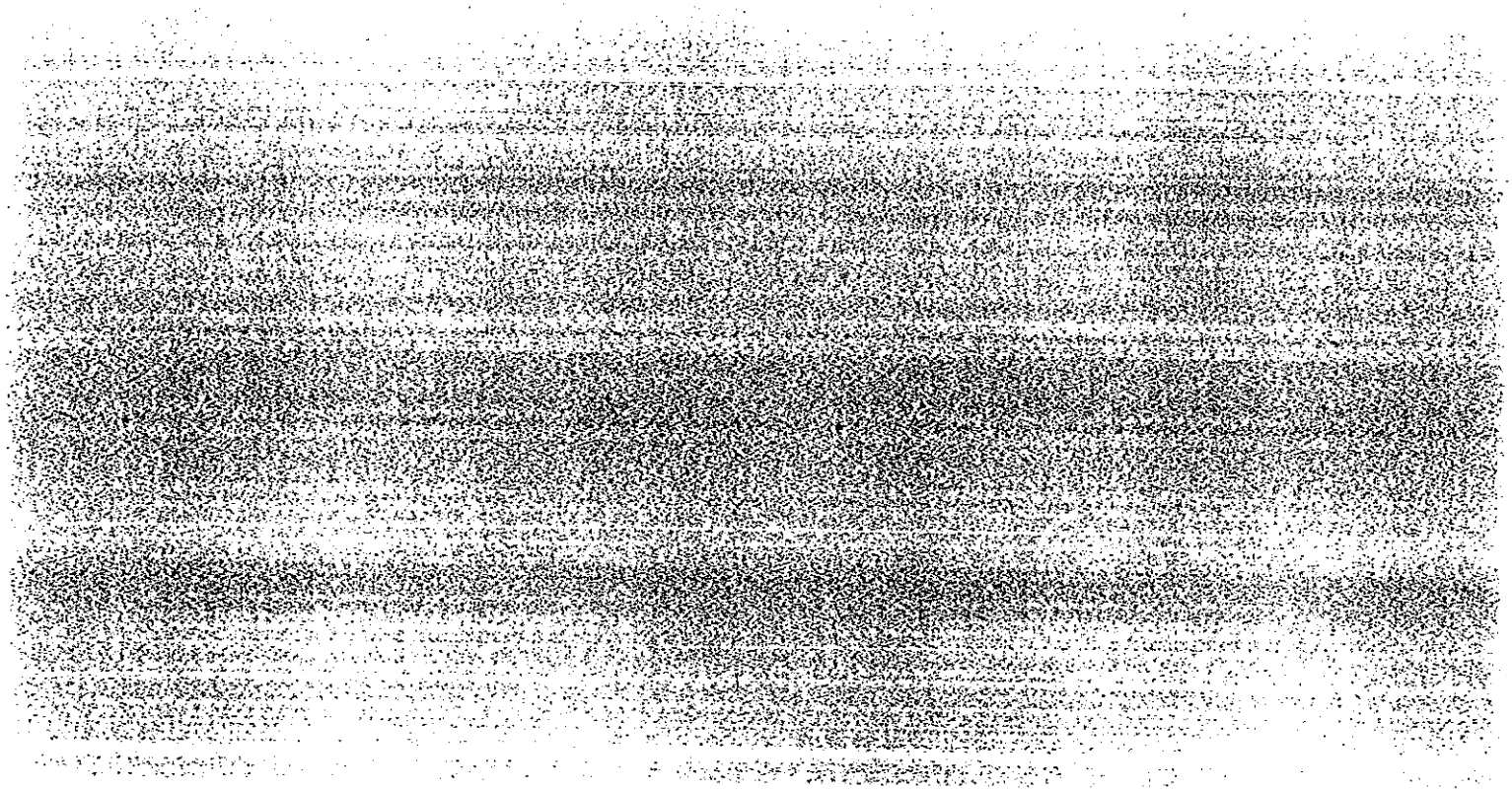


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DEDICATED TO RETRO GAMING

EJ has climbed the central staircase in the mansion and is entering the open doorway which leads to the upper wing of the mansion. This area is titled "Poultrygeist".

