VAMPIRE KILLER

By Barry Jones (Amstrad conversion by Jason Godwin

"a vampire you say, in the flat above you, keeps you up all night you say, no it's no trouble I'll be there before you can say Lycanthrope". And so the race is on, it's nearly midnight and you reach the bottom of the building, but you've forgotten all your equipment, no time you have to find some on the way up, because if you don't kill that vampire before midnight then you're going to be working night shifts too.

TO LOAD: Press CONTROL and ENTER and then press play on the tape recorder.

THE GAME: The objective is to get from the ground floor to the 12th floor and stake Dracula, on the way you must collect the right amount of garlic, crucifixes, stakes and hammers otherwise when you find him he will kill you. On each floor there are twelve rooms some of which contain the items you need others contain ghost or skeletons which will shock you, if your shock level gets too high you run terrified from the house. Behind some doors you will find bullets which can be used to shoot the bats and spiders which block your path on the corridors. To get from floor to floor there are lifts but beware they don't work properly and you don't know whether you will go up or down until you step into the lift. Beware also of the shafts hidden behind some doors. Enter one of these and you'll fall back to the ground floor.

GOOD LUCK (you're gonna need it!)

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