

SUPER SAM

Amstrad

60 rooms 3 lives Keyboard or Joystick

Instructions to Play

Gameplan

The object of the game is to collect the 18 hidden pieces of the cage with which you can eventually trap the elusive Boris. Lost as you are in a rambling fortress you must find your way around the secret passages and mysterious corridors scaling the battlements, climbing the ladders. Watch out for misleading doorways, they'll send you miles off course and the hidden potholes that'll drop you to an early grave.

Features

Energy - your energy level is drained on each collision with a nasty, when it is completely gone you lose a life. Mystery Syringe - collect a syringe and its mysterious powers will protect your energy from nasty bashing for a limited period.

R Redefine keys **K** Keyboard **J** Joystick to start

To Move

Keyboard: **Q** Up **M** music on/off
 A Down **Delete** pause on/off
 O Left
 P Right

To Load

Hit **CTRL** **ENTER** together

Press **PLAY** then any key