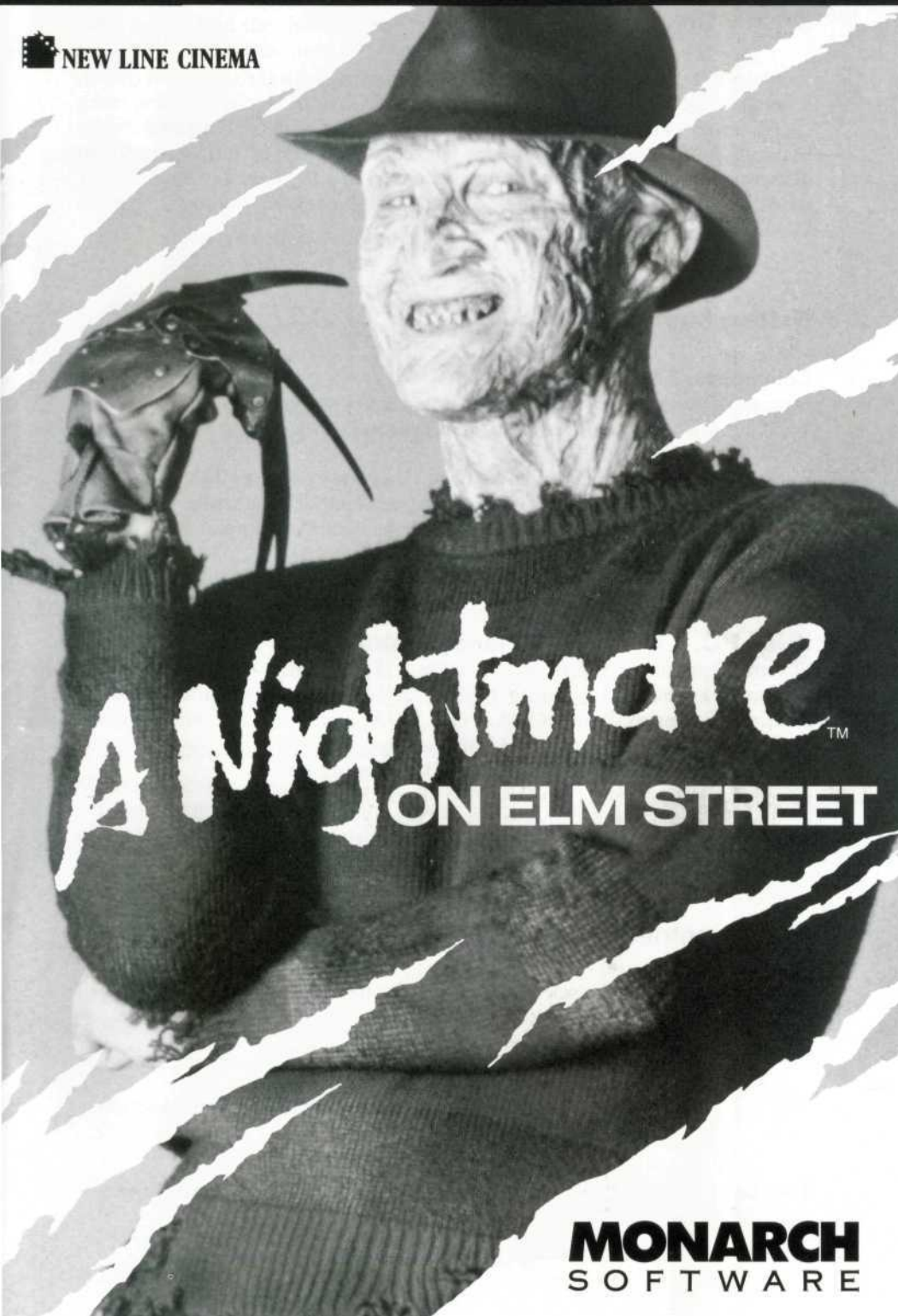
INSTRUCTION GUIDE

NEW LINE CINEMA



A Nightmare™ ON ELM STREET

MONARCH SOFTWARE

Deadly Dreams . . .

You run . . . it's dark and your head is pounding with the torture of doubt, pulsing along with the heavy beat of your heart. *No time to waste!* You reach for the lantern and it goes up in flames. You look through the blaze and see the hideous, half-melted face grinning wickedly. You try to retreat - only to discover that you can't move, your feet mired in a thick, heavy mud. As the flames inch toward you, Freddy™ extends his silver claws to you . . . "Need a hand?" [SLASH!]

