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Monster Mash House

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(commentary notes by Bruno)

Story

Dullsville, USA was never a very exciting city. That is until strange creatures started appearing in the countryside... Soon tales of mutated kittens, giant roaches, and overly grumpy woodchucks began decorating the headlines of the newspapers. Nobody really seemed to care and when the police assured everyone it was just a bunch of hoaxes, they all moved on with their lives. Everyone except... Jeffy, Jimmy, and Jill. Longtime friends and all very curious explorers, they had been watching the newspapers closely and didn't believe the reports that things were OK (especially since they had a run in with an ill-tempered rabbit). They immediately suspected a house located in the outskirts of town, and not just because it was the only house in the outskirts. (But it makes you think doesn't it?) So on a dark and stormy night, they all journeyed to the house to investigate...

Bruno's Notes

Ooooo, scary house!

This my room. Not really... ☹



Gameplay

Monster Mash House is played simply by using the cross pad, X, O, and ■ buttons. The following diagram shows the specific usage for each.

+ Cross Pad

Use this to move your character either up, down, left, or right.

■ Button

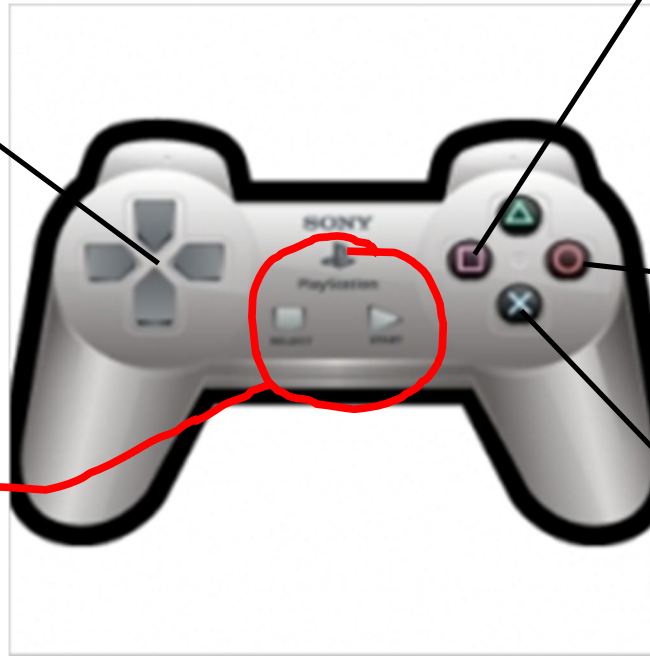
Use this to open up the menu screen and to see your items.

O Button

Use this to cancel a selection.

X Button

Use this to confirm a selection, to open a character specific menu when clicking on certain objects, or talking.



These buttons no work
for me... so me break Dr.
Cork controller. Then he
got mad...

You will be given a short tutorial of the game shortly after you gain entrance into the house. The basics of the tutorial are as follows:

1. Pop-up menus

They will appear when clicking on certain objects and will be different depending upon which character is being used.

SEE! Do
you see?
Ahhh! You
see it.



The above example shows Jeffy clicking on an object and given three different actions to choose from. Some actions will do nothing and some characters are better with some actions than others. For example, Jeffy is generally stronger than all the other kids, so "Push" will work better for him (See character profiles to get clues on who is better with different actions).

2. Switching kids

You switch to a different kid by finding them and talking to them. The kids are generally always located in the main hall. The exception would be if you are caught in a trouble event. Items carry over between kids but not all kids can use them.

3. Puzzles and Clue books

The house is full of puzzles you need to solve in order to advance in the game and find the items. Sometimes you need to use a combination of two kids to solve one or a certain item before it can be accomplished. There are several clue books hidden throughout the house that will help you along the way.

4. Save Points

Find save points in the game to record your progress.

They will look like crystal balls (see picture).

Don't eat!
This not
gumball!



Just talk to them to open up the save menu.

5. Trouble events

Sometimes the kids will get into a situation they cannot escape without help from their friends. You will be switched to another kid **automatically** and given an opportunity to rescue them.

Good
word!

6. Death

Some things in the game can kill your kid. There are no extra lives so when you lose a kid, it is game over. So be careful how you save so you can restore to an earlier point in the game.

7. Finishing the game

There are 5 different endings in the game. Each are obtained either by a specific kid when you meet specific requirements or by the efforts of all three. Sometimes you will need to start over from the beginning to get a different ending.

OH! Me know end of game and how do it. It
easy! A
and pu
go over

Oops! Me spill my soda.

Characters

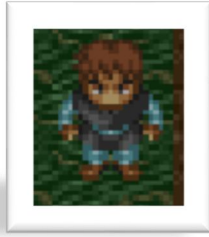
The following is a list of the characters you will either meet or control in Monster Mash House along with their descriptions.



Jeffy: The oldest boy of the group who loves fireworks and always keeps a bunch of M-80s on hand. He always sets himself up as the leader and is stronger than his other two friends. He did tinker with simple machines in an old shop class once.



