

# THE *MONSTER BASH!*<sup>(tm)</sup> HINT SHEET

Copyright 1993 Apogee Software Productions ★ A Frank Maddin Game ★ "Monster Bash!...give EVIL an attitude adjustment!"

**ABOUT THE GAME:** *Monster Bash!* features the irrepressible youngster Johnny Dash, in an adventurous romp through Count Chuck's monstrous underworld. The Count has kidnapped hundreds of pets—both dogs and cats—from the Day World and is going to turn them into ghastly monsters for his own evil doing. Frank Lloyd Rat, friend of the Bed Monster who told you of Chuck's ghastly plan, will try to help you as much as possible in the Underworld. (For instance, in level three of episode one, Frank Lloyd Rat rides a moving spear across a dangerous pit of spears, showing Johnny how to safely get across.) Can you save your dog, Tex? Can you save all the other kidnapped pets? Will you be able to survive Count Chuck's underworld army of mutants, zombies, witches, ghouls, and dozens of other monsters and traps?! Only one way to find out...

**VERSIONS OF *MONSTER BASH!*:** There are two versions of *Monster Bash!*: *Episode 1*, a 'Shareware' version and a 'Commercial' version. The shareware version is the one Apogee releases to the public for review. The commercial version is not publicly available. Episodes two and three of *Monster Bash!* only have a commercial version, and therefore may never be passed around freely. These last two episodes can only be sold by Apogee or authorized dealers. All versions are clearly marked.

**INSTALLING AND PLAYING *MONSTER BASH!*:** To install the commercial episodes of *Monster Bash!*, you simply insert the master disks (obtained from Apogee or an authorized dealer) and type "install". The installation program will ask you where you want the three episodes to be installed, such as the 'C:' drive. Then the installation program will ask you what directory name you want to use (a default name is provided, but you are free to change it to another name). After the three *Monster Bash!* episodes have been installed, you just need to type in 'Bash1' or 'Bash2' or 'Bash3' to start the game of your choice. (We recommend you play all three episodes in order, since there's a story that continues from the first episode through to the third episode.)

**NOTE:** The shareware episode of *Monster Bash!* has an episode selection menu built into the actual game itself, but this menu is merely an advertisement for the final two episodes. It is not possible to start the final two episodes from this selection menu, which is why it doesn't appear in the commercial version of episode one. We're sorry for any confusion regarding this advertisement.

**DIFFICULTY/SKILL LEVELS:** For each skill level Johnny is given a different number of hit points as follows: EASY - 9 hit points, MEDIUM - 6 hit points, HARD - 3 hit points. Also, certain items have higher point values when playing at a more difficult skill level.

## **MONSTER BASH! GAME HINTS:**

- \* Don't forget to look up and down. With the keyboard, use the [PgUp] and [PgDn] keys to look up and down. This feature allows you to see areas that are otherwise off the screen view.
- \* Bounce rocks off walls when you are not able to hit targets directly.
- \* Shoot 'Skull Watchers' while they are falling will give you extra points.
- \* Shoot all Skull Watchers on a level will give you a 50,000 point bonus.
- \* Collect all the candy on a level to earn a 50,000 point loot bonus.
- \* The knives that the hands throw will kill other monsters.
- \* You can walk on clouds.
- \* Falling or sliding blocks will hurt you or kill other creatures.
- \* You can fill small holes in the floor with sliding blocks. In some situations this will allow a Rock Monster to walk to another area.

- \* Shake teeth off by turning left and right very quickly until the teeth fly off.
- \* You can swim up the waterfalls.
- \* The shoes can kick you to places you might want to be.
- \* Chains can be climbed.
- \* You can crush many dangerous objects with sliding things. Crush glass with chairs or boxes. Crush stalagmites with stone blocks.
- \* Monster seeking missiles will only go after monsters on the screen.
- \* You can stand on lamps and clocks.
- \* Small chairs can be moved with a shot.
- \* The Gorgon can turn you to stone. Shoot as fast as you can to break the stone from the inside out.

## ★★★★ EPISODE ONE HINTS ★★★★★

- \* When shot several times, the Rock Monster will form himself into a wall. He can then be stood upon to get to higher places. You could also bounce rocks off of him to hit targets.
- \* Snake eyes are lighter in color and they blink at you.
- \* Some ceiling fans can be broken by shooting the motor.
- \* Level 2—Don't forget to run around on top of the gallows.
- \* Level 3—There is booty below the spears.
- \* Level 4—Crawl past the dragon. Don't do anything that might wake him.
- \* Level 5—To make the vines grow, find the bottle and take it to the water fall. Running over a sprig with a full water bottle will make it grow.
- \* Level 7—The haunted stove can be turned off by shooting the knobs. You may then climb the stove pipes.
- \* Level 7—You can go into the fireplace.
- \* Level 9—Glue can help you get up collapsing stairs.
- \* Level 9—Look for the big red book to shoot.
- \* Level 10—The cyclops receives more damage by shooting him in the eye.

## ★★★★ EPISODE TWO HINTS ★★★★★

- \* Trolls can bounce you to extra prizes.
- \* Light fixtures hanging by broken chains can be shot and made to fall on monsters, but be careful to get out of the way first!
- \* Lit candles will burn you, but you can snuff them out with a precise shot.
- \* Level 1—Hand holds on wall are climbable.
- \* Level 7—Beware the princess, she is not what she seems.
- \* Level 8—You can run atop cages in the lab.

## ★★★★ EPISODE THREE HINTS ★★★★★

- \* The hands that throw you up can be helpful or dangerous!
- \* Jack-O-Lanterns can be shot.
- \* Smaller pumpkins will slide.
- \* On swamp levels, run around in the trees and bushes.
- \* Level 1—To get across the "Sea of Worms", slide a pumpkin over the top of them and use it to stand on.
- \* Level 7—Tiger Plane's bombs can be shot.
- \* Level 7—Tiger Planes can be knocked out of the sky, but be careful, they are dangerous on the ground also.
- \* Level 8—The only way to get into the fortress in the clouds is to ride a cloud through one of the small openings while kneeling.

**SECRET CHEAT MODE:** Pressing the "Z" key and the "F10" at the same time will give you 5 new Johnnies (lives). This cheat only works on the commercial episodes, not the shareware episode.

**HINTS & TECHNICAL SUPPORT:** As an Apogee customer, you are welcome to take advantage of our technical support and hints line, available during business hours Monday through Friday by call (214) 278-5655. When calling, it helps us to help you if you are sitting at your computer with access to the game you need help with.