

ghostly manor



QUICK GUIDE

Trifle is lost inside a creepy mansion crowded with sweet monsters. There is a key in each and every room that, when taken, will open the exit door.

The use of magic power to create or vanish colour blocks will help Trifle to reach any area in the room. She can also jump and crack blocks from below.



Beware of the creatures: they happen to live there and don't want to hurt Trifle. However, contact should be avoided as every touch will get her scared. The game will be over if she gets scared too many times.

A few colour blocks may contain hidden money bags to increase score. You can garner extra bravery for Trifle by collecting them as well.

CONTROL

[CURSOR L-R] or Joystick/Pad to move left or right.

[SPACE]/[SHIFT] or Fire1 button to cast block spells.

[GRAPH]/[CURSOR UP] or Fire2 button to jump.

[STOP] to pause the game.

Press [SELECT] during start-up to toggle between 50Hz and 60Hz modes.



HOW TO USE THIS SOFTWARE

Provided as a ROM file, you can play the game using a flash device on original hardware or any type of emulation instead. Just be sure to select "ASCII8K Mapper type" on your favourite emulator or device setup utility.

SYSTEM REQUIREMENTS

This software requires a V9958 VDP, 64KB of RAM, and 128KB of VRAM to work.

Any MSX2+ (or MSX TurboR) is suitable to run the game.

Sound: MSX-Music only.

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