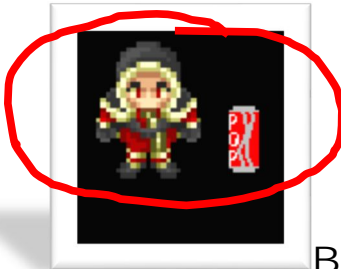
Jill: Certainly Jill is the most creative of the group. She excels in music (being quite adept at the piano), writes well, and understands harmonics because of her musical background. She doesn't scare easily and is the calmest.



Jimmy: The quietest member of the group but easily the smartest. He understands computers and most complex machines. He loves electronics and is adept at puzzle boxes. He is the most easily scared and will run at the site of blood.



Mac: The loud mouth neighbor kid that always includes himself on all the 3 friends adventures (much to their dislike). He believes nobody is cooler than him and will make sure you know it.



That me! Me look good! See
Bruno's soda? Me need it now!!!!

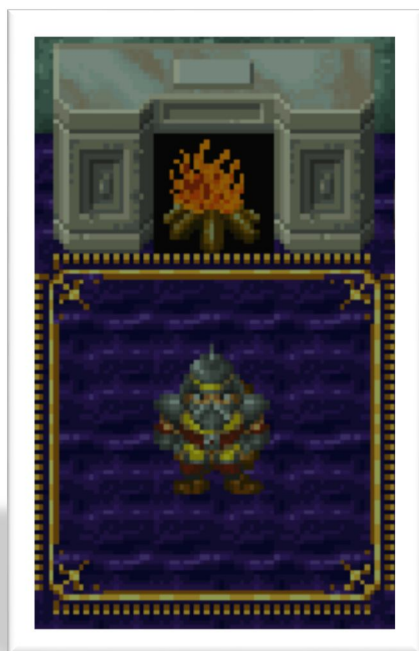
Bruno: Dr. Cork's half-brained, Soda loving assistant. Eager to please but he always seems to find ways to drive Dr. Cork crazy. Regularly captures things for him to experiment on and (much to Dr. Cork's disgust) to prepare for dinner. Easily angered and frustrated by loud noises and people bothering him.



Gorgio W T'caps: The first monster Dr. Cork ever created from scratch. He named it after his favorite fashion designer. It was a failed experiment as it wanders around, doing whatever it wants without listening to commands from Dr. Cork or anyone else. Will randomly either help you or hurt you.



Gorgio W T'caps: The famed fashion designer known for his sweeping designs and overpriced clothing series. Loved by Dr. Cork and other fashion aficionados.



Old Man McGee: Not much is known about the mysterious old man except he will help you as long as you give him gum. He loves the stuff! He has lived in the house longer than anyone and seems to know all its secrets.



Sang Gwen: A strange woman kept in the lowest part of the house by Dr. Cork. Thought to be Dr. Cork's attempt at a vampire strength

potion but ended up turning a woman into a blood craving uncontrollable monster.

Me best friend! Him always give me cattle-prods to eat and me give him fuzzy cow meat!



Dr. Cork: The evil scientist mastermind behind all the monsters in the house. He has a vendetta against the citizens of Dullsville and won't stop until they are all punished!



Ultra-Beast: Dr. Cork's newest creation that is nearing completion. Its release is sure to spell doom for the citizens of Dullsville unless Dr. Cork is stopped! Created to follow the voice of Dr. Cork alone.

Notes

Thank you for downloading Monster Mash House. I hope you enjoy playing it as much as I did making it. If you have any comments or questions, you can send them to:

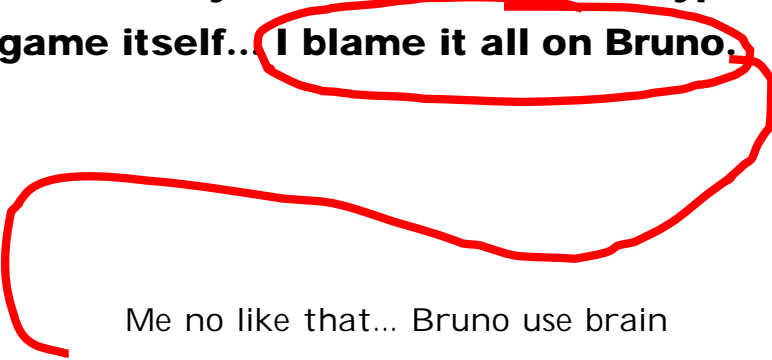
citange@gmail.com

I will do my best to answer in a timely fashion. You can find this game hosted at www.rpgmpavilion.com

This game, storyline, characters, and other specific content are copyright of their respective owners. It is offered free to anyone. If you paid for this, you got hosed.

Any similarities between other stories or people are coincidental as everything in this game is a work of fantasy.

If there are any errors, mistakes, or typos in this guide or in the game itself.. I blame it all on Bruno.



Me no like that... Bruno use brain
all time!!! Just play game and
you see!