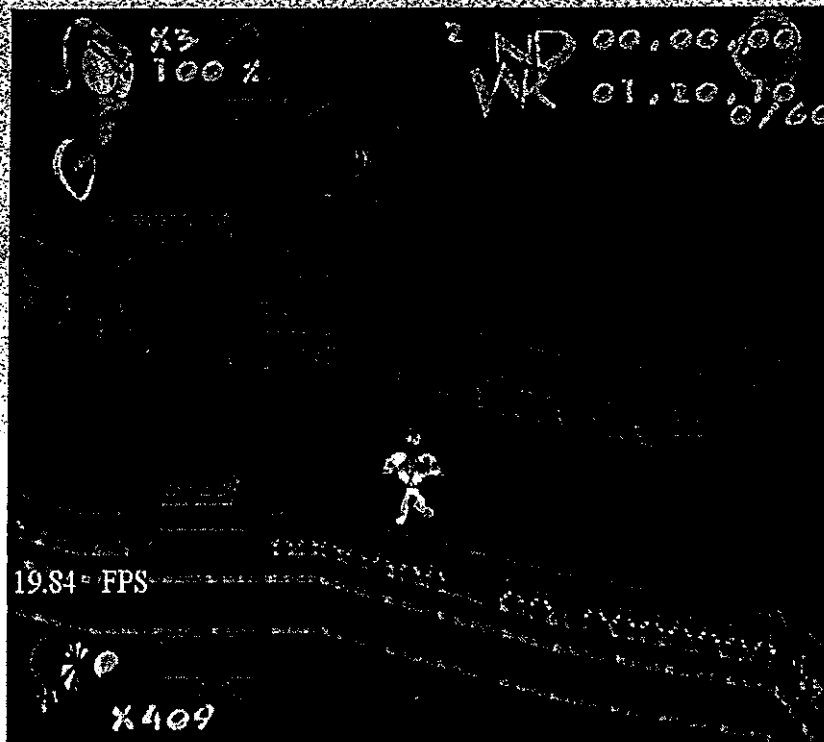


Poultrygeist Combat 1

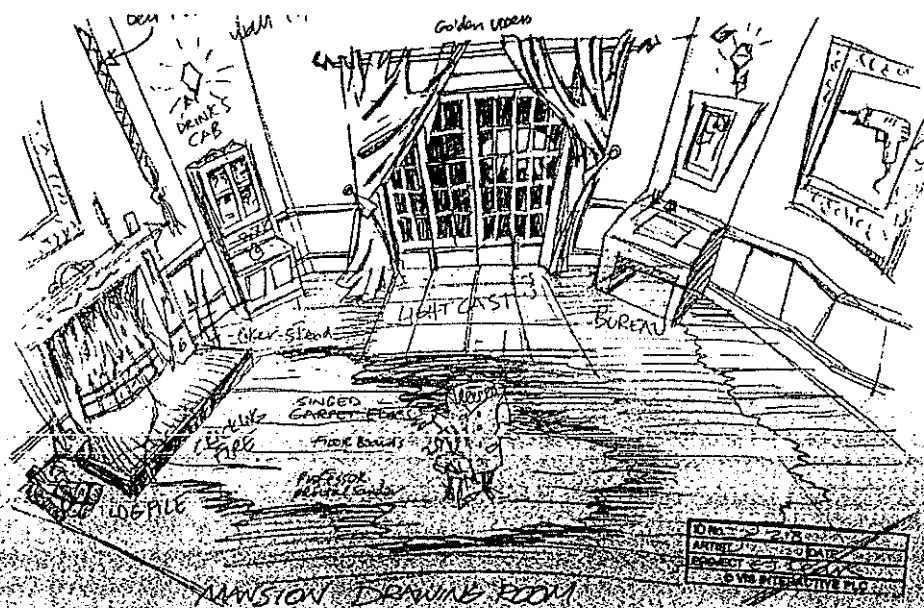
EJ enters (from the staircase). He is standing in a long overhanging balcony/corridor. If he falls off the edge, he'll fall into the lower Mansion map rather than an infinite drop (this will of course reset the map).

Poultrygeist are present straight off - they are undead chickens with a vacant, zombie like expression (its going to be a funny expression). They will always home in to you and peck you. If they damage you, they'll back off for a few seconds. They fade from a solid opaque state (you can shoot/whip to kill them) to a ghost like transparent state (cannot be shot/whipped). Both states can damage you though

to make you dwell longer in the Poultrygeist infested zones, there will be marbles available to the patient player. intermittent flammers under the marbles should make people stop and learn the flamer patterns.



GHOST HEAD PUZZLE (part 1)

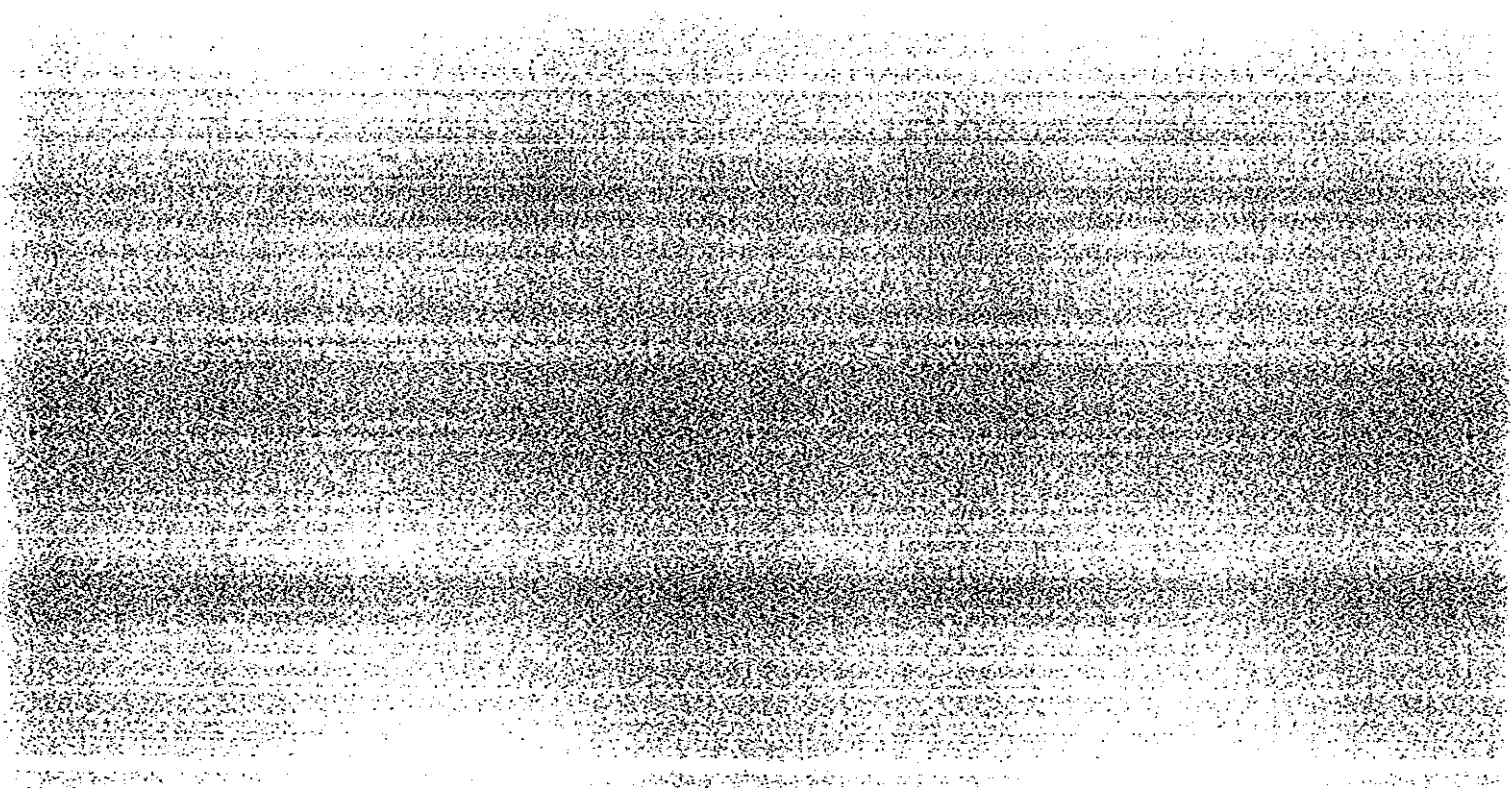


Jim comes to Node 1: a Drawing Room set back off the corridor with large French windows on the back wall looking out onto a balcony. Outside these windows Jim can see the alluring glitter of a set of Golden Udders, but he cannot get to them yet. There is also a headless ghost in a Lab coat standing here that Jim can talk to (text windows) if he approaches it:

