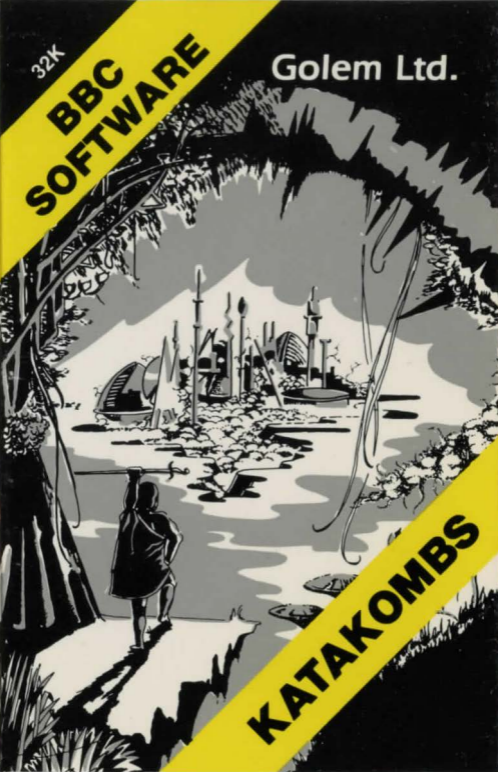


32K

**BBC
SOFTWARE**

Golem Ltd.



KATAKOMBS

KATAKOMBS

Are you cunning enough to discover and seize the treasure in the Katakombs AND return alive? What and where are your enemies?

Can you outwit them?

Yes?

Then your adventure will take you through unending forests, beside tumbling streams, over lonely plains to desolate ruins and finally underground to the tortuous Katakombs. Be prepared for anything!

Here are a few hints: you may find commands LOOK, TAKE or GET object, KILL monster, TIE ROPE, SWIM, LIGHT object (empty LAMP cannot be lit), SCORE, INVENTORY, SAVE and RESTORE helpful.

SAVE and RESTORE commands: these have been implemented to alleviate frustration of playing from the beginning each time.

SAVE - the current state of play is saved in memory (and can be restored during the current game). A question: "Save on tape;" is then asked and only if 'Y' is typed the state of game is saved on a cassette.

RESTORE - the game is restored from memory and then question "restore from tape?" is asked. If answer is 'Y', the restore is done from cassette. Needless to say the game must be saved before it is restored.

Scoring: It is up to you to find out how points are awarded. To keep points for treasure they should be deposited in the Crypt.

Certain objects can be worn to free your hands for other objects or tasks (WEAR or REMOVE if worn).

Golem

KATAKOMBS

**The programs recorded on this cassette are copyright.
No reproduction of these Programs is permitted
without the approval of Golem Ltd.**

**GOLEM LTD., 77 QUALITAS
BRACKNELL, BERKS.**

RG12 4QG

Telephone: (0344) 50720