AMSTRAD 464/664/6128

Dungeons, Amethysts, Alchemists 'n' Everythin'

NOT SUITABLE FOR
PERSONS UNDER
THE AGE OF 16

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 door, get key, turn handle etc.), you can also use the following special commands.

SAVE : To save your current location.

LOAD : To load a previously saved game position.

TEXT : To turn off graphics.

PICT : To restore graphics.

L (LOOK) : Redescribes current location.

I (INVENTORY) : Lists all objects carried or worn.

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

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

AMSTRAD
464/664/6128

AT 408

**A GRAPHIC ADVENTURE
FOR THE AMSTRAD**

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A comedy-fantasy adventure where busty barmaids serve never-ending tankards of ale
and novice nuns crave a little excitement.
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