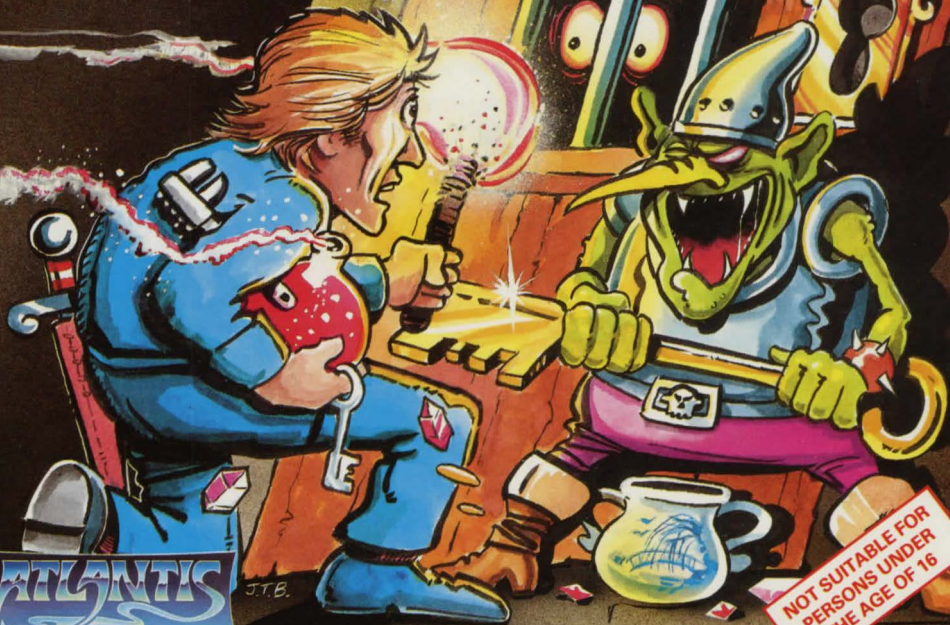


COMMODORE

AMIGA

DUNGEONS AMETHYSTS ALCHEMISTS N' EVERYTHIN'



ALCHEMISTS

NOT SUITABLE FOR
PERSONS UNDER
THE AGE OF 16

LOADING:

On workbench prompt, insert D.A.A. disc.
The game will then load automatically.

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: (Return) to save your current location to a blank disc.

Load: (Return) to load a previously saved game position.

Text: To turn off graphics.

Graphics: To turn them on again.

Examine: Will give a more detailed description of many objects encountered.

L (Look): Redescribes current location.

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

Quit: Allows you to give up in disgust when your pathetic efforts haven't even got you out of the cell. (See note re. Hint Sheet).

All Direction Commands may be entered by their 1st letter only (i.e. N = North).

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

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

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