need to save your game before doing something that might be dangerous or stop you from completing the game. That way if you make a mistake you can restore the game and try something else.

Press F4 or select Save Game from the Menu or Toolbar. This will bring up the Save Game dialog box. Click on an unused entry (or an existing entry, if you are confident you have not made any mistakes since your last save). Now type a description of the game you are saving, in the Edit Box. If you are overwriting an existing game you will probably not need to change the description.

Restoring the game

Once you have saved your game (see [Save Game](#)) you can restore. This is useful if you have made a mistake or gotten yourself killed. It is not always obvious what the long term results of an action will be so you can save up to eight versions of your game and restore from any of them as you wish.

To restore a previously saved game, simply double click on one of the entries with a description or select an one with a single click and then click on the checked button.

Select background music

Choose which tunes you would like to hear while playing the game by clicking on the check box next to each tune. The checked tunes will play repeatedly throughout the game, in the same order they appear in the list.

To hear a preview of the music, select one or more tunes and press the Preview button. The selected tune(s) will play immediately.

To restore the default tunes for this game, press the Default button. The default tunes were pre-selected to provide the most suitable mood for this game.

When you are happy with your selection, press the OK button and your selection will be saved. Press the Cancel button to reinstate the previous selection.

Volume control

Use the Volume Control dialog box to set your preferred music and sound effects volume. Click on the up and down arrow boxes next to each slider to vary the volume settings.

Check the box marked "Continue music if minimized" if you wish music to continue in the background when the game is minimized or you have clicked on another application. Note that if you check this box, other musical applications will be unable to play their own music at the same time.

Your settings will be remembered when you play the game again.

Shortcuts

F1	Show help window
F2	Toggle Music on/off
F3	Toggle Sound effects on/off
Ctrl+R	<u>Recall</u> last typed command (also Shift+F3)
F4	<u>Save Game</u> (also Ctrl+S)
F5	<u>Restore Game</u> (also Ctrl+L)
F6	Show/hide the <u>Inventory</u> window
F7	"Look Around"
F8	<u>Turbo Mode</u>
Ctrl+N	Start a new game

Toolbar buttons

Tips on Playing

This section contains hints for each of the puzzles in each room of the game. For basic help on getting started, see [Point & Click](#) or [Command Mode](#), depending on whether you wish to play using the mouse, or the keyboard (or both).

[Start of Game](#)

[Hall](#)

[Bedroom](#)

[Bathroom](#)

[Laboratory](#)

[Dining Room](#)

[Kitchen](#)

[Backyard](#)

[Store Room](#)

[Basement](#)

[Bat cave](#)

[Mummy Room](#)

[Lake Room](#)

[Dead End](#)

Start of game - Outside House

You must get through the front door to rescue Penelope but the front door appears to be locked. It would seem a key is needed. Did you try looking at the pumpkin near the front door? You might find what you are looking for if you were to kick it or break it open. (Right click on the pumpkin to pick it up, then click on the inventory button and drag the pumpkin to Hugo using the right mouse button. Alternatively, type "kick pumpkin" or "open pumpkin" or "break pumpkin open" or "get pumpkin" and "drop pumpkin" or similar.)

Once you have what's inside, enter the front door by right clicking on it. Alternatively, walk HUGO to the front door using the arrow keys, then say "unlock door" or "open door". Use the arrow keys to walk Hugo inside the house.

Don't forget to press the "Look Around" button (or F7) or type "look" to see a description of each room.

Remember that instead of starting a new game, you can Restore a previously saved game at any time.

Once you have entered the house, it is a good idea to Save the game for the first time. You can call the saved game "Entered house" or something similar.

The basic plot is to rescue your sweetheart Penelope who has been captured by the mad Professor and locked away in a jail somewhere.

Hall

On the table is a rather useful object. With it you can find two hidden objects downstairs in this same room. Without it you wouldn't be able to see them.

