Poltergeist

A Pixelated Horror

Instruction Manual

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A Pixelated horror

Instruction Manual

Story Of Henry B. Knight

Henry B. Knight bought this place in 1890.
He bought the terrain then he built the manor
in which he lived with his family for the rest of his days.

When his wife died shortly after moving to the house, Henry
could not stand his loss.

Raising his children alone, he became paranoid and agoraphobic, afraid that someone would
ever kick him out of the house he built.

His sons and daughters recall that he would not leave the house, and that he always
attempted to drive away anyone near it.

After his death, the house was eventually sold to new owner. But no one would stay for a long
time, saying that the house is still haunted by Henry himself.

Haunt them all !

Man

Woman

Dog

Welcome to **Poltergeist: A Pixelated horror.** The objetive of the game is to haunt everyone in your house with your limited Poltergeist powers. You lose otherwise.

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Special Characters

GhostHunter   Priest   Boss   Gipsy   Wicca

Be carefull! There are special characters that will block some powers. Don't waste them. They won't work on them or anyone arround them.

You can't move them!

Remember, you **cannot touch or move any character**. You can only scare them using your powers and objects in the level.

How to know what power will block?

Blocks

To find out which powers a special character will block, you just need to touch her. A small window in the bottom right of the screen will give you the information.

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Speech bubbles

Distracted

Normal

Alerted

Scared

Haunted

