

ANKH

64 ROOMS: AN ADVENTURE  
IN THE METAREAL WORLD

file & docs, compliments of Kilroy  
member: N.A.P.O. (P) 1985

KEYS TO USE:

---

À Ó Ã ± ² ³ ´ 5 6 7 8 9 0

TAB Q W Å R Ô Y U É O P

Ã Ô Ò Ì A Ó Ä Æ G H Ê Ë Ì

SHIFT Z X C Ö B N M [ ]

Ó Ð Á Ã Ä Å Æ Å Ã Ä Ò

---

To Move Other	To Stop Other
I - Up	space bar
J - Left	
K - Down	To Fire
L - Right	E - Up
	S - Left
To touch or	D - Down
Take Object	F - Right
CTRL-E - Up	
CTRL-S - Left	To Rest
CTRL-D - Down	press ESC
CTRL-F - Right	
To Set Object Down	
press number key	
1,2,3, or 4	

---

Press "V" to control volume. You may guide your Other through the MetaReal World with a joystick (controller port:1). Press "T" to toggle between fire and touch. Amen-Ra leaves the driving to you.

Choose. The path to enlightenment takes many directions. Discoveries be made by simply experimenting with various possibilities. The MetaReal World lies with the East Wind.

- \* Take control of your Other.
- \* Open the first door to begin the journey.
- \* The object is to solve puzzles, open doors and travel through all 64 rooms.

The puzzles may be solved by a combination of logic, destruction, and the scientific method.

Watch your Karma! Karma is the white line to the right of the Ankh field. Your Other loses Karma by rubbing walls or objects. Your Other gains Karma by entering new rooms and touching or shooting objects.

The rooms are divided into like-behavior. Be aware of the background.

Listen to sounds! When your Other touches or shoots an object, and you hear a sound, you have triggered an action in another room.

You may pick up as many as four objects, storing them in the boxes at the top right-hand corner of the game screen. These may come in handy later in other rooms. To set an object down, press the appropriate number key. Any object picked up will be set down in the same direction and at the same distance. Many objects can be carried to any room.

X.....Objects to shoot (bad)  
TRIANGLE...Objects to get (good)  
BOX.....Objects to use (functional)  
Score = Rooms + Objects + Bonus

The triangles are a key to solving the final mystery.  
Amen-Ra leaves you with one clue: Sound on pitch creates ideas and emotions.