

CAPCOM®

Nintendo Entertainment System™



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INSTRUCTION
MANUAL

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CAP-EH

Thank you very much for purchasing the
Capcom Family Computer Cassette "Sweet
Home" (CAP-EH).

Please read and follow these instructions
carefully before playing.

In addition, please take care of this instruction
manual.

Precautions

1. Don't subject your Game Pak to extreme temperatures, either hot or cold. Always store at room temperature.
2. Please do not touch the terminal connectors on your Game Pak or get them wet. It will cause a breakdown.
3. Don't let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.
4. For the best game play, sit 3 to 6 feet away from your television.
5. When playing games for a long time, please take a short break of 10 to 20 minutes every 2 hours for your health.
6. Please be sure to unplug the AC adapter from the outlet after use.

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● THE TRAPPED CHARACTERS ●



KAZUO

TV station producer.
He has a lighter.



AKIKO

Female director.
She has a first-aid kit.



First-aid kit is shown in-game
as "+Kit" or "Remedy"



TARO

Camera operator.
He has a camera.



Taro is called "Taguchi" in the film
and some translation patches.



ASUKA

Host and lead
journalist.
She has a vacuum
cleaner.



EMI

A student, and also
Kazuo's daughter.
She has a key.



STORY

Thirty years ago, there lived a remarkable artist named Ichirou Mamiya.

He built a large mansion deep in the mountains, far from town, where he painted frescoes.

He had a wife and child, and they lived happily there, just the three of them.

Tragedy struck, and Ichirou lost his family, sinking into the depths of unhappiness.

Now, 30 years have passed, and the mansion looms grim and abandoned.

In order to restore and document the frescoes left behind by the famous artist, a small film crew entered the mansion.

The mansion shook, the ceiling collapsed, and the crew were trapped inside... Then the ghosts of the Mamiya family appeared!

Will the 5 of them be able to find the exit safely?

How many will survive?

The terrifying battle in Sweet Home begins now!

● ENTERING NAMES ●



- When you start the game, this screen will appear.

- Press Start to play.

- The first time you play, the Name Entry screen will appear.

- You can freely change the names of the 5 characters here.

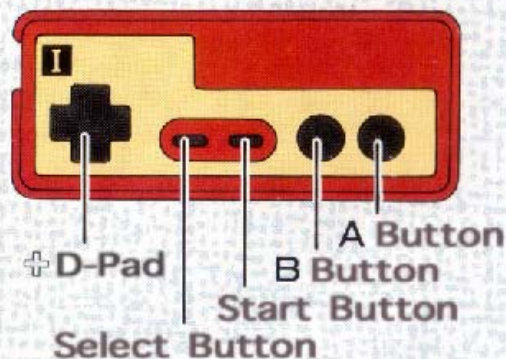
- After Name Entry, the game will start after the opening demo.

- The opening demo can be skipped by pressing Start.

● CONTROLLER ●

Please control all 5 characters and get them to the exit safely!

● USING THE CONTROLLER



● + Directional Pad

The player moves in the direction you press. Also moves the cursor.

● A Button

Display command menu
Confirm

● B Button

Display sub-menu
Cancel

● Start Button

Pauses game on map

● Select Button

Not used

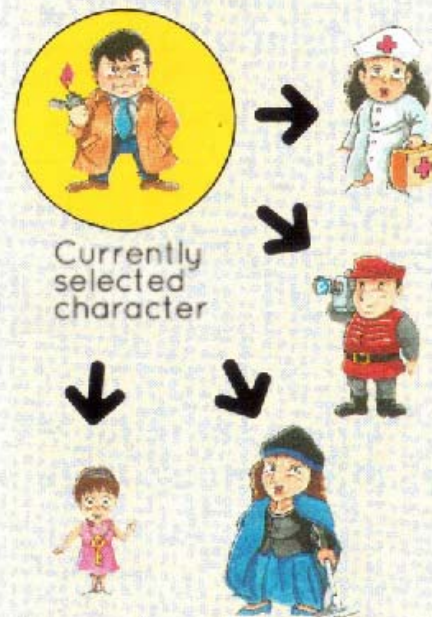
● MAP SCREEN ●



- The main menu that appears on the map screen is called the command menu

- There are seven actions in total.

