

LOADING:

Insert disc and switch computer on. D.A.A. will 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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ATARI ST SCREEN SHOTS

Written by Richard Robinson. Converted for the Atari ST by Barry Jones.

ATARI

WARNING: DUNGEONS, AMETHYSTS AND ALCHEMISTS IS A VERY HUMEROUS ADVENTURE, BUT IT DOES CONTAIN SOME SEXUAL INNUENDOES WHICH YOU MAY FIND OFFENSIVE. WE HOPE THAT MOST PEOPLE WILL SEE IT AS "CHEEKY FUN" BUT IF YOU FEEL THAT YOU MIGHT BE OFFENDED, PLEASE CHOOSE ANOTHER ATLANTIS GAME.

A comedy-fantasy adventure where busty barmaids serve never-ending tankards of ale and novice nuns crave a little excitement. Interested? Over 16?-Then play on.



What now ? n you are in the centre of the village

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AN AMUSINGLY OUTRAGEOUS GRAPHIC ADVENTURE FOR THE ATARI ST.



ATLANTIS 16106

D.A.A