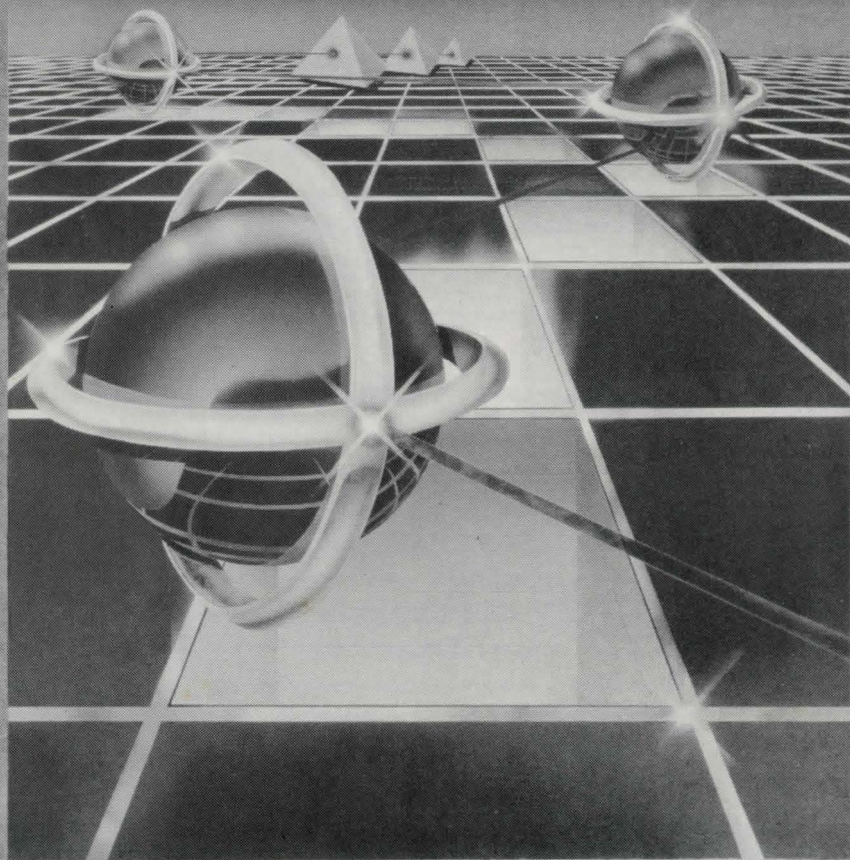


64 ROOMS:  
AN ADVENTURE  
IN THE METAREAL WORLD

# AMKA

by David Van Brink



**DATAMOST**™  
INC

# 64 Rooms: An Adventure in the MetaReal World

Created out of the sands of time by Van Brink  
Apple Ankh by the MetaKid, Van Brink  
Atari Ankh by the Master of the Space and Time, Kent Simon  
Commodore 64 Ankh by Ramifications, Jon Rami

<b>To Move Other</b>	<b>To Stop Other</b>	<b>To Fire</b>
Up Left Down Right	Press space bar	Up Left Down Right
I J K L		E S D F

<b>To Touch or Take Object</b>	<b>To Set Object Down</b>	<b>To Rest</b>
Up Left Down Right	Press number key 1, 2, 3, or 4	Press ESC Press ← (C-64)
CTRL CTRL CTRL CTRL E S D F		

(Commodore 64)  
SHFT SHFT SHFT SHFT  
E S D F

**To Load the Commodore 64  
Version Type:**  
LOAD "\*" ,8,1

Press **V** to control volume. You may guide your Other through the MetaReal World with a joystick when playing Atari Ankh (Controller Jack 1: press **T** to toggle between fire and touch) and Commodore Ankh (Control Port 2: press **SHIFT LOCK** to toggle between fire and touch). Amen-Ra leaves the driving to you.

Choose. The path to enlightenment takes many directions. Discoveries can be made by simply experimenting with various possibilities. The MetaReal World lies with the East Wind.

- Take control of your Other.
- Open the first door to begin the journey.
- The object is to solve puzzles, open doors and travel through all 64 rooms.

The puzzles may be solved by a combination of logic, destruction, and the scientific method.

Watch your Karma! Karma is the green or white line (depending on your computer) to the right of the Ankh Field. Your Other loses Karma by rubbing walls or objects. Your Other gains Karma by entering new rooms and touching or shooting objects.

The rooms are divided into like-behavior. Be aware of the background.

Listen to sounds! When your Other touches or shoots an object, and you hear a sound, you have triggered an action in another room.

You may pick up as many as four objects, storing them in the boxes at the top right-hand corner of the game screen. These may come in handy later in other rooms. To set an object down, press the appropriate number key.

Any object picked up will be set down in the same direction and at the same distance. Many objects may be carried to any room.

Xs: Objects to shoot (bad) Δs: Objects to get (good) □s: Objects to use (functional)

Score = Rooms + Objects + Bonus

The triangles are a key to solving the final mystery.

Amen-Ra leaves you with one clue:

Sound on pitch creates ideas and emotion  
Sequence your hearing to cross Ankh's ocean

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