Party



- This command swaps control to different party members.

- "Party" → Name of the character you want to control.



Item



- Characters can carry both items and weapons. They can have up to 4.
- Use this command to use, pick up, or swap items.



* Items can only be held in their designated slot.



- The four item slots are as shown in this graphic.
- Unique items are the items that each character respectively starts with. Common items are picked up around the mansion. Weapons are items for attacking, such as swords and knives.

•USES OF THE ITEM COMMAND

① Use an item or weapon



Move the cursor to the item you want to use, then press the confirm button (A).



Move the cursor to **Use**, then press the confirm button once more.

② Pick up an item or weapon.



Closely face the item with your character on the map screen.



Select the **Item** command and move the cursor to a designated **empty** slot.

(cont'd)



Select **Move** and press the confirm button.

③ Exchanging items

Select in the following order:
Item to give → **Move** → **Item to receive**.



Face the character that you want to exchange items with or put them in the same team. (P13-14)

If you move the cursor over a non-empty slot, you will swap the item in the slot with the item on the floor.



Open the Item menu and select the items you wish to exchange.

④ Giving items

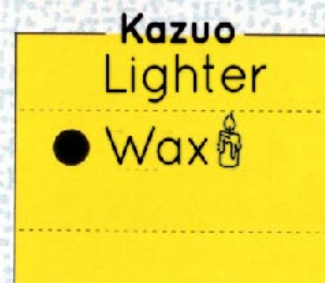
Like ③, except instead of swapping items, you swap an item in one character's items with an empty slot in another character's.

Kazuo



Giving Candle to Akiko

Akiko



Kazuo



Receiving Tonic from Akiko

Akiko



● ABOUT THE EXCHANGE PARTNER



- With an up to 3-person team



You can always exchange between all team members.



- When you closely face a character not on the team,



The exchange will be with that character.



- When you closely face a character on a team,



The exchange will be with that character.

※The shaded circle indicates the currently controlled character.

Talk

- This command is used to speak to people in the mansion or between player characters.



Team

- This is a command for characters to **form a team** or **split up**.

① Forming a party

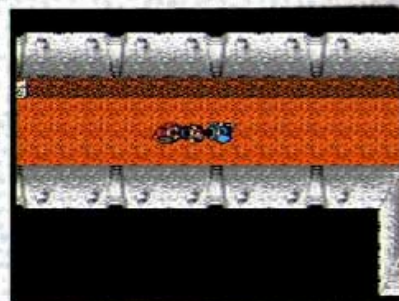


Use the **Team** command on the character you want to form a team with.

A conversation will automatically begin and they will form a team.



In a party of two, if you use the **Team** command...



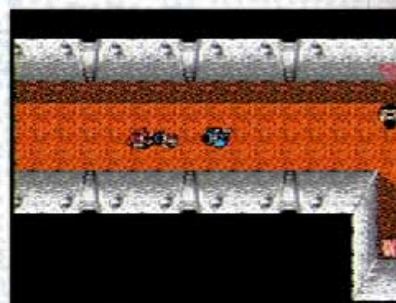
You can form a team of three people.

※Teams are limited to a maximum of 3 characters.

② Splitting up an existing team



If you use the **Team** command while on a team and not facing anybody...



You can leave the team. (The other 2 team members will stay together.)

Look

- This is a command to check various things on the map screen, such as doors or items.



- Sometimes when you Look at something, the screen will display a detailed **still image** of the object.

