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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