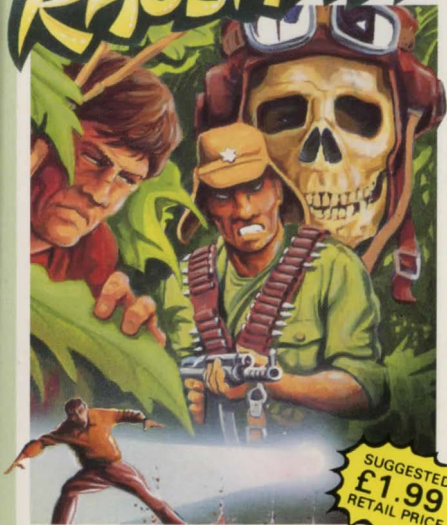


ESCAPE FROM RHOSHIMA



SUGGESTED
£1.99
RETAIL PRICE

ATLANTIS

LOADING

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key.

The program will now load automatically.

(The program is recorded on both sides of the tape, in case of difficulty, turn the tape over, rewind to the beginning and load again.)

INSTRUCTIONS:

As well as the normal verb/noun commands (i.e. open drawer, get knife, drink water etc.) You can also use the following special commands:

SAVE: To save your current location to tape or disc.

LOAD: To load a previously saved game position.

TEXT: Turns off graphics.

PICT: Restores graphics.

LOOK: Redescribes current location.

INV (INVENTORY): Lists all objects carried.

EX(EXAMINE): Will give a more detailed description of many of the objects encountered.

SCORE: Gives current score and number of moves taken.

QUIT: Allows you to start again without having to re-load the game.

All direction commands may be entered by their first letter only. (i.e. N = North etc.)

The computer will accept many words and commands. Logic will help you, as will making a map. If all else fails, a hint sheet is available (please send s.a.e.)

GOOD LUCK

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If you have written a good program and would like to discuss marketing, please write to:

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28 Station Road, London SE25 5AG

ESCAPE FROM RAOSHIMA

AMSTRAD
464/664/6128



AT 404

A GRAPHIC ADVENTURE
FOR THE AMSTRAD

For the last fourteen months you have been held captive by the Japanese in a P.O.W. camp deep in the Burmese Jungle. Today you have a chance to escape. The journey through the jungle will be hazardous, but with courage and cunning it can be done. Dare you try?

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