Getting Started

Commodore * 64/128 Instructions

System Requirements: 64K RAM. Supports keyboard or joystick.

1. If you wish to use your joystick, make sure it is plugged into Port 2 and that nothing is in Port 1.
2. Turn on the computer and disk drive. If you are using a C128, hold down the C=key while turning on the computer to enter C64 mode.
3. Insert the program into the drive with the label facing up.
4. Type LOAD "*", 8,1 (Press RETURN).

*Commodore 64 and 128 are trademarks of Commodore Electronics Ltd.

IBM* PC, XT, AT, PS/2, Tandy Instructions

System requirements: 384K RAM, DOS 2.11 or greater.
Supports keyboard or mouse (mouse driver must be installed prior to running). Supports Tandy, CGA, EGA, VGA, and MCGA graphic modes.

1. Boot a DOS disk version 2.11 or greater.
2. Insert Disk #1 in Drive A: with the label facing up.
3. At the A> prompt, type DREAM (Press RETURN).
4. Later on you will be prompted for Disk #2.

*IBM is a trademark of International Business Machines Corp.

Game Controls (all versions)

A	Changes the selected item to next item up.
Z	Changes the selected item to next item down.
1-7	Numbers 1 through 7. Selects the item in the numeric position you indicated.
ESC or ?	Freezes the game and brings up the save and load game menu.
D or Q	Drops selected item if there is room on the floor.

Shift 2-7 Hold the shift key down and then select a number. Drops the item in the position you selected.

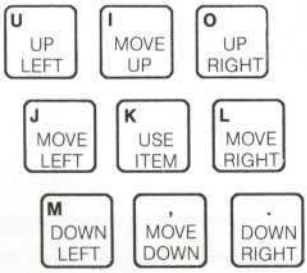
Spacebar or Return
Uses selected item.

Control S Hold the control key down and then press the S key. Toggles sound and music on and off.

Commodore specific game controls

Joystick:
Press the button to use selected item. Move stick in desired direction to move character in that direction.

Keyboard controls:



IBM specific game controls

Mouse controls:
Click the left button when the mouse pointer is in the game area to move your character.
Click the left button in the item area to change the selected item.
Click the right button at any time to use the selected item.

Important: If your mouse doesn't work properly, make sure that you are using the correct mouse driver. If problems with your mouse persist, use the keyboard controls instead.

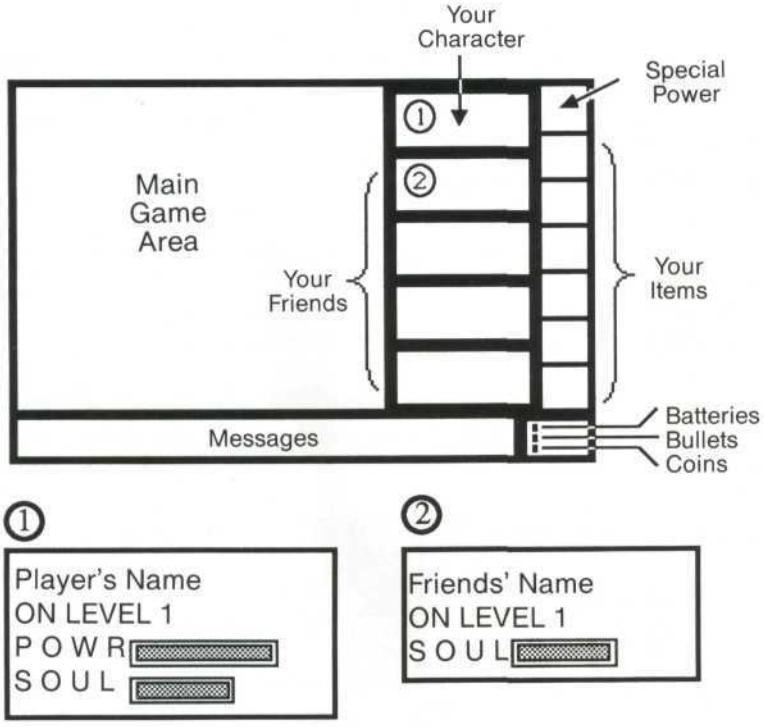
Keyboard controls:

Playing the Game

The night approaches and the aura of evil breathes down your neck. Freddy can attack at any moment, but you can only fight back from inside his Nightmare World. To get there, you must first choose one of five characters, each with a unique power, and then find the house on Elm Street that harbors Freddy's den of death. Choose fast though . . . Freddy is out there and you are powerless until you find and enter the house.

