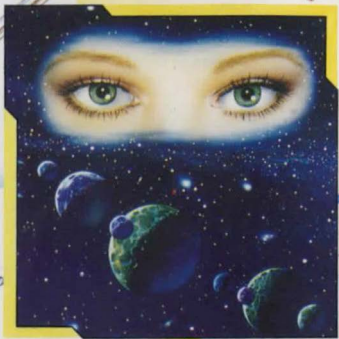


The Experience

armstrad /schneider



PLAYERS

LOADING INSTRUCTIONS

464: Hold down the **CTRL** and tap the small **ENTER** key.

664/6128: Type **I** (shifted **@**) **TAPE** (**ENTER**) then type **RUN**" (**ENTER**)

THE GAME

A thought provoking new adventure set in a dark attic, inhabited by yourself and menacing shadows and a variety of objects and clues littered about the room. You can attempt anything in order to achieve your goals-

- a) To escape from this apparently exitless room
- b) To discover what the Experience is.

There'll be a time,

The world will spin,

Be purged of sin,

And the knowledge will be mine.

COMMANDS

Type in any command you wish to perform in simple phrases or full sentences, or a more complicated verb/noun/adverb/noun combination. It is a feature of the game that the vocabulary is very large and experimentations will often lead to unexpected results.

PLAYERS

The Experience



A frustrating cult adventure set in an attic from which there appears to be no escape: Use your intuitive judgement to undergo the Experience.

AMTIX! September 86'

"A compulsive game, Excellent"

Atmosphere 85%

Plot 86%

Interaction 88%

Overall 83%

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ASSISTED BY:
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RICHARD PAUL JONES



PLAYERS