Save

(Hold the Reset button when powering off)

- Can be used at any time except during battle, demo, or a still image.
- Saves the game to the cartridge.
- Once you've saved, you can continue from the point where you saved even if the power is turned off.
- There is no password system.
- There is only one save slot.



Quit

- When you select the **Quit** command, there are two ways to quit.

① Starting from the last save.

"Quit" → "Restart" → "Yes"

- Select the commands in this order.

② Starting over from the beginning.

"Quit" → "Quit" → "Yes"

- Select the commands in this order.

When you use ② you will be **losing your save data and starting the game over new** like when you bought it. Please be careful!



● ADVENTURE SCREEN ●



- New commands become available when using the **Look** command switches you to a still image.
- There are 4 options in total

Look

- Used to examine and get a description of the still image you're looking at in more detail.

Item

- Use a held item with the object in the still image.
- The items for every character currently on the team will be available for use.



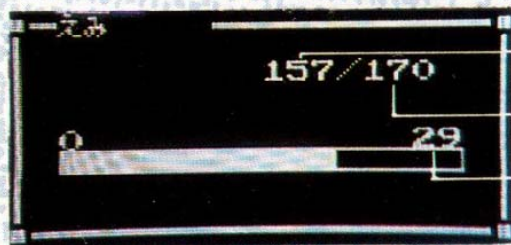
Translator's Note: This power is really inconsistently translated, sometimes even within the same patch! If the game ever refers to "Mind" "Prayer" "MP" "Heart" or "Focus", there's a good chance it means this.

Sorry for any confusion!

Pray



- This command focuses the power of the character's heart and mind.
- The character can affect changes using the "power of the mind."
- The amount used is represented by a meter.



- The meter will rapidly move left and right. You stop it by pressing the **A** Button.
- Where the meter stops determines the amount of Mind Power the character will use this turn.

- The more Mind Power you use (the further the meter is to the right), the more effective it will be.
- When you use this command once, **A** decreases by the amount used.
- When **A** becomes 0, or if it is lower than the amount you are trying to use, it will not work.



Leave

- Returns to the Map Screen.

- The further the meter is to the right, the more the character's current Mind Power will decrease, and the further it is to the left, the less it will decrease.

● BATTLE SCREEN ●



- If you encounter an enemy while moving around the map, you will be redirected to the battle screen.
- There are 5 possible commands.
- If there are multiple characters in the party, you will issue commands to each of the characters one by one.

Attack

- This command attacks the enemy with your equipped weapon.
- The amount of damage dealt will vary depending on the character's weapon and level, and the nature and strength of the enemy.



Item

- Use the items the character holds on enemies or allies.
- Some items can cause significant damage to particular enemies.



Pray

- Use the character's mental energy as an attack on the enemy.
- Used the same way as on the Adventure Screen. (→ Page 18)



- The more power you use, the more damage you will inflict on the enemy.

Call

- Calls out to characters not involved in the battle so they can **join the fight**.
- The process is as follows:



① Select the call command.



② A list of players who have not participated in the battle will appear. Please select the player you want to call.

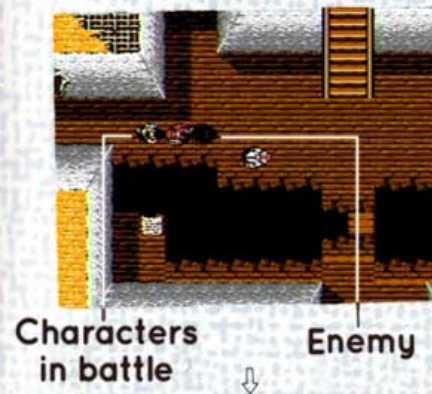


③ When the call command is executed, you will be returned to the map screen in control of the selected character.



④ As the **called character**, go to the location where the battle is currently being fought. If the called player has formed a team, you will **move their entire team**.

- You will only have about **10 seconds** to control the called character, so please move quickly!

