

**COLECO  
VISION™**

CollectorVision  
Game  
Guide No. 099113

**CARTRIDGE INSTRUCTIONS**

**CASIO.**

**MONSTER HOUSE**

妖怪屋敷

Yokai Yashiki



*Rescue your sister trapped into the Monster House.*

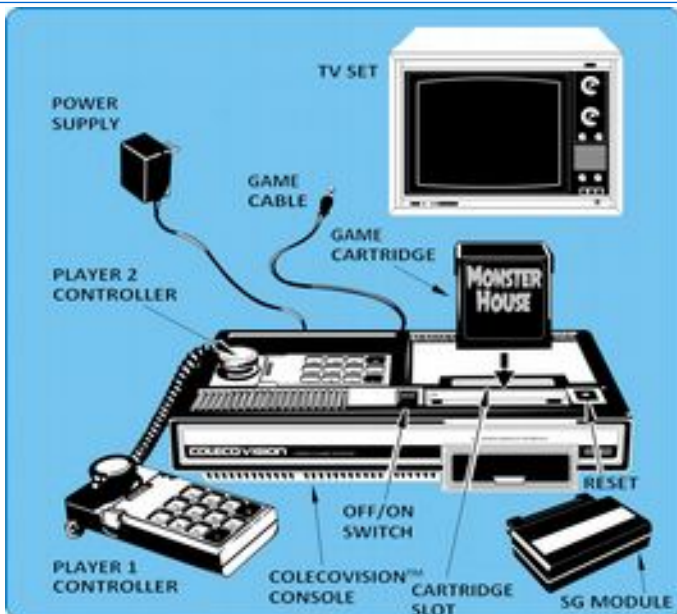
**COLECO**

# MONSTER HOUSE

## GAME DESCRIPTION

Your sister is a paranormal investigator who went to visit a renowned ghost house. She has disappeared in this manor full of monsters. You've decided to go there to rescue her. As you explore this Monster House, you pick up all the things she has lost along the way: shoes, flashlight, cameras and all her ghost-hunting equipment. Your flashlight is your only means of fighting the supernatural horrors that inhabit here, so you'd better keep it stocked with fresh batteries.

## GETTING READY TO PLAY

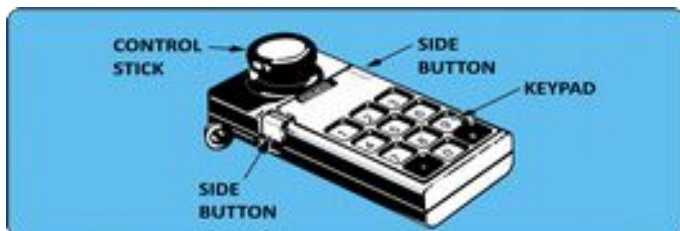


- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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1. **Control Stick:** Use Control Stick to move your character in the direction you wish. Use up and down on the ladders. Use down to squat.
2. **Side Buttons:** Use left button to fire light and give peace to lost souls. Use right button to jump. Press it longer for a higher jump.

## HERE'S HOW TO PLAY



You have to explore five stages. In each of them, you must find five scrolls in order to gain access to a boss. When you get all the scrolls, a key appears and you can look for the boss' room.



Use your flashlight as a weapon against the monsters which inhabit each stage. Your life meter takes the form of a set of batteries. As your life diminishes, the batteries drain and the power of your flashlight, that is the distance that the beams can travel, decreases.

Throughout the game, you only have one life. Your health meter is indicated by a series of batteries. Batteries not only indicate your remaining health, but the power of your flashlight and the distance that the beams of light will travel.

Your maximum health is determined by the number of batteries you currently have. However, if you run out of battery power, you will begin to wear away at the number of batteries you have remaining. For example, if you have four batteries, and you run out of health, the next

hit will reduce your battery count to three. You lose the game when you run out of health and lose all of your batteries.

Battery power can be restored in a couple of ways. You can shoot floating fireballs, you can sometimes obtain candles by shooting lamps, or you can collect Onigiri and squat down in front of small statues to eat one and completely restore your health.



Scrolls: in order to complete a level, you must first find all five of these scrolls. Then you'll have to get to the boss' lair.



Onigiri: you can collect and store up to nine of these rice balls. You can use them to restore your battery power by squatting down in front of a statue.



Lamps: Shoot it several times to make an item appear. Some lamps reappear when you leave the screen and return, while others can only be used once and disappear forever.



Candle: restores your health by one half a battery charge. Very useful if you are out of Onigiri and there are no fireball spirits around to shoot at.



Money: Grab the bag of money for an extra 1000 points bonus.



Invisibility: With this item you'll be invisible to the ghosts. They will not be able to harm you but it only lasts for a limited amount of time.



Battery: If you are lucky, you might be able to find a battery. It extends your battery meter by one (although it will not be charged initially). You may only possess three more batteries than the current stage.

Items lost by your sister, camera, shoe and flashlight :



**NOTE:** The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

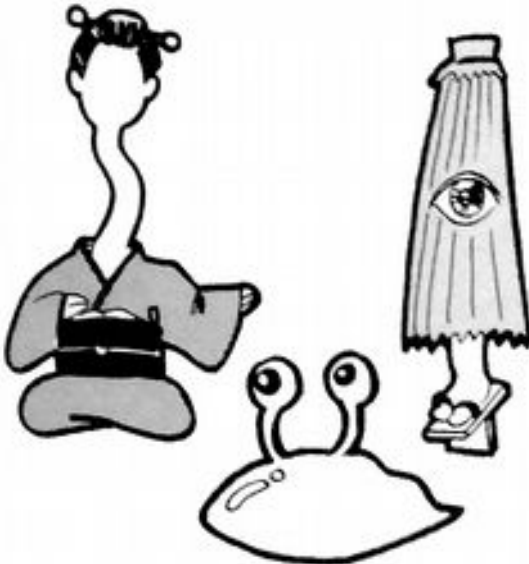
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## TRIVIA

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Yōkai Yashiki, which can be translated by "Monster House", is a Japanese horror platform game developed by Casio for the MSX home computer. It was released in 1986.

Yōkai are a class of supernatural monsters, spirits and demons in Japanese folklore. Yōkai range diversely from the malevolent to the mischievous, or occasionally bring good fortune to those who encounter them.



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## HOW TO REACH US

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### **CollectorVision**

[www.collectorvision.com](http://www.collectorvision.com)

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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Monster House, but it is only the beginning! You will find that this cartridge is full of special features that make Monster House exciting every time you play. Experiment with different techniques and enjoy the game!

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## CREDITS

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Yōkai Yashiki ©1986 CASIO, all rights reserved.

SGM Colecovision's conversion by Óscar Toledo Gutiérrez.

Box and manual by Crapahute.

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妖怪屋敷



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Games