"I'm Professor Monkey For A Head's great, great, great, great, great, great, great, great... great-grandfather, Professor Orbital Sander For A Head. Only I've lost me head, can you help me find it? I've looked everywhere."

Poultrygeist Combat 2

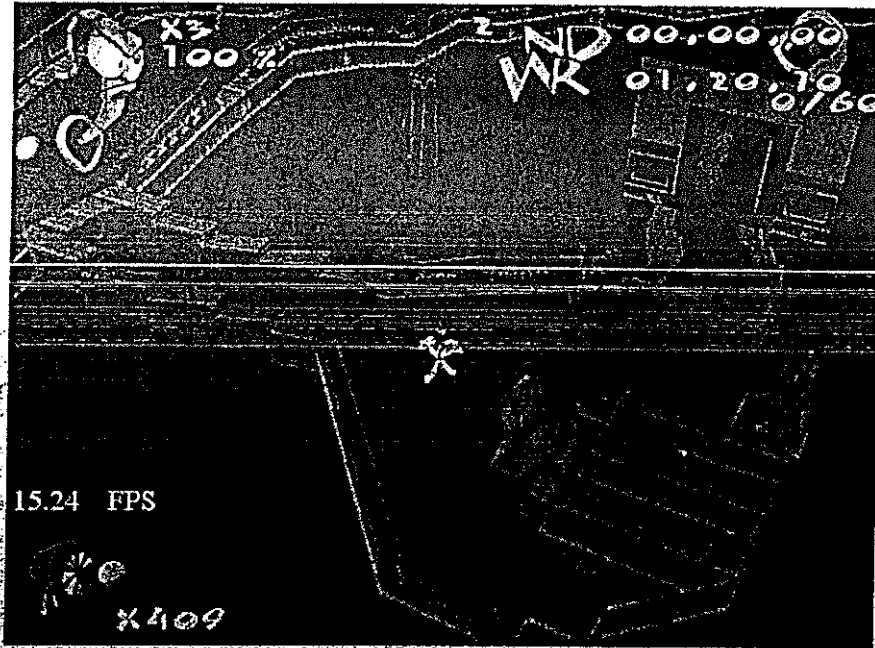
Jim runs into another area with poultrygeists - there are more of them and there's emmiters (paintings of chicken to be whipped to deactivate it) and more difficult marble challenges.



Getting Past First Barrier

Jim comes to a large barrier. Jim cannot get past the large barrier - he must look around for another way around...

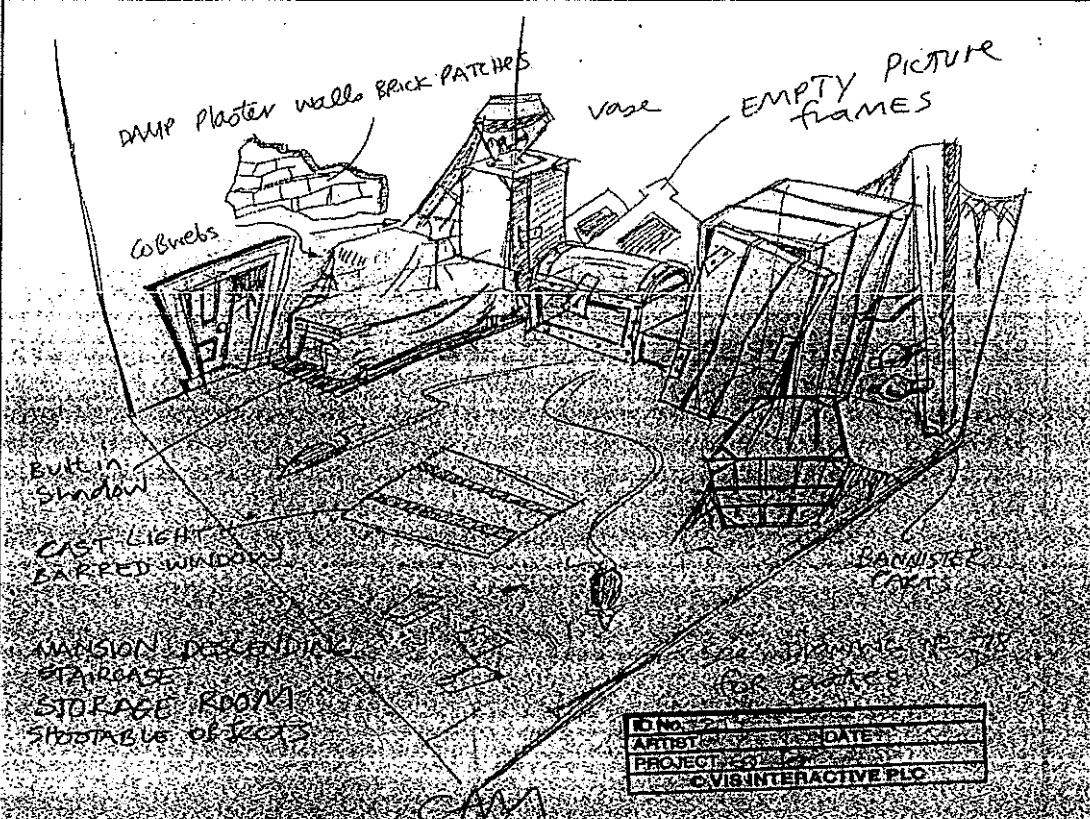
Down the stairs there are two chairs and a switch - nothing is moving - Jim finds the lower door is locked beyond the first landing, down some more steps.



