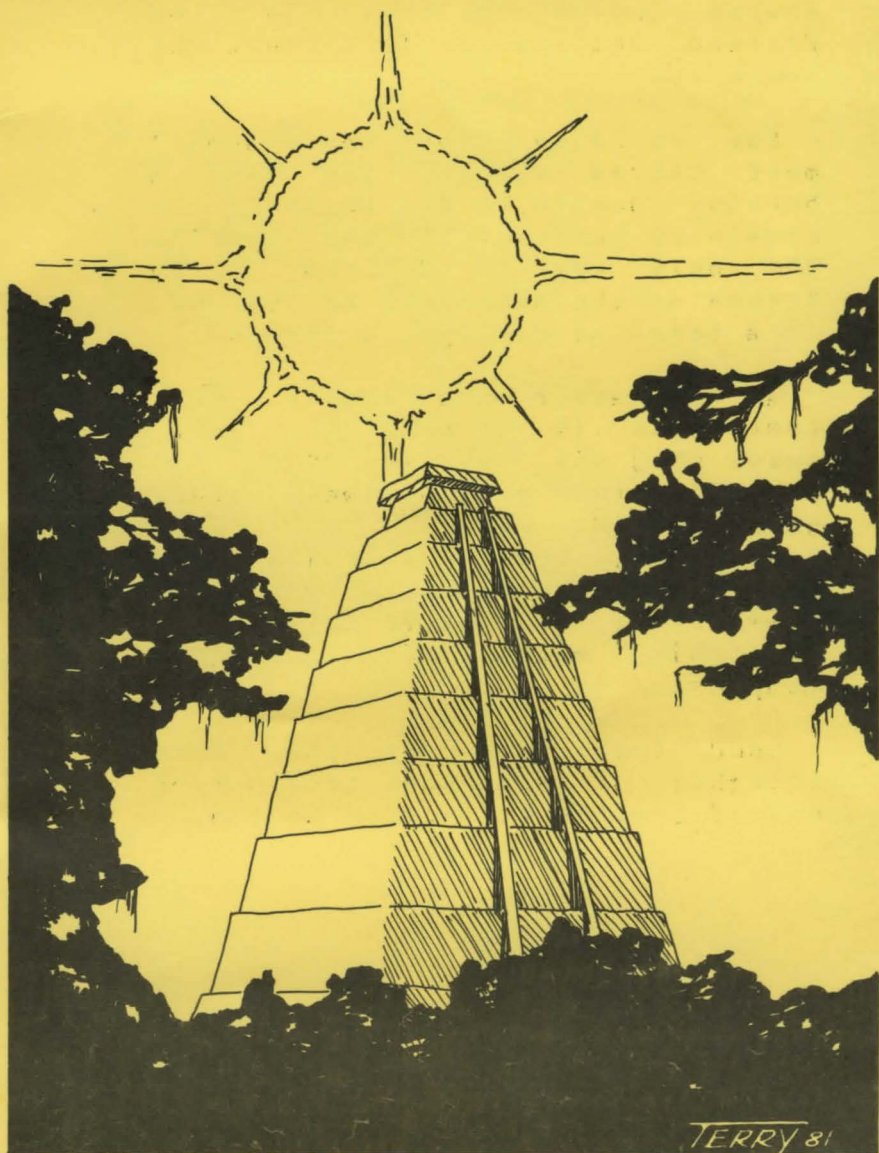


# TEMPLE of the SUN



You are about to embark on an unusual compu-journey. As a student of ancient magical orders you have accidentally discovered clues leading you to the long buried Cult of the Shaman, an extremely powerful order of wizards whose influence shaped Indian culture in the Western Hemisphere for countless centuries.

Now, standing before the Shamans' most sacred shrine, you have a burning desire to fit together the remaining parts of the puzzle. The only way to do that is to become as the ancients, to become, in a trial of courage, a Shaman.

As you enter the temple, note that this is an octo-directional maze. GO S will take you SOUTH. GO SW will take you southwest. Where HELP would work in other Adventures, try petitioning your Diety. LIST will give you your command set. Be sure to make a map, as this matrix is extremely complex.

Good luck, and may the kind thoughts of Shal-shat-tzee, patron God of Shamans be focused on you.

TO LOAD THIS PROGRAM FROM DISK simply insert the disk into DRIVE 0 And PRESS RESET. The program will load and execute automaticly.

NOTE: The Disk version of this program requires a minimum of 32k of memory to run.

There is no save game feature in TEMPLE OF THE SUN so proceed cautiously and take notes.

To load this program from tape TYPE CLOAD <enter> and the program will load. Type RUN and it will execute.

If this product fails to run properly return it to  
THE PROGRAMMER'S GUILD  
PETERBOROUGH SHOPPING VILLAGE  
PETERBOROUGH NH 03458  
(603) 924-6065  
For prompt replacement.

## TEMPLE OF THE SUN

You have discovered the ruins of the  
long lost TEMPLE OF THE SUN

Within its depths are clues to the  
ancient RITES OF THE SHAMAN

The find of the century awaits you if  
you can get through the mazes and  
avoid the many deadfall traps set by  
the ancients.

Hidden in the underground chambers is  
treasure beyond your wildest dreams  
and the key that unlocks the magical  
powers of the SHAMAN, an ancient order  
of wizards so powerful that none dare  
oppose them.

So come now, if you dare, into the  
mysterious depths of the TEMPLE OF THE  
SUN, and emerge with wealth and power.  
Or die in the attempt.