

SINBAD

48K SPECTRUM



ATLANTIS

LOADING: To load, press **LOAD** " ". Press **PLAY** on your cassette recorder. The programme will now load automatically. (The programme is recorded on both sides of the tape. In case of loading difficulty, turn the tape over, rewind to the beginning and load again.)

THE GAME: You are Sinbad, the Captain of a mutinous band of pirates who have not had a quarry in months. The crew, led by Able Seaman Lugswish are murmuring rebellion. To save yourself from the gang plank, you agree to recover the treasure chest mentioned in your father's will. You realise that you will have to share the treasure, but at least you won't get thrown to the sharks!

In the will, it says that the treasure is located in an underground maze of passages on the island of Corinthia. The only problem is that the treasure is guarded by vicious Trog Warriors and Giant Soldier Ants. With only your trusty sword and a supply of food and water, you go alone into the maze to find the treasure. You cannot recover the treasure and get out of the maze alive without the help of the Wizard. However, he will only help you if you find his Magic Lamp for him.

There is only one way out of the maze — the way you came in.

THE MAZE: There are 54 rooms in the maze. On each door there is a number and a pattern showing the contents of the room:-



OBJECT / HAZARD



CLUE



EMPTY

In each game, the maze and the room numbers are standard but the contents of the rooms move around.

OBJECT / HAZARD ROOMS: When you open a room with an **OBJECT** in it, the object is shown and you automatically take it with you. (You can drop it in the corridor later if you don't want it.) The objects are as follows:-

(continued overleaf)

Treasure Chest: (worth 2000 guineas) **Compass:** (70 guineas) **Rope:** (30 guineas)

Spade: (50 guineas) **Sword:** (100 guineas) **Torch of Fire:** (30 guineas)

Bag of Gold Coins: (400 guineas) **Silver Trophy:** (250 guineas)

Picture of the Trog King: (600 guineas)

Magic Lamp: No value, but the Wizard won't help you, nor can you enter the Treasure Room, unless you have the Lamp.

There are three **HAZARDS** to avoid in the OBJECT / HAZARD rooms. These are:

TROGS: Clad in armour and wielding a sword, the Trogs are unmistakable. They will attack you as soon as you open the door. To defend yourself with your sword, you have to press the key corresponding to the letter on his **SHIELD**. Take too long, press the wrong key or attack without a sword and you will suffer a very painful death. (Remember, swords can only be used for one duel.)

SOLDIER ANTS: These too are unmistakable with their gnashing teeth. To shut the door and prevent the escape of the Queen, press the key displayed on the Ant's **HEAD**. Take too long or press the wrong key and the **Queen Ant** will escape and lurk in the corridors of the maze. If the Queen Ant manages to creep up on you (you will hear three mysterious notes before she appears), fend her off with your torch (she hates fire) by pressing the key displayed on her **HEAD**. However, this only scares her off. She will be back. The more Ant colonies you allow to escape, the more perilous the corridors become.

MAGNET: In one of the rooms there is a large magnet. You can't take it with you, but it's hard luck if you are carrying a compass.

ADDITIONAL HAZARDS: Tread carefully around the maze, the open Gorge cannot be crossed without a Rope (don't get too close) and you cannot pass the Rock Fall without a Spade.

CLUE ROOMS: You can only enter these rooms if you are carrying the Magic Lamp. When you open the door, the Wizard will appear and give you a clue as to the location of the treasure or, if you have already found the treasure, the way out of the maze.

CONTROLS AND COMANDS:

A Turns you to the left

S Turns you to the right

L Moves you forward one space

Each space you move forward uses 2 units of water for you and 2 units of food for each object you are carrying. It is therefore necessary to limit the amount of objects you are carrying to prevent starvation.

C Allows you to choose the following 4 commands:

OPEN a door (Command Mode is Automatic when you approach an Object / Hazard room.)

PICK up an object which has previously been dropped (a tune is sounded when a dropped object is at your feet.)

DROP an object in the corridor (you can only drop one object at any one location.)

UPDATE on your situation. This gives you your food and water levels, the sector of the maze in which you are located, the number of objects being carried and your current score. Finally, if you are carrying a compass, it shows the direction you are facing (N, S, E or W).

SKILL LEVEL (0-5) The higher the Skill Level chosen, the more Soldier Ants and Trog Warriors there are to contend with. Also, the more difficult they are to defeat. When Level 0 is selected, whatever letter shows on the Trog's shield or Ant's head is the key that needs to be pressed. Each Level above 0 is the factor by which this letter must be increased.

e.g. **Level 0** Letter A shows, **press A**

Level 1 Letter A shows, **press B**

Level 2 Letter A shows, **press C**

and so on, up to Level 5.

Sounds easy? Try it. Happy Treasure Hunting!

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48K
SPECTRUM



SINBAD

AT 305

A 3D ANIMATED ARCADE ADVENTURE FOR THE 48K SPECTRUM

Your father's treasure is hidden in the maze of passages and rooms beneath the island of Corithia. Guarded by vicious Trog Warriors and Giant Soldier Ants, recovery of the treasure is almost impossible. The slightest mistake will result in a very painful death. Dare you try?

ATLANTIS