

For the AMSTRAD CPC 464/CPC 6128/CPC 664

1. If you are using a CPC 464 then ignore this instruction 1 and proceed to instruction 2. Otherwise enter the direct command I tape. The I symbol is obtained by holding down the SHIFT and pressing the @ key.
2. Insert the cassette and ensure that it is fully rewound.
3. Press CNTRL and ENTER keys. The words "press PLAY then any key" should appear. Start the cassette and press any key.
4. On loading, the program will auto-run.

© Copyright 1985 Artic Computing Ltd.

All rights of the producer, and of the owner, of the work being produced, are reserved.

Unauthorised copying, hiring, lending, public performance and broadcasting of this cassette is prohibited.

The publisher assumes no responsibility for errors, nor liability for damage arising from its use.

WARNING: These programs are sold according to Artic Computing Ltd's terms of trade and conditions of sale, copies of which are available on request.

Aladdin has got himself into trouble having been trapped in a Labyrinth by the evil Wizard. Each location in this Labyrinth has various animated dangers, including falling rocks, spiders, birds, snakes etc....

Aladdin has the power to pick up various objects, some of which allow Aladdin to transform into other lifeforms once a complete set has been collected. Each lifeform has different powers, which may be used in those locations that are not effected by the wizard's prohibiting spells.

These transformations include: A Monkey; A Bird; A Genie and A Dolphin.

The Wizard will try to retain all the objects on a screen. Once you have collected all the objects from a screen you may keep them. Should you leave a screen before collecting all the objects, the Wizard will regain and replace them. You must then try to collect them ALL again!!

You must escape from a labyrinth of caves, down a precipice, along a river and across a desert to the walls of the CITY, in which the Wizard has taken refuge.

TIP. You can enter the city by bribing the guard.

You must then find your way to the Wizard's lair, having collected all the correct weapons and spells to overpower him.

GAME CONTROLS:

You may control the game with:

- 1 JOYSTICK (0)
- 2 CURSOR KEYS
- 3 KEYBOARD

CURSOR KEYS

Movement as indicated by cursor

JUMP — COPY

KEYBOARD

UP	— A
DOWN	— Z
LEFT	— /
RIGHT	— \
JUMP	— SHIFT
PAUSE	— SPACE BAR

To transform from one life form to another
(when you have collected the correct objects)

USE:

UP & JUMP ——— MAN

DOWN & JUMP ——— MONKEY, BIRD, GENIE

The change into a DOLPHIN is done
automatically when you go into and out of
water.

ADDITIONAL CONTROLS

DEL	— ABORT
1	— SOUND ON
2	— SOUND OFF

GOOD LUCK

© 1985 Artic Computing Ltd.

For a full colour catalogue detailing the complete range of Artic software please send an SAE (6" x 9") to:-
ARTIC COMPUTING LTD., MAIN STREET, BRANDESBURTON,
DRIFFIELD YO25 8RL.