

# Dangerous Dave in the Haunted Mansion

Dangerous Dave II™



**Gamer's Edge™**



# Welcome to

## *Gamer's Edge*

In this issue of Gamer's Edge, we feature "Dangerous Dave in the Haunted Mansion." In Dave's second adventure, Dave must rescue his brother Delbert from a haunted manor. Only one problem—no one's ever come out alive! Join us for gun-toting, high-action adventure!

We look forward to bringing you more games on the cutting edge of technology. We welcome your input. What types of games would you like to see? How can we improve? Drop us a line and let us know!

### DANGEROUS DAVE in the HAUNTED MANSION

-Dangerous Dave II-

Three years have passed since Dave made his way through the deserted pirate's hideout. After reclaiming his high jumping trophies, Dave won trophies at the county competitions for sky diving, cow chip tossing, and skeet shooting. These days of personal glory warmed Dave's soul. But darker times lay ahead.



Dave's brother Delbert, age 12, has not returned from a sleepover at a friend's house. Dave learns that Delbert, on a dare from one of his friends, entered Starlive Manor last night.

Dave shivers at the thought of Starlive Manor—a house known to be haunted by the spectre of a demented madman named Silas Starlive, an evil scientist who delved where one should not delve. Apparently, whatever old Silas discovered destroyed him, and his unresting soul still wanders the manor, along with the products of his evil experiments. Even the police are scared and won't go in, for no one that has entered the mansion has ever returned.

Dave starts up his truck, ready to head for the Manor. He reflects for a moment, then runs back in the house returning with his new shotgun, and a platoon's share of shells. He is determined to find his brother and to be the first one to return alive.

The gravel crackles under his truck's tires as Dave approaches the gate. In the blazing sun, Starlive Manor looks like a normal, run-down, abandoned old mansion. Dave picks up his shotgun, takes the safety off, and walks toward the gate. Squinting his eyes for effect, Dave speaks one phrase through gritted teeth: "I'm coming for ya, Delbert!"



## HOW TO PLAY

The following assumes C: is your hard drive and A: is the drive into which the **Gamer's Edge** disk is inserted. Use the appropriate designations for your system.

To play Dangerous Dave II, insert **Gamer's Edge** and ENTER the commands:

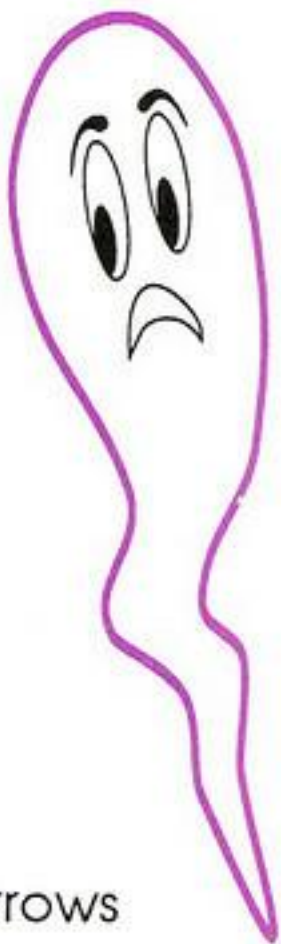
C>A:  
A>DAVE2

To copy Dangerous Dave II to your hard drive, ENTER the commands:

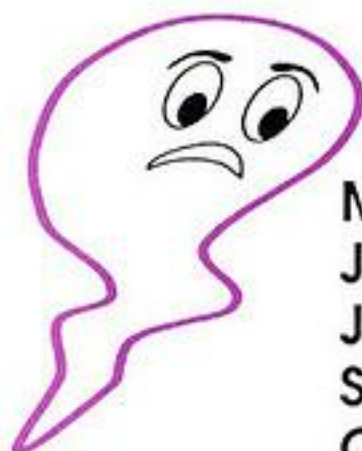
C>MD DAVE2  
C>COPY A:\*. \* DAVE2

To play Dangerous Dave II on your hard drive, ENTER the commands:

C>CD DAVE2  
C>DAVE2



## CONTROLS



	joystick	keyboard
Move:	left or right	left or right Arrows
Jump:	Button 1	Ctrl
Jump down:	down + button 1	down Arrow + Ctrl
Shoot:	Button 2	Alt
Open/Enter:	up	up Arrow
Aim:	up or down	up or down arrow
F1:	Help	F2: Sound on/off
F3:	Keyboard mode	F4: Joystick mode
F5:	Restart game	

ESC: Quit Dangerous Dave II

## DANGEROUS DAVE II PLAYER'S GUIDE

- As you explore the mansion, collect all the treasures you can—you get an extra Dave every 10,000 points.
- There are special items that give you an extra Dave.
- Open doors to find items and secret passages.
- Some monsters will take more than one shot to kill.
- There are often safe spots from which you can shoot.
- Ghosts must fully materialize before you can shoot them.

GOOD LUCK!



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System Requirements: IBM PC or 100% compatible; 640K and EGA graphic adapter or better.

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