Happy

Good
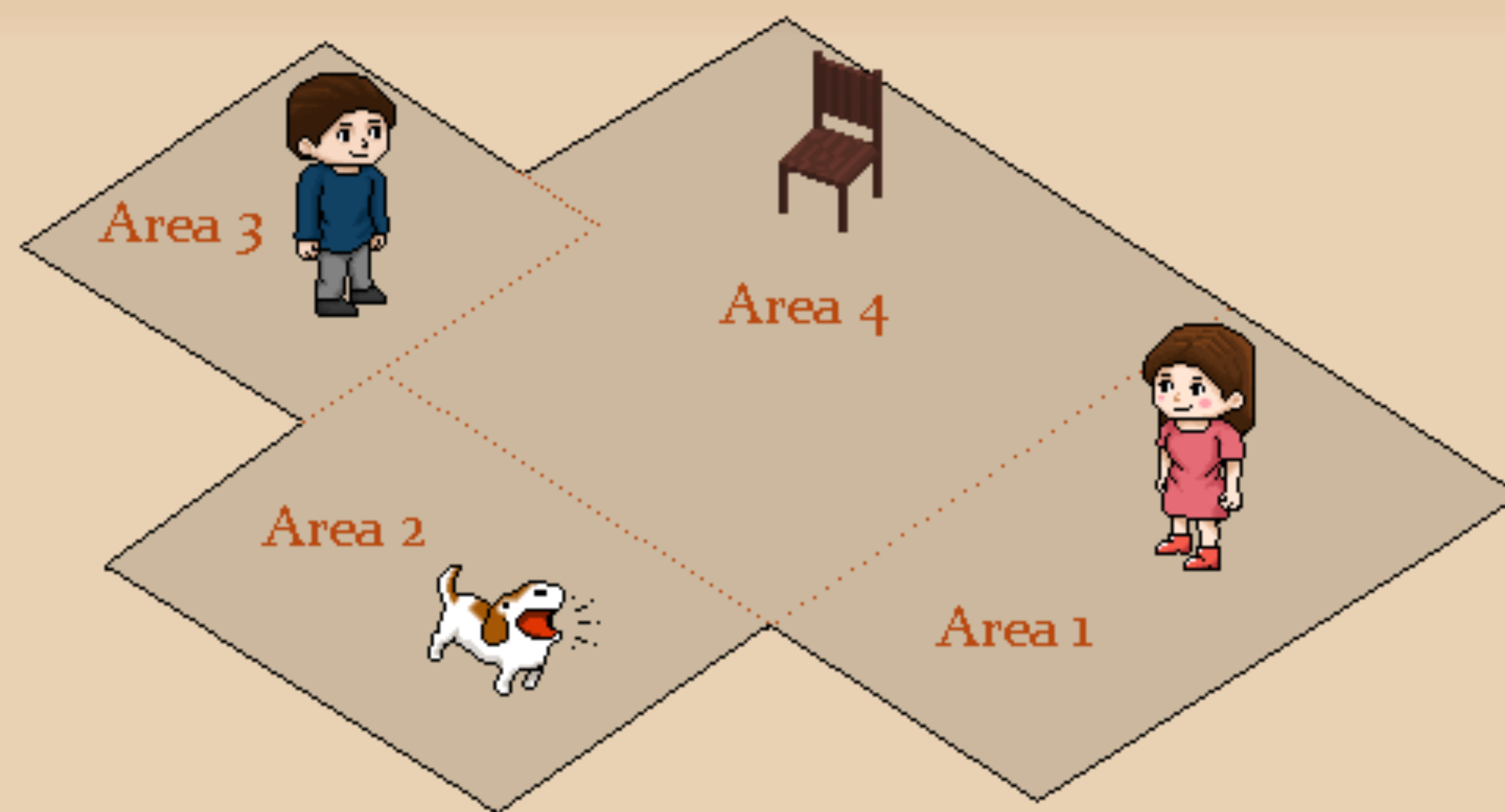
Normal

Fear

Scared

Terrified

Cooldown

I'm the Boss!

Some elements will appear on the characters. **Blue spheres** mean the scare level of each one.
The Speech bubbles will show whether they are happy or scared. Only bosses have a different one.

The areas

Area 3

Area 4

Area 2

Area 1

In a level you will find different areas with characters and objects to use to scare the tenants. If you use a power in an area that has no characters. You will waste it. You can touch each power to see in which places it can be used.

The powers

Noise

Spectre

Vortex

Alter objects

Posses objects

Henry

Trow objects

Posses Characters

Illusion

This is all the powers you will use in the game. Some powers you will use in special stages

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The powers

Call the nearest character to an area. Dogs and special are more important.

Locks an area and creates a spectre. Will cause two scare points.

Alters the selected object. Removes one scare point.

Possesses an object for a short time. Will cause two scare points.

Launches the selected object to an area. One scare point on star and end points.

Henry : ???

Possesses a person for a short time. Will cause two scare points. (not apply on dogs)

A portal. Very powerful, and we know you want it!

Summon an illusion who scare one person from one area to another area. Will cause two scare points.

To haunt people you will have access to 9 different powers.
There is a limited numbers of uses in each level. So use them wisely.
Henry's power is only available when you fight against bosses.

How to use the powers

Touch the power then tap the icons

Then touch the area icon

AREA

???