Bedroom

Upstairs from the hall is the bedroom. There is another hidden object here which you can wear.

Bathroom

There is something to find in this room, but you can't pick it up.

Laboratory

This is the laboratory which the mad professor disappeared into. There is an object in here which you will need much later. It is not hidden but it is not easy to get. The secret in getting it lies with our friend IGOR. Taking part in the professor's experiment might just be the way.

Dining Room

You need something in this room from the murderous butler. The only problem is in getting it without arousing his suspicion! Also, once you get it, think carefully before doing anything with it - the obvious thing may not be the best in the long run.

Kitchen

There's nothing to get in this room but it is useful for dealing with the dog if you are typing commands rather than using the mouse. Either way, you need to be prepared before you enter the store room. From the kitchen you can get to the back of the house, the dining room and the hall. Don't waste time looking in the cupboards, there's nothing of interest in them.

Backyard

Did you try climbing the tree? The shed contains something you need but of course there's the little matter of the combination lock. The combination can be found upstairs in the house somewhere.

Store room

Within this room is the gateway to the rest of the adventure but don't be trapped into thinking it's easily found! First of all you must take care of that pesky dog. What you need is something that would interest him more than eating you. Using that object is another puzzle in itself.

Basement

You can't get to Penelope via the iron door, it's too strong. Perhaps there's another way around?

Bat cave

The bats seem to be homing in on you using their sonar-like sense of hearing. With luck you should be carrying something to defeat these pesky critters.

Mummy room

Don't waste your time trying to reason with the mummy or trying to fight him, this puzzle is pure dexterity. (Unless you are using the mouse interface, in which case you will be pleased to know there is a built-in escape route waiting for you if you right-click on a certain something as soon as you enter the room). If you are using the arrow keys, you'll have to work it out for yourself...

Lake room

You shouldn't have a problem, assuming you have the two items you need to make the boat useable. Hopefully you picked these up earlier while in the house. Type "push off" to get the boat going (or right click on it). Once you have gotten across to the old man, try talking to him. He will let you pass once you have answered his questions and riddles. The answers are:

- BILBO (Bilbo Baggins)
- NARNIA (the enchanted land from the book "The Lion, the Witch and the Wardrobe")
- BRAM STOKER
- MAN
- C (the devastating cocktail from "The Hitch Hiker's Guide to the Galaxy")
- BULLET (goes with Trigger)
- and finally YES!

Dead End

You have something the guard desires (assuming you picked it up, of course).

Recall

Recall is useful if you are typing commands to play the game. Select the recall menu item or toolbar button to recall the last command typed. This is useful if you want to try the same command twice or edit the previous command. Shortcuts: Ctrl+R and Shift+F3

Command Mode

Command mode consists of typing simple text commands such as "get key", "talk to man", "give food to guard", etc. and using the arrow keys to move Hugo around on the screen. Note that you do not need to explicitly select this mode, you can type commands or use the mouse at any time.

Turbo Mode

Turbo Mode speeds up the game's internal clock. All timed events will happen quicker and characters will move faster. Shortcut: F8

Inventory

Your Inventory consists of objects you have picked up. You can look at these objects and use them, either in combination with other objects on the screen or in your inventory, or with characters, especially Hugo. See Command Mode for an explanation of some commands you might try, or Point & Click for use of the mouse with objects.
Shortcut: F6

Exit

The word "Exit" will appear under the mouse (assuming you are using the Point & Click interface) to indicate an exit out of the current screen into another. Click left over the word "Exit" (or move Hugo with the arrow keys if using Command Mode) to go to the new screen.

Note that the exit will not necessarily be accessible from Hugo's current position.

Point & Click

The Point & Click interface lets you accomplish everything using the mouse. Use the left button to move Hugo and get descriptions, use the right button to use an object. Note that you do not need to explicitly set Point & Click mode, you can use the mouse or type commands at any time.

This is Hugo. Handsome, isn't he?

