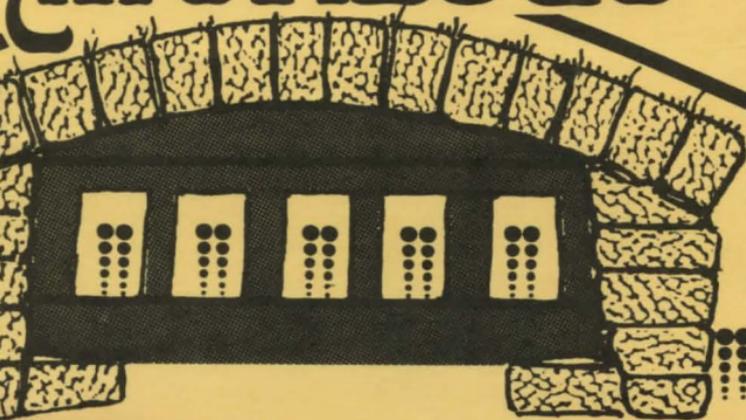


ESCAPE FROM MORBIUS

FOR 32K
PETS



In the enchanted DUNGEON of MORBIUS there are one hundred rooms each presenting a unique problem to the adventure player. TWENTY adventure laden choices face the adventure player as a choice must be made to progress through one of five doors at each level.

Haunting MONSTERS, deadly PERILS, deceptive MAZES face the player through this thrill filled path to FREEDOM!

OBJECT: To ESCAPE from MORBIUS alive!

This fantasy experience is filled with wonderful graphics that seem to come alive on the screen as the player progresses through the twenty levels to possible freedom.

ESCAPE from MORBIUS combines random chance with the very best in animation to provide a format that requires alertness, captivating imagination and thought.



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GENERAL KEY GUIDE *

A=ARROW

S=SPEAR

B=BULLET

F=FIRE BALL

L=LIGHTNING BOLT

These keys shoot one weapon each time the key is pressed. Be careful, because each time you press any key, a number of times, a weapon will be shot each time.

I=INVISIBILITY -Spell

T=TRANSPORT -Spell

G=To get any gold or weapons found

P=To pass by any weapons or food

E=To eat a meal or any food that is found.

R=To look at your current status

< >

Left, Right controls for character facing the five doors.

↑
8

Direction controls in the maze room.

← 4-6 →

● General Point Guide ●

The following will add or subtract points from your score:

	Points Subtracted when used	Points Added when not used	Points Added when used
ARROW	5	1	0
SPEAR	15	1	0
BULLET	20	1	0
FIRE BALL	20	1	0
LIGHTNING BOLT	20	1	0
INVISIBILITY	20	1	0
TRANSPORT	20	1	0
EAT MEAL	0	0	75
ENERGY (always used)	1 to 3	0	0

Your score equals your weapons, strength, gold, and bonus points, added together and multiplied by three.

You receive bonus points for collecting more than 255 gold pieces, and/or having more than 100 energy points.

Loading and Running 'Escape From MORBIUS'

1. Turn on your computer and place the cassette into the cassette recorder.
2. Type- LOAD"MORBIUS" -and press the **RETURN** key.
The computer will display: PRESS PLAY ON TAPE #1
3. Press the **PLAY** key on the cassette recorder.
The computer will then display: OK

(later)

SEARCHING FOR MORBIUS
FOUND MORBIUS
LOADING

The loading process will take about 10 minutes.

4. When the 'READY.' sign appears again on the computer, type- RUN -and press the **RETURN** key to begin the program.

OBJECT: The object of Escape From MORBIUS is very simple. First the player must escape from MORBIUS by passing through the twenty-first door of the dungeon, while having as much energy left as possible. Second the player must collect as much gold as he/she can while in the dungeon and use the least amount of weapons when playing.

This cassette is recorded on both sides for your safety. Should you experience any difficulty in its use please write PLATYPUS SOFTWARES at the address below, returning any defective tapes. These tapes cannot be duplicated.

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YOUR comments and suggestions are always welcomed. Thank you for your purchase of this product.