Touch the power then tap the icons

Touch the power then tap the icons

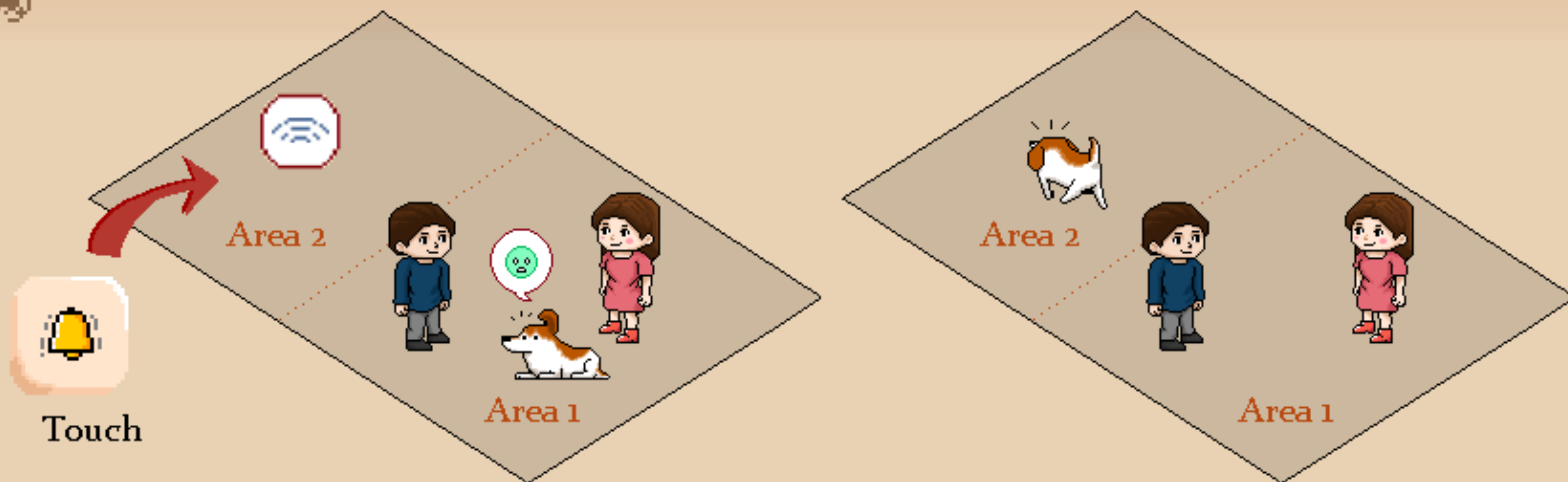Touch the buttons to use powers! You may require to touch an area or an icon after it.
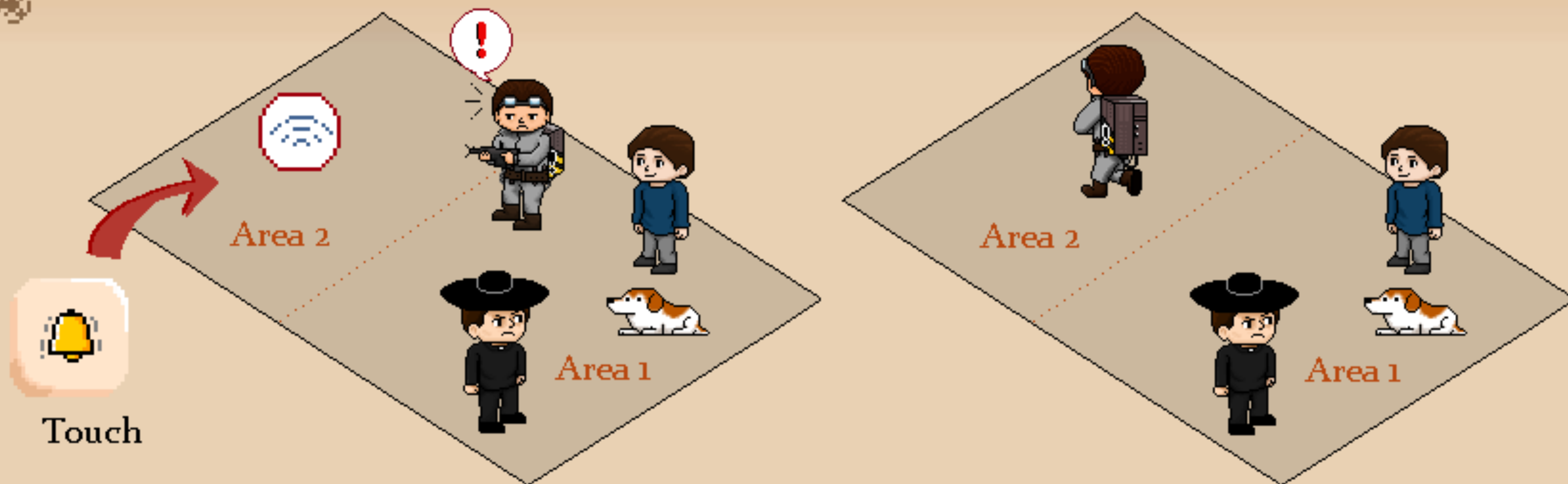
'Noise' Power

Touch

Area 2

Area 1

Area 2

Area 1

Use this power when you need to call somebody from one room to another. But be careful! **Dogs**, **Specials** and **Bosses** tend to hear the sound first. You will have to keep that in mind to make your strategy.

'Noise' Power

When there is more than one character keen to the noise, the closest one to the area of the sound will go to it.

Game Buttons

Panicked Characters:
Shows the total and remaining number of characters that you must scare in the level.

Pause Button:
Pauses the game. You will see the additional options shown below.

Play Button:
Resume the level.

Restart Button:
Restarts the level.

Menu Button:
Goes back to the menu

Next level Button:
Advance to the next level.

During the game there are some interface elements. In the upper left you will see the panicked characters. In the upper right you will see the **Pause Button**.
When pressing the Pause Button, you will the other in-game options: **Play, Resume, Menu and Next Level.**

Distractions

Distracted

Scared
(still using the object)

Haunted
(you can use the object)

There will be distracted characters. They will be reading or sleeping. When you use a power in their area, they will become alerted. The second time you use a power, the will leave the object for you to use.