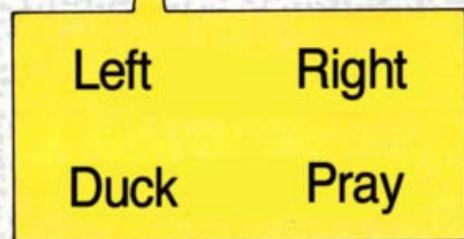


⑤ To join the battle with the called characters, they must make contact with the characters already in battle on the map screen.



※When being called, the **only command** that characters can use is **Item**.

● FALLING/THROWN OBJECTS ●



- There are spots on the map where things will suddenly fly or fall as you move through them.
- When that happens, the screen will change to an image of the object, and the commands will change.
- The four commands represent directions and means of escape for the character.
- The **faster that you select a command** after they appear, the better the chance that the character will escape unharmed.
- By using the **Pray** command, you can use the power of your mind just like in battle. You can have a 100% chance of dodging this way!



● STATUS SUBSCREEN ●



- Pressing the **(B)** button on the map screen will display the player's current health.
- Furthermore, if you select a player with the cursor and press the **(A)** button, that player's status subscreen will be displayed.

Character Name

Current Level

Attack → Strength against biological enemies - Strength against ghosts

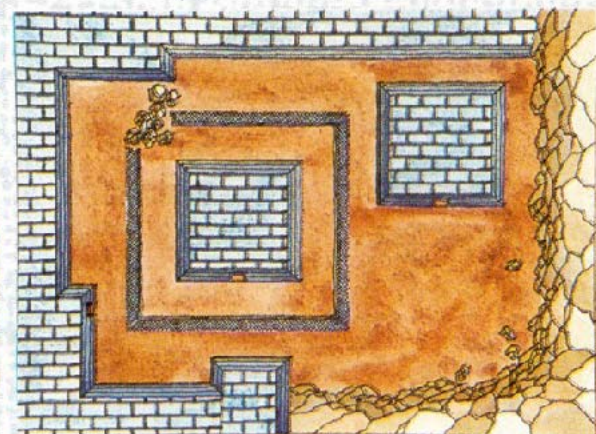
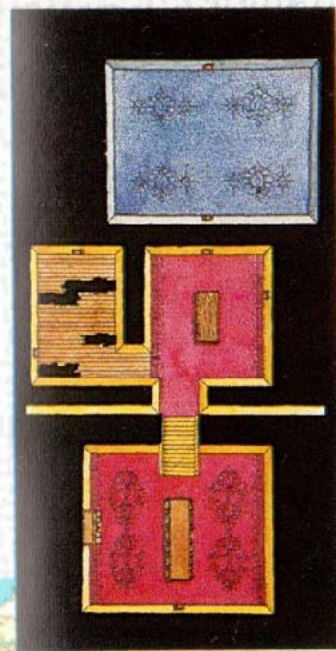
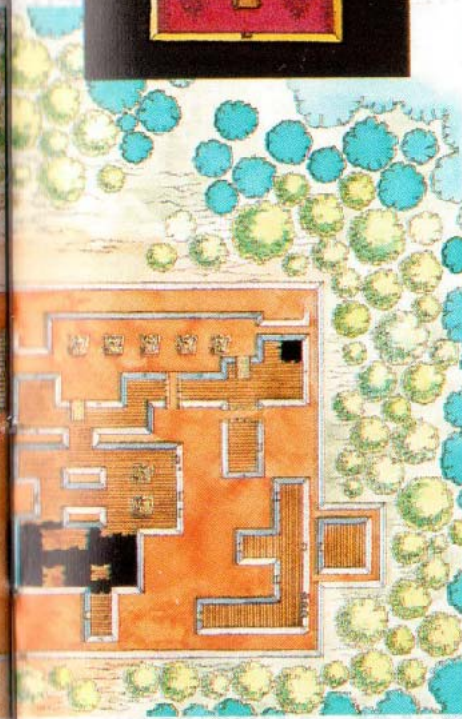
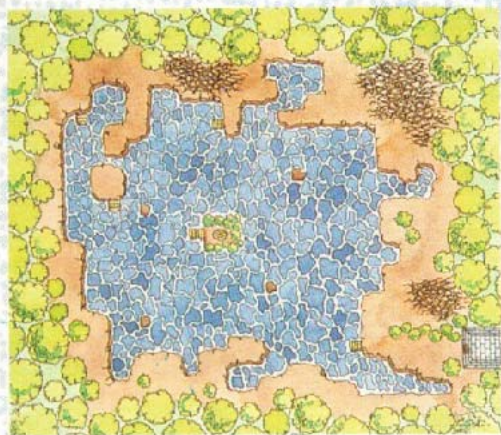
Life → Current health - Maximum health