Jim runs to switch on the landing and chairs start to rotate quickly around Jim, trapping him. The lower door also opens up now.

Jim must get past the chairs carefully - the chairs are moving round and round, reversing their direction and varying their speed in a pattern.

Jim gets locked in store room as soon as he enters (this room is big enough for combat) - Poultrygeists emerge from crates, wardrobes, urns, pianos, etc about 2 or three at a time. This room must be balanced to be challenging but not monotonous (Poultrygeists emerging from surprising places, more emerging towards the end of the challenge, etc).



Jim kills all AI's - door unlocks and switch is revealed

EJ hits the switch and a cutscene shows the barrier wall start to move (low grinding noise continues as long as the wall moves)

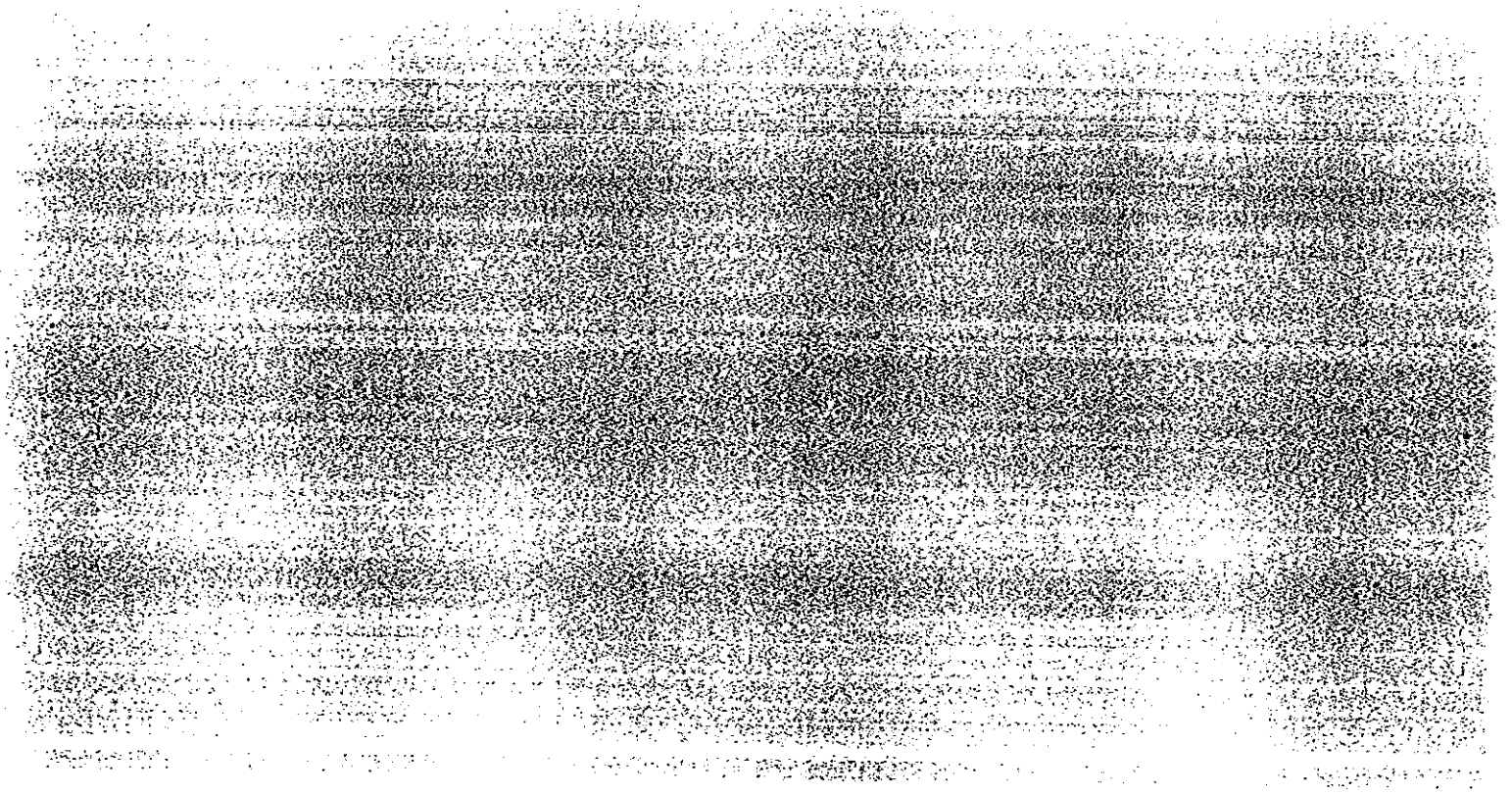
cut scene cuts back to Jim OUTSIDE room (rumbling continues) - Jim must hurry past chairs and get up to the main corridor before the wall closes again.

EJ may be pushed off by the barrier closing again, he may be too late and have to go back to the switch.

