

MIDNIGHT



MASON

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INTRODUCTION

It's the graveyard shift and you are way behind schedule, so you better get busy repairing those walls in the old place. The problem, there are some very hungry vermin intent on keeping you from finishing the job. You'll have to climb, run and break through walls on your merry chase to collect your tools, before the ghosts collect you!

GAME PLAY and CONTROLS

Once you've loaded the game, you can use either the keyboard or joystick to play the game. You are the white character flashing before play begins. To begin game play, press any key or the joysticks fire button.

CONTROLS

E
S **D**
X

= MOVEMENT =

JOYSTICK

Q **T**

= CHOPPING =

FIRE BUTTON

MOVEMENT & CHOPPING

You always chop in the direction you are facing. The Mason character can move over bricks and climb up ladders, he can even fall off of bricks and ladders without hurting himself.

If a ghost is chasing the Mason, dig through walls and get away through a hole. You can also use the chopping button to fill in holes and bridge gaps to get away.

The only limitations are: The Mason cannot make holes in the bottom level or chop through ladders.

When a ghost falls into a hole, they stay there until the brick fills back in, then they'll be back on the prowl.

SCORING

If a ghost touches your Mason, you'll lose that 'life' and go on to the next. The game ends when all three Masons expire.

The timer counts backwards from 900 to 000. If the Mason does not collect all 7 tools in the allotted time, that Mason is also lost. When all 7 tools are collected, the remaining time is added to your score. You'll now advance to the next level and start over with a different maze.

Every 3000 points earns you a new Mason.

SPECIAL KEYS

FCTN (8) – Restarts the game

FCTN (=) – Ends the game

Wife Button (P) - This will PAUSE the game play until the SPACEBAR is pressed to resume play.

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