Pray → Current mind power - Maximum mind power

Unique Item
Common Item

Common Item
Equipped weapon

● MAP ●



- There are two types of items: unique items and common items.

① Unique items (Items that each player has from the beginning. They cannot be exchanged.)



Lighter Can be used to light candles, and burn away... large ropes used as purification seals in the Shinto religion. *



+Kit Heals status ailments such as Poison, Curse, Fear, etc. Also called "**Remedy**".



Camera Photographing the frescos will reveal hidden messages.



Vacuum Cleans up dangerous glass shards from the floor, and gently removes dust from the frescos.



Key Can be used to open simple locks. More complicated locks will require a different solution.

② Common items (Items that any player can hold. They are found inside the mansion and **can** be freely exchanged.)



Tonic Restores everyone on the team's health and mental strength to maximum. Single use.



Wood Acts as a bridge for broken floors. Breaks after being crossed several times.



Wax If you use it in a dark place, it will brighten up your surroundings a little bit.



Mallet Can be used to break rocks. It's hidden somewhere in the mansion.



Rope Cross large gaps where there are stakes, or pull someone to safety if they fall in a particular trap.



Gas Necessary to start something. Once you use it, it will be gone.



Pick Allows you to hold your ground and move properly on slippery ice or in rushing water.



Log Acts as a bridge in places where wooden boards won't suffice.



Axe Perfect for breaking down obstructive piles of wood, but not always a great weapon.



Two A pair of identical keys used to open locks with two keyholes. Also called **Twin**.



Tool An odd-looking figurine with mysterious power. Also called **Amulet** for some reason.



Coffin The final resting place of the Mamiyas' only child.



Wood Wood again, but sturdier. Sometimes called a **Board**. Appears blue on the map screen.



Bow A bow gun. Similar to Rope, but with greater reach. Canines hate it.



Pail A tool for drawing and carrying water or water-like substances.



Shovel A tool for digging in soft soil. Even a child can use it.



Gem A crystal ball, truly with the power to put out raging spiritual fires.



Pulley A platform handtruck. Characters can use this on the map screen to ride it like a scooter and move faster.



Gloves If you wear these, you won't get pricked by thorns.



Photo A portrait of the Mamiya family in happier times. It is imperative for your escape.



Dress Hidden in the mansion. Wearing it restores your mental and spiritual energy.



F-Light This light is effective against mysterious shadows with spiritual power, but isn't useful for illuminating anything.



Ruby A ring fashioned by the artist for his wife, Lady Mamiya. One of a matched pair...



Blue A candle imbued with spiritual power. They will open the way to the final battle.

● WEAPONS ●

- Weapons can broadly be divided into three main types.

① Strong against biological enemies (mad dogs, maggots, etc.)



Fruit (knife)



Oak (spear)



Old (sword)

Translator's Note: Weapon names are inconsistent across different patches-

"Soul" → "Silver"
"Silver" → "Shiny"
(Gaijin patch) (Siege patch)

② Strong against spiritual enemies (wisp, bane, wraith, etc.)