If EJ does make it through in time, the barrier withdraws permanently

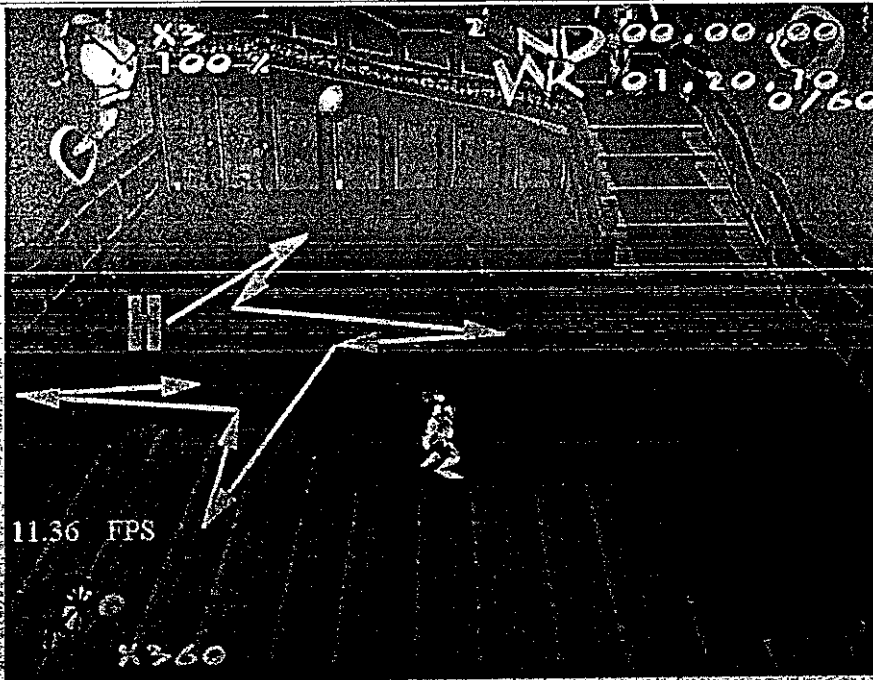
Poultrygeist Combat 3

Jim runs into another area with poultrygeists - they are even more intense and the marble challenges are more tricky than before. There's also Poultrygeist emmiters (painting of a chicken must be whipped to deactivate it)



NODE2: Hoover Hell

Jim enters a hallway with a hairpin stairway running up the back wall leading to a locked door. There is a suit of armour halfway up the stairs. There is also a large hoover sitting dormant at ground level in front of the stairs. Another shut door- the broom cupboard is set into the side of the node.



Hoover powers up: large light on front lights up and hoover becomes active AI. Hoover should patrol all of the node in front of the stairs. It should move with a two steps back three steps forward motion. If Jim is in this area then the hoover will move towards him, attempting to suck him up. The hoover is invulnerable to conventional weapons. If the hoover sucks up Jim he will take damage, then reappear walking out of the broom cupboard- the door will shut behind him.

Jim shoots the suit of armour. The helmet opens, two eyes can be seen inside and "ook, ook" is heard. After three seconds the helmet shuts again. Jim shoots the suit of armour and the helmet opens again, he then jumps and whips the helmet and a small monkey leans out and throws a stick of banana dynamite (banana with a fuse) over Jim's head. The bananamite lands behind Jim. The helmet shuts again- Jim can shoot it again but nothing happens if he whips it until he has collected and used the bananamite.

Jim picks up the bananamite: it appears on the interface with a fuse burning down. The fuse takes eight seconds to burn down, then the banana explodes. If Jim is still holding the bananamite then he will be caught in the explosion and take damage.

Jim drops the banana in the path of the hoover.

Hoover runs over banana and if the timing is right then the banana is sucked up by the hoover just before it is about to detonate. Hoover stops moving. There is a muffled explosion and the hoover bag inflates to a large balloon size momentarily

Hoover's eye glows more menacing and hoover AI speeds up slightly ie. it gets meaner- makes timing the bananamite harder. Jim gets another bananamite and drops it under the hoover again. If timing is right, then hoover sucks up banana and explodes again.

Hoover's eye glows more menacing and hoover AI speeds up slightly and it's movement becomes more erratic. ie. it gets meaner and makes timing the bananamite harder.

Jim gets another bananamite and drops it under the hoover for a third time.

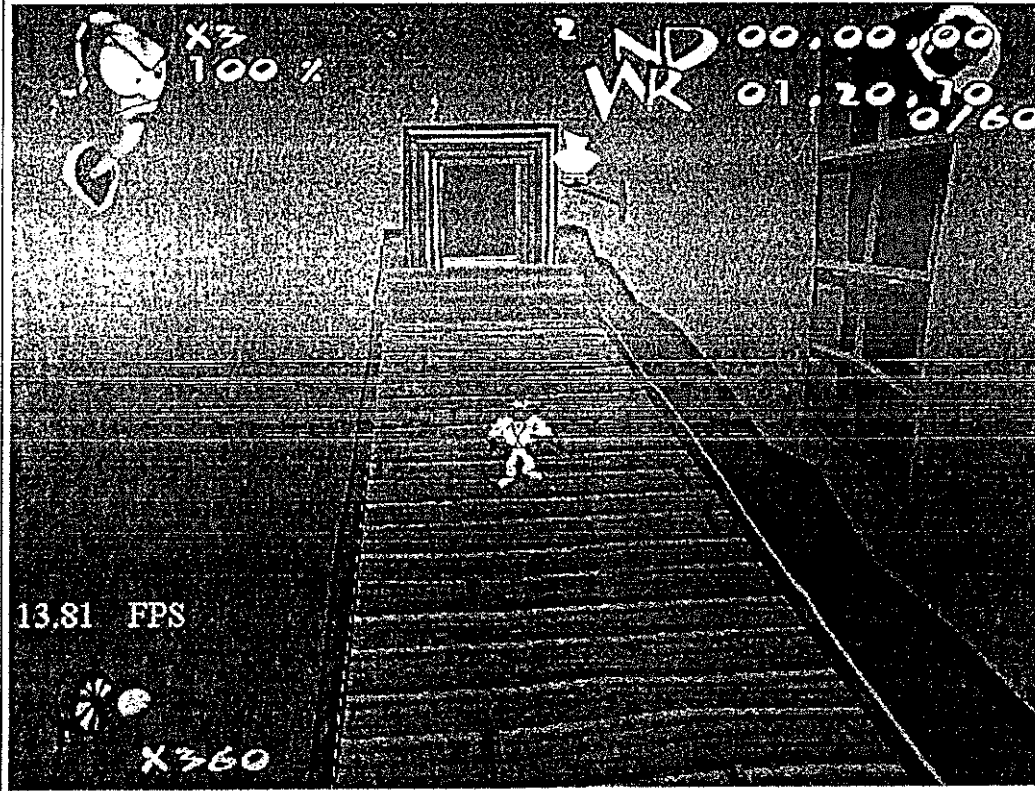
If timing is right, then hoover sucks up banana- this time there is a bigger explosion and when the dust settles the hoover falls over dead. A small silver key can be seen sparkling next to the dead hoover.

When Jim picks up the key (it appears on interface) a ghost semi-transparent version of the hoover rises up out of it and then moves through the back wall under the stairs.

