

**WARNING: DUNGEONS, AMETHYSTS & 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 OR YOUR PARENTS WOULD BE OFFENDED, PLEASE CHOOSE ANOTHER ATLANTIS GAME.**

### **LOADING**

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The program will now load automatically. *(The program is recorded on both sides of the tape, in case of difficulty, turn the tape over, rewind to the beginning and load again.)*

### **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** : To save your current location.

**LOAD** : To load a previously saved game position.

**TEXT** : To turn off graphics.

**PICT** : To restore graphics.

**L (LOOK)** : Redescribes current location.

**I (INVENTORY)** : Lists all objects carried or worn.

**EX (EXAMINE)** : Will give a more detailed description of many of the objects encountered.

**QUIT** : Allows you to start again without having to re-load the game.

**All direction commands** may be entered by their first letter only (i.e. N = North etc.)

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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**Atlantis Software Limited**  
28 Station Road, London SE25 5AG