

# Marie Celeste

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.)

## INSTRUCTIONS

To move around, use the following commands:

**N** (North), **S** (South), **E** (East), **W** (West), **U** (Up), **D** (Down), plus **NE**, **NW**, **SE**, **SW**. (N is towards the bows).

**R** (Re-describes your location), **I** (Inventory), **SCORE** (Checks your progress), **QUIT** (To start new game), **SAVE** (Allows you to save your current location), **LOAD** (Enables you to re-start the adventure from the location saved).

Other useful words are: **EXAMINE**, **GET**, **TAKE**, **DROP**, **WEAR**, **REMOVE**, and **HELP**.

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

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48K  
SPECTRUM

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AT 310

A GRAPHIC ADVENTURE FOR THE 48K SPECTRUM

You've been drifting for days in pirate-space. Suddenly your scanners detect another ship orbiting a near-by planet. You set course for her with your last dregs of power. As you approach, you are dismayed to see a giant skull and crossbones on the side. Her name is **Marie Celeste**.

**ATLANTIS**