Once inside, you have a slim but fighting chance. You now have full use of your powers and your mission is spelled out - you must save yourself and your captured friends from Freddy's vicious claws. There are traps to avoid and evil monsters at every turn. And remember . . . Freddy makes the rules and he can change them at anytime without telling you!

You know that there's some way to defeat Freddy, but how, and with what items? Amanda Krueger may help you along the way, but she can't always be there. The screams you hear are those of your helpless friends reminding you that time is running out. You must save them! Their only hope lies in your courage and cunning. But the night is long and Freddy is everywhere . . .



Soul

This is your life force and once it's gone you're dead. By using Hypnocil and coffee you can restore your damaged soul. Traps, pits, monsters and Freddy will deplete your soul if you're not careful.

Power (Powr)

Every time you use your special power, this bar decreases. As time passes your power will slowly restore itself. You will not be able to use your special power if there isn't enough power.

On Level

Indicates the level where both you and your friends are located. You must find and save your friends before Freddy kills them.

Items and Special Power

Displayed on the right side of the screen is a list of the items you have collected. The topmost item is your special power. When you start the game this item is selected. As long as you have power, you may use your special power. At all times the item or weapon currently selected will have a box around it. (On the Commodore 64, the selected item or weapon will have an arrow pointing to it.) You may change the selected item or drop an item at any time (see Game Controls).

Batteries, Bullets and Coins

The amount of each of these items in your possession appears at the bottom right corner, under your item list. Some weapons and items need batteries or bullets in order to work. Collect all of the coins you can because you never know when you might be able to buy something useful.

Other info

There are a variety of items to be found in Freddy's world. Some of them are listed here, but many are not. Some items have more than one use. Explore the possibilities before Freddy sneaks up on you.

Gun - A portable firearm. Uses bullets.

Rifle - Even better than a gun.

Taser - Shoots electric bolts. Batteries not included.

Key - For doors, of course.

Ammo - Works well in a gun or rifle.

Crate - Mystery surprise inside. Too heavy to throw.

Chainsaw - Buzz, buzz. Cuts through most monsters.

Batteries - A source of energy for certain items.

Map - Use this to see where you are. Accurate . . . mostly.

Coffee - High Octane . . . Freshly brewed too! Good for the soul.

Rope - Use this at pits and holes. It's a one way ticket down.

Grenade - Toss it and run! You don't want to be around for the show.

Pick - On some levels you can dig tunnels with this. Can be used as a weapon, if you're desperate.

Hints from Amanda Krueger

Sister Amanda Krueger is the saintly mother of the evil Freddy. Her goal is to stop her son from committing his horrible crimes so that she can rest in peace. In times of great despair, her spirit appears to you and whispers sage advice to help you defeat Freddy.

About Freddy

Freddy Krueger™, the spawn of a hundred maniacs, was a murderer in the Elm Street area of Springwood, U.S.A., whose trademark of terror was a razored glove. Though eventually caught and tried for his crimes, he was never convicted by the courts because of a technicality. The enraged parents of the community, however, sought their own justice. Driven by revenge, they hunted him to his boiler room and burned him alive, thinking that they had rid Springwood of this great evil. Little did they know that their problems with Freddy Krueger had just begun. Now Freddy haunts the teenagers of Elm Street, pulling them into his world of horrific dreams.

Technical Support

If you have questions about the game, our Customer Support Department can help. If your question isn't urgent, please write to us at:

ShareData, Inc.
Attn: Customer Support
7400 W. Detroit St.
Suite C-170
Chandler, AZ 85226

Please be sure to include the following information in your letter:

Product name and version number (if any)
Type of computer you own
Any additional system information (like type and make of monitor, video card, printer, etc.)
Type of operating system or DOS version number
Description of the problem you're having

If you need to talk to someone immediately, call us at (602) 961-4022 Monday through Friday between 8:00 am and 5:00 pm, Mountain Standard Time. Please have the above information ready when you call. This will help us answer your question in the shortest time possible.

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Credits

Programming by Phil Gorrow and Shawn Smith
Art by Maurine Starkey and Joseph Hewitt
Produced and directed by Brett W. Sperry
Sounds and music by Paul Mudra
Manual by Westwood Associates & Monarch Software

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