

Atic Atac

For the 48K RAM Sinclair ZX Spectrum

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GUARANTEE

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I never did believe in Ghosts or Monsters... Not until now, not until the Main doors of the Castle closed and locked themselves behind me... There's no key here!!! I'm trapped!!! HELP!!!!... HEELLLPPPP!!!!... No-one can hear me... I'm alone... Why do the doors open and slam shut??!!... Is anybody there??... HHEELLLPPPP!!!!... I can see strange shapes materialising on the other side of the room... Evil eyes glaring at me... Footsteps... Somethings coming down the corridor... Something large... Something cold... I must run quickly... QUICKLY... HHEELLLPPPP!!!!... I must escape before it's too late!!!!

THE CASTLE

Now that you have been trapped in the evil haunted Castle, your object is to find the hidden Golden Key of A.C.G. and escape via your only exit, the Main Doors.

The Castle consists of 5 floors, including the 'Atic' and the caverns, which contain countless rooms. Within the many rooms you may find furniture, food, drink, objects, Ghosts, Ghouls and Monsters. Eat and drink sparingly so that you do not deplete your food supply. Collect and utilise any objects you find to your best advantage, be wary of slamming doors and working trapdoors which will try to trap you and avoid contact with all the Ghouls and Monsters, as each of these will use their best endeavours to hamper your search.

YOUR WARRIOR

Each of the characters, Knight, Surf and Wizard, are armed with their own specific weapons, individual movement type and use of one set of secret passages, unbeknown to the others.

GOOD LUCK

ATIC ATAC LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder

and ensure the MIC lead is disconnected.

2. Place the cassette tape in the recorder and rewind to the beginning.

3. Type either LOAD "ATIC"
or LOAD ""

4. Press PLAY on the cassette recorder.

5. ATIC ATAC will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.

6. PLAY THE GAME.

For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC socket on your recorder. Disconnect the EAR lead, remove the cassette tape from the recorder and press the PLAY button, the sound may be amplified through the loudspeaker of the recorder.

Due to the enormous complexity and nature of the interactive G.A.S. adventure software, it is almost impossible to guarantee continuous error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

CONTROLLING YOUR WARRIOR

KEYBOARD CONTROLS

LEFT Your warrior will move left using the Q key.

RIGHT Your warrior will move right using the W key.

DOWN Your warrior will move down by using the E key.

UP Your warrior will move up by using the R key.

FIRE Your warrior will use his weapon when the T key is pressed.

PICK UP/DROP Your warrior can pick up or drop an object using the Z or SYMBOL SHIFT keys.

PAUSE The whole game can be paused using the CAPS SHIFT or SPACE keys.

JOYSTICK CONTROLS

Your warrior can be controlled using either the Kempston or Cursor controlled joysticks by replacing the Left, Right, Up, Down and Fire commands.

All software, graphics, and audio-visual by ULTIMATE, PLAY THE GAME

Trade Name of Ashby Computers & Graphics Ltd. Made in England.

48 1006

FEATURES

3 Dimensional Scenario

Knight

Surf

Wizard

Full 8 way movement

On Screen Scoring

Superb Graphics

Amazing Animation

Grave Stones

Working Trapdoors

Secret Passages

Cross
Food
Valuables
Frankenstein
Mummy
Dracula
Devil
Witch
Monks
Ghosts
Ghouls
Hungry Monsters
Pumpkins
Spiders
Multi Lives
Incredible Sound Effects
Game Timer
Swag Display
% Adventure Score
On Screen Time Lapsed Clock
Keyboard / Joystick Select
Status Scroll
Pick Up/Drop
Continuous Pause Button
Furniture
Other Gubbins

Instructions typed on 20/09/2004 by Lee Tonks, from original 1983 release cassette inlay.