Silver (knife)



Fork

③ Weapons that make you less susceptible to enemy poisons and curses



Rune
Only women can wield it.



Rune (axe)
Only men can wield it.

●KEY ITEMS●

- If a character dies, there are common items hidden around the mansion that can replace that character's unique item.



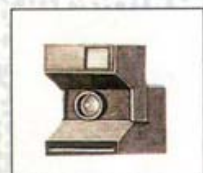
Match

Replaces lighter.



Pills

Replaces
+Kit.



Camera

Replaces camera.



Broom

Replaces vacuum.



Wire

Replaces key.

- These substitute items must be held in the **common items slots**.
- The effect is exactly the same as the corresponding unique item.

●PLAYER DOWN/GAME OVER●



- When a character's health reaches 0, that character dies.
- Dead players can not be revived.

- **If any of the follow situations occurs, the game is over:**

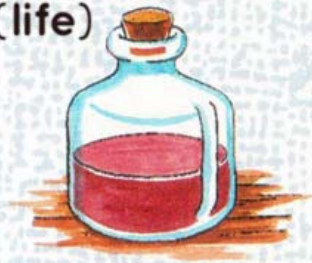
- ① When all players have died.
- ② If all characters become unable to move due to frozen or fear status effects.
- ③ A combination of ①&② that results in none of the playable characters being usable.
- ④ If the last character who can move falls into a trap.



● RECOVERING HEALTH & MIND ●

- Use Tonics with the **Item** command to restore characters' physical health (**life**) and mental strength (**pray**).

There is no other way to recover.



- There are two ways to do this:

① Recovery on the map screen



- Restores the mental and physical strength of the character who used the item and everyone on their team.
- You can restore up to **3** characters this way.

② Recovery during battle



- Restores the mental and physical strength of all characters participating in the battle.
- You can restore up to **5** characters this way.

● MULTIPLE ENDINGS ●

- This game has 5 different endings.
- The ending you get is determined by how many characters survive to escape from the mansion.

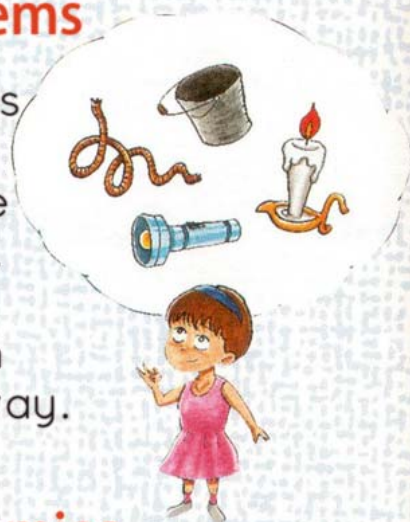
The right way to play Sweet Home

- The real fun of the game is seeing how many characters can survive.
- The difficulty level of the enemies is set low so that even beginners can enjoy it, so it would be fun to avoid using saves as much as possible and compete with your friends to see how many survive.

● TIPS & STRATEGY ●

● Think carefully about items

- There is a limit to the items players can carry. There are also many items of the same type in the mansion. It is also important to be careful about giving up on things and throw them away.



● Items can work on enemies

- Many non-weapon items can deal damage to enemies when used during battle. Try a variety of different things!



● Remember where you put it

- While it's important not to hoard items, it is also better to remember where you leave behind items that may be of use later on.



● To level up quickly

- Experience points received at the end of a battle are given to all characters in the battle.
- If you want to level up the party faster, you could use the Call command to get all 5 players into every battle.



● Dead characters' items



- Dead players cannot be brought back to life, but they remain where they died.
- Living characters can trade with them as if they were alive.

- The dead characters' unique items must remain with their bodies forever.

※ Due to the nature of this game, we are unable to answer any questions regarding the progress of the game. Thank you



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no idea, sorry 〰_(ツ)_〰

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