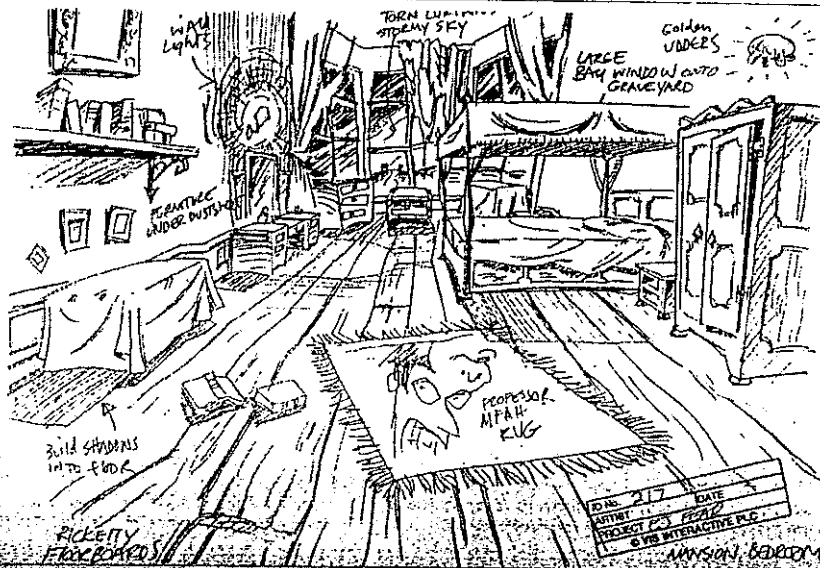
Jim uses the key on the door at the top of the stairs. He runs up to door and key is used automatically- door opens and Jim can proceed to "Resident Evil Corridor".

"Resident Evil" Corridor

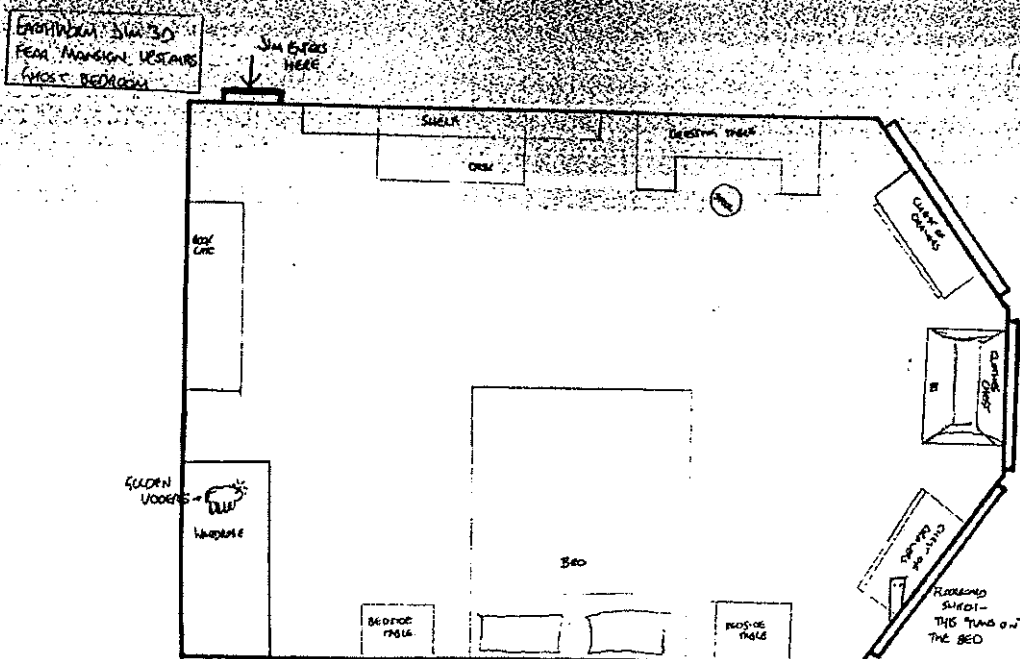
EJ runs down a passage - as he gets between the 2 windows, they smash and 2 poultrygeists enter the passage. Shoot the PG's or run past them. This passage is primarily for humour.



Ghost Bedroom Puzzle Room



Jim enters a large Master Bedroom with various pieces of furniture including a bed, a wardrobe, a dresser, a chest of drawers etc. and shelves. When Jim first enters the room, all of the furniture except the Wardrobe is ghosted and semi-transparent, so Jim can wander around the room as if it were empty. There is a set of Golden Udders on top of the wardrobe, but Jim cannot get to them as it is too high to jump up. Closer inspection of the room reveals a floorboard switch underneath the chest of drawers.