Bosses

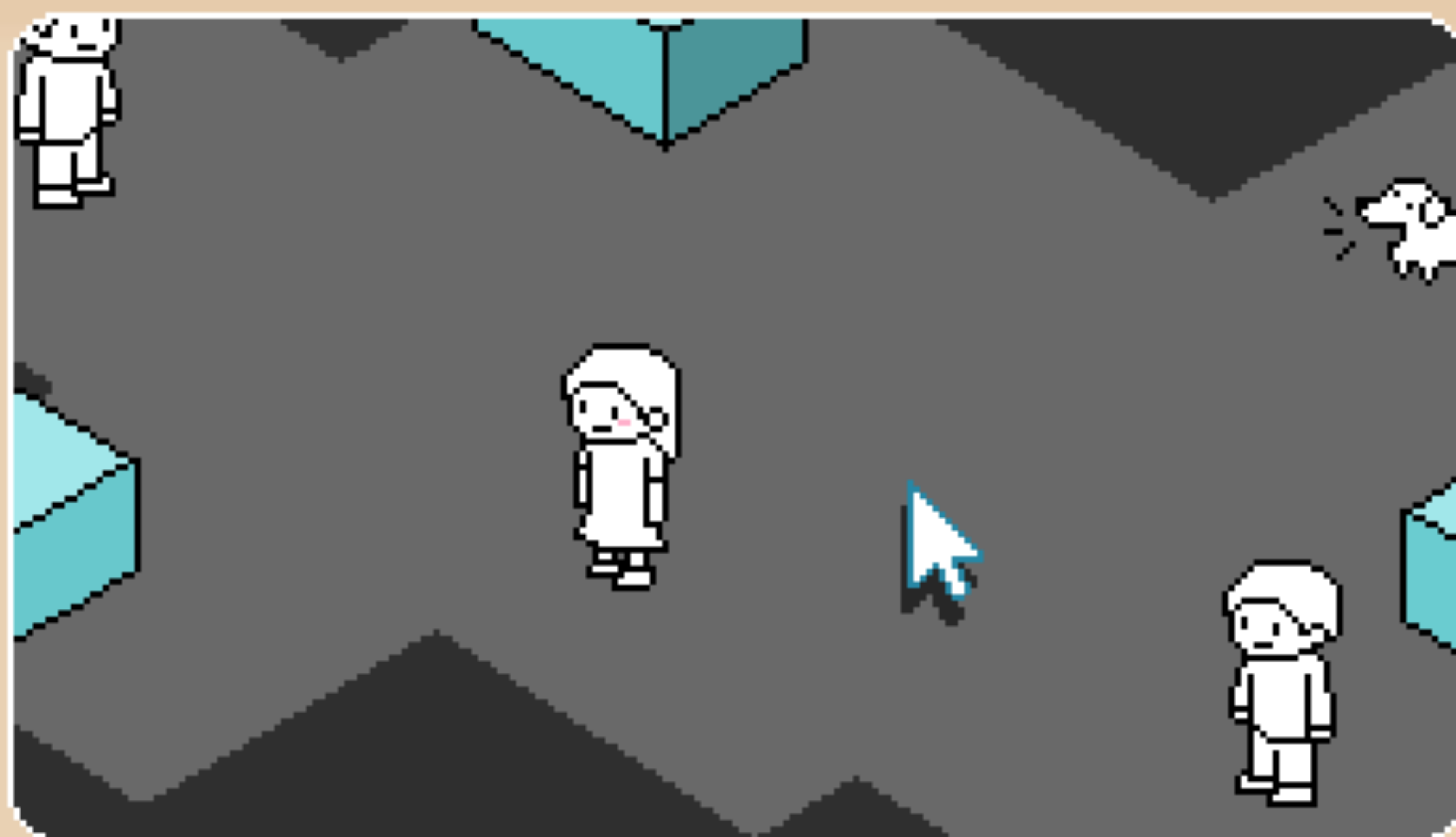Ghosthunter Nicole   Bishop Morris   Larry Zuchini   Boss

Along the game you will find 4 Bosses that you will have to defeat. You cannot use any normal powers against them. You must leave them alone in the level to unlock and unleash your ultimate power on them. Each boss has unique powers, so you must be very careful with your strategy when facing them.

Move the camera

To move the camera, you can either drag it with the touchscreen.

Postergeist: A pixelated horror

Credits

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Software
Using 2D Toolkit
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Usign A* Pathfinding Project
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Using Qubicle Constructor:
Master Edition by Minddesk