

READ CAREFULLY...



YOUR LIFE
DEPENDS ON IT

WESTEN HOUSE EX

PRELUDE

London, 1898

I was at home on a quiet summer evening handling university paperwork when the door rang. It was Richard, the postman, with a letter for me. Little did I know that this letter would take me in one of the most terrifying and exciting adventures of my life... the letter read as follows:

Dear Professor Edward Kelvin,

We regret to inform you of the passing of Jonathan Westen, who died on October 16th. We are reaching to you since in his will, Mr. Westen left some of his belongings to you. In particular, he insisted that his scientific notes must be passed on to you. As part of his will, he included a note addressed to you, which we've enclosed here.

Additionally, we would like to inform you that Mrs Lucy Westen, who will inherit the house, plans to take possession of the house on December 1st, and has requested the house to be empty by then. So, we urge you to collect the scientific notes before then.

I was in shock! JW was my dear friend! We had only known each other for a couple of years, but we had grown very close! This was terrible news. I took the short note attached to the letter immediately and began to read:

Dear Ed, if you are reading this, I am probably dead. It is imperative that you retrieve my scientific notes before my sister Lucy has a chance to see them. I left them in my lab in my house in Purfleet. You will understand them! I attached the key to Westen House, and part of a key that you will need to reach my laboratory. Please, it is very important.

Your friend, Jonathan Westen.

I quickly recovered from the shock and decided that I had to act right away. If I hurried, I could still make it to the night train and make it to Purfleet that same night. And so, my adventure started, I headed to Westen House!

HOW TO PLAY

In Westen House, you control Professor Edward Kelvin, a university professor who embarks on an adventure into a mysterious mansion called Westen House. The main game screen is divided into two parts:



Nov, 27 am

I don't see the appropriate lock.
I need to find the other half.
This chest is just decorative.

The top part of the screen displays the current room the player is in, and the bottom part of the screen shows a series of useful information:

VITALITY

Shown on the left. Every time the player is hurt, vitality will decrease one point. When it reaches zero, the game is over!

CURRENT DATE

Shown on the right. The game starts on November 26th in the afternoon. As you progress in the main quest of the game, time will move forward to indicate game progress.

INVENTORY

Shown on the bottom-left. The player can hold up to 24 items (only 12 are displayed at a time, but you can scroll the inventory up and down to see them all).

MESSAGES

Shown on the bottom-right. This will display useful information about the interaction with items, character dialogues and more.

The game can be fully played with either keyboard or a 2 button joystick.

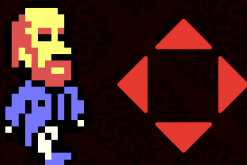
BASIC CHARACTER CONTROL

Move: Joystick or arrow keys.

Jump: Button 1 or space.

Push objects: walk into them.

Press Q to change how the joystick / arrow keys map to different directions in the game.



Additionally, by holding button 2 or M, you can perform additional actions:

Select inventory slots: Joystick or arrow keys.

Use inventory item: Button 1 or space.

Interact with a nearby room object: Button 1 or space with an empty inventory slot selected.

Pick up object: Button 1 or space with an empty inventory slot selected while being on top of the object.

GAME OBJECTS

While adventuring into Westen House, you will encounter many items you can pick up or interact with. These are a list of basic items and how to interact with them, but you will find many more:



Keys: Use these keys to open doors, chests and other objects that might be locked. To use them, just approach the door you want to open, and then use the key from your inventory.



Notes / books: While exploring the house, you might encounter many of these, which might contain important clues to solve the game puzzles. Make sure to read them carefully!



Heart: Use this object to replenish your vitality.



Other items: Make sure to search the house for important items like these that will be necessary to advance in the adventure, and solve the various puzzles you will encounter.



Light furniture: Some light furniture can be pushed around, and some (like the little stools) can even be picked up. Use these to your advantage to reach places you cannot reach otherwise.



Log-book: You only have one life in Westen House. Once your character's vitality reaches zero, the game is over. However, if you find a "log book" in the game, you will be able to save your game there. After you die, if you had saved your game progress in a log book, when you start a new game, you will be asked if you want to start from the beginning, or continue from the last save point. Notice that save games are not saved to the cartridge, and hence they will be lost if you turn your computer off. However, they can be useful if you die accidentally, and do not want to start from scratch again.



Enemies: Finally, you might see some creatures roaming the house in some rooms. Make sure to avoid them or kill them!

TIPS

Here is a small list of tips that can be useful to progress in Westen House:

- ✠ If you get stuck, search rooms carefully. Try to interact with different objects.
- ✠ Each enemy has a different movement pattern, try to learn them. That will make it much easier to avoid them.
- ✠ Try to keep the “heart” items until you are down to 1 vitality point (if possible), in that way, you can maximize their use.
- ✠ If you are stuck in a puzzle, read all the notes and clues that you have found carefully (or search for more clues if you think there is a puzzle that you do not have enough information to solve).
- ✠ Not all puzzles are necessary to complete the game, some just give access to additional items. So, if you are stuck in one, just move to something else!

COMPATIBILITY

The game is compatible with msx/msx2/msx2+/msx turbo r/msxvr computers with at least 16kb of ram. Even if the game works on both 50hz and 60hz machines, it was designed with 60hz machines in mind.

CREDITS

Code / Graphics: Santiago Ontanon

Music / SFX: Gryzor87

Cover / Box Art: Sirelion

Physical edition support: Pablibiris, Manuel Pazos

Beta testing: Jordi Sureda, Araubi, Manuel Pazos