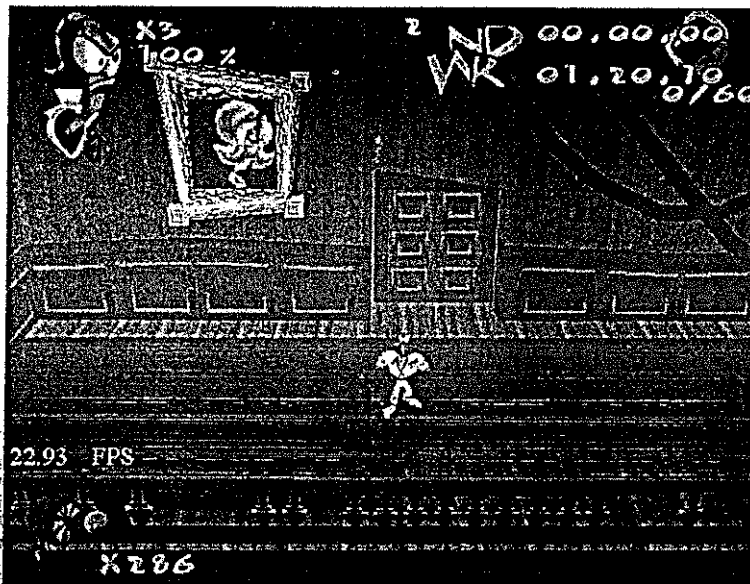

$$X:YM$$

<p>Jim stands on floorboard under ghost chest of drawers. The bed solidifies and the ghost of the Hoover comes through the wall a timer can be heard counting down (Figure:)</p>
<p>Jim jumps on the bed and the desk opposite solidifies (Figure:). The audio counter begins counting down for the desk to time out and become ghosted again</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the desk. The Chest of Drawers becomes solidified (Figure:) and the timer begins for this.</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the chest of drawers. The Bedside table becomes solid (Figure:) and the timer begins for this.</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the bedside table. The Clothes chest becomes solid (Figure:) and the timer begins for this.</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the clothes chest. The other bedside table becomes solid (Figure:) and the timer begins for this.</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the other bedside table. The other chest of drawers becomes solid (Figure:) and the timer begins for this.</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on this chest of drawers. The stool becomes solid & bouncy. (Figure:) and the timer begins for this.</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the stool. The shelf above the desk becomes solid. Jim must jump on the stool and bounce up onto this shelf whilst avoiding the Hoover (Figure:) and the timer begins for this.</p>
<p>When Jim is on the shelf, the dressing table becomes solid (Figure:) and the timer begins for this.</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the dressing table. The bookcase becomes solid and the timer switches to this (Figure:)</p>
<p>Whilst avoiding the Hoover which patrols the floor, Jim runs and jumps on the bookcase. The timer stops. Jim can jump from the bookcase onto the wardrobe and get the Golden Udders. When Jim gets the Udders the Hoover vanishes and the room remains solid for the remainder of the game.</p>

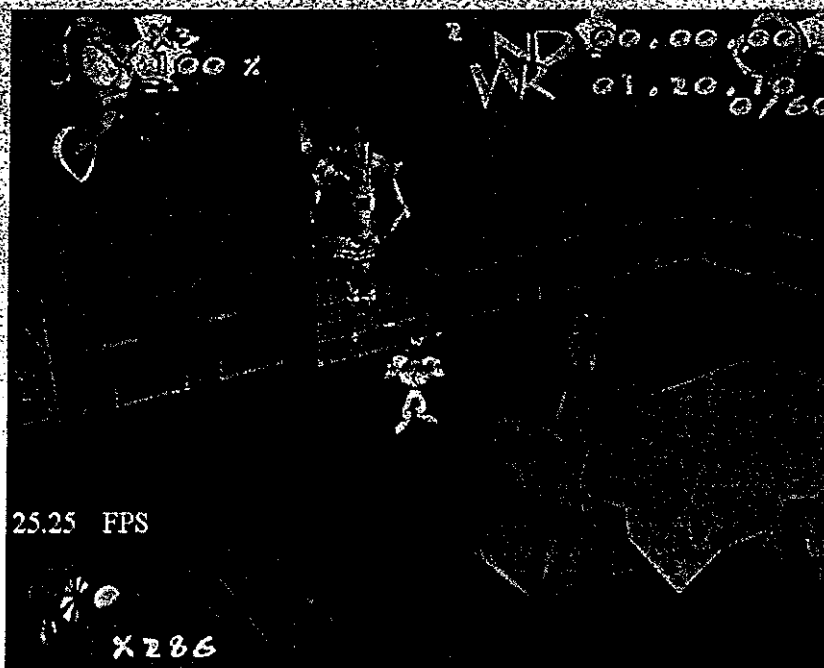
If Jim should miss any of the timers- ie. not make it to the next piece of solid furniture before the timer runs out, then the whole sequence will reset and Jim will have to stand on the floorboard again.

Secret Painting Puzzle

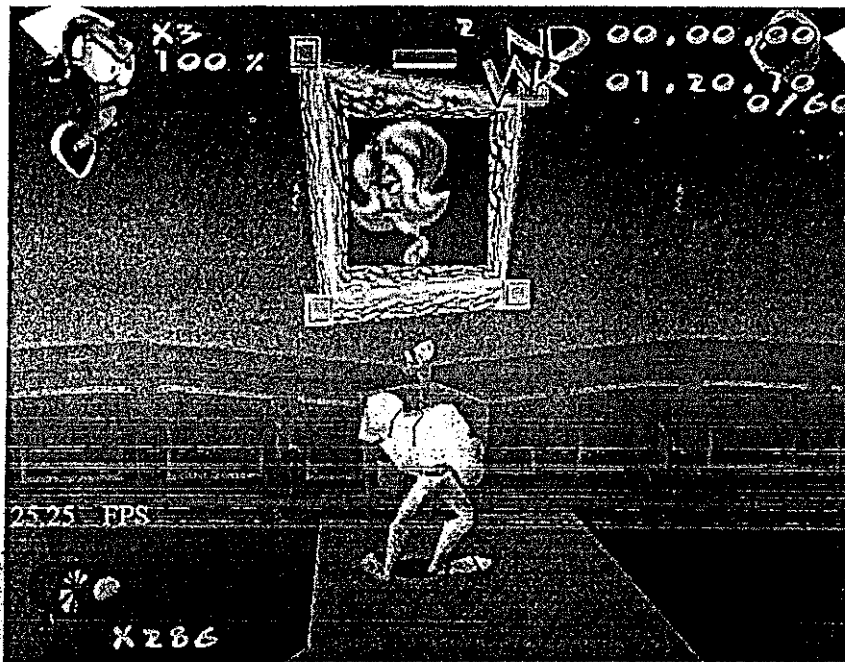
Leaving the "Hoover Hell" section behind, Jim arrives at a door with a painting beside it. The painting is a portrait looking to the right.



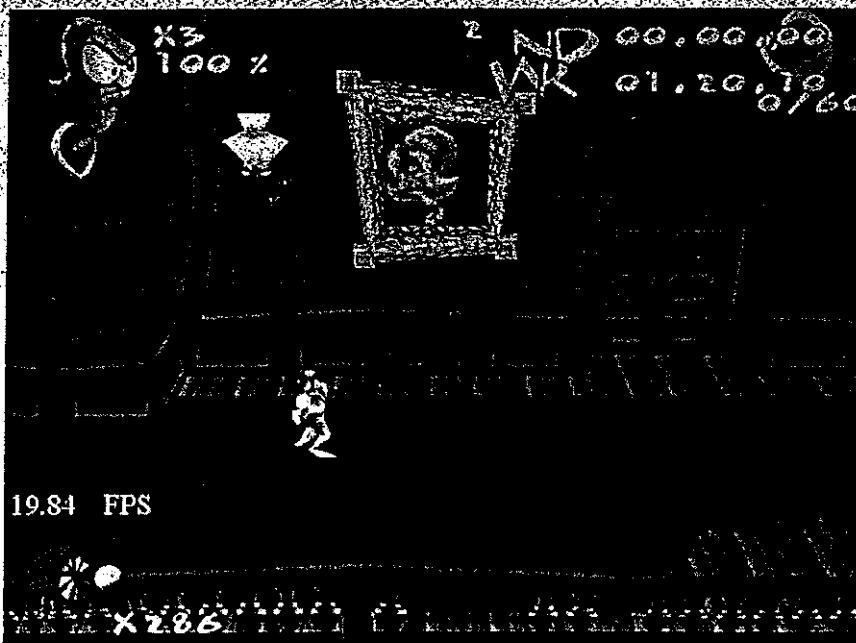
Jim goes through the door to empty room with painting on wall. It is the same portrait.



Jim jumps on table and camera frames painting suspiciously well - there's something different about this portrait - it's facing to the left.



Jim exits to corridor again and runs past the painting - the figure in the painting turns to face Jim (swivels from right to left). If Jim were to run past the painting it would track him.

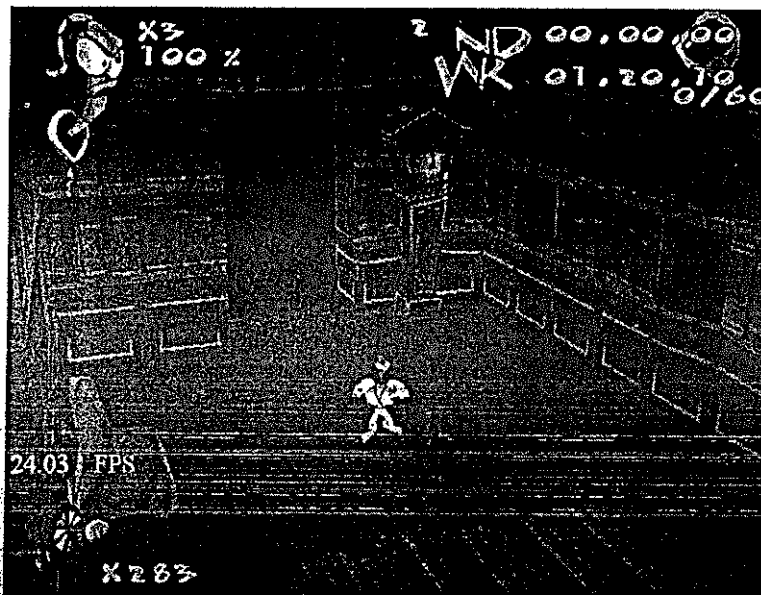


Jim CREEPS past portrait and this time the portrait does not hear Jim and does not turn to look at him as he passes.

Jim is now by door with the portrait looking left (you really need to try to get it this way).

Jim enters room and this time the room is very different. It's full of marbles and other rewards (a set of Golden Udders).

GHOST HEAD PUZZLE (part 2)



In the study (near the end of the map) is a grandfather clock which occasionally bongs. If Jim whips the clock when it bongs then a book switch will pop out of the bookcase.

...and when Jim whips this switch, a door in the back wall will open and a ghostly orbital sander will fly out and begin to chase Jim, buzzing and grinding him if it catches him.

Jim must get this ghost sander to chase him all the way back through the level to the headless ghost.

However, when he runs back through the corridor, he discovers that many obstacles have appeared in his way- furniture, both static and moving, the sliding walls are now sliding in and out etc. Jim must dash back avoiding these obstacles and the relentless pursuit of the orbital sander.

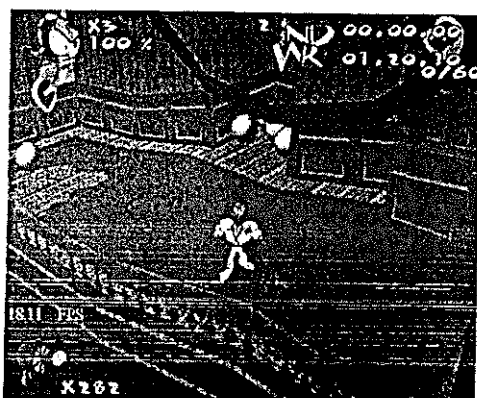
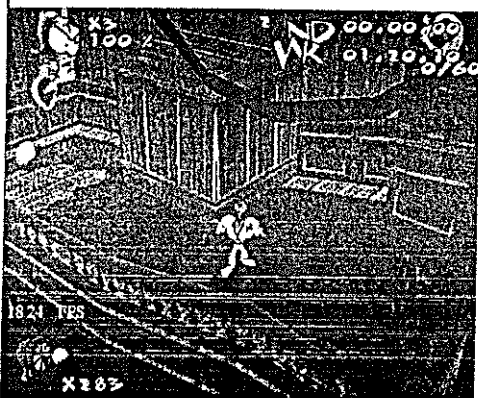
If he manages to get back to Node 1 alive then the sander sees it's body and reattaches itself to Professor Orbital Sander For A Head:

"Thank you worm, now I can rest" POSFAH says before drifting out through the french windows- they swing open as if a sudden gust of wind went through them and Jim can go out onto the balcony and get the Udders of Purest Gold.

When Jim goes out onto the balcony, the camera cuts so it is looking back in at the Mansion, and the player may notice a ledge off from the balcony that he can jump on.

The End of the Mansion Upper Wing

Past the study there are hidden marbles to collect. Shoot the crates hiding alcoves to reveal marbles.



There is a hidden secret right at the end of the upper corridor. By swinging the camera you reveal a pile of crates.

Jump across to the crates to collect an extra life.

