

## THE LOST CITY OF ATLANTIS

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### THE LEGEND

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The legend of the Labyrinths is the tale of the young Raghim - a Phoenician merchant whose strength and valour were matched by an overpowering desire to travel far and wide.

Not having crystal ball, nor magic mirror, nor flying carpet, Raghim was in a fix until one fine and fateful day he met in the throngs of a Greek bazaar a strange and twinkling wizard. And said the wise and wrinkled one:

"Step forth young man and hasty with it, with you a secret I will share. This crumpled scroll is not a crumplet but a map into Atlantis. Look close my friend, for tis here the secret hides. Buy it lad, but please no Rouples. For me those Crystals shining!"

Our hero stepped forth and in his hands he grasped that crumpled script. In search of crystals, after times new and old did he point those sprightly toes. And what or who would dare defy those muscles strong and bulging? What but those brazen monsters who coiled in the murk and an impediment did provide. To the beginning was their goal to send our handsome hero.

### GAME STRATEGIES

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## GENERAL DESCRIPTION

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You are the hero - Raghim and your mission is to get through the Labyrinths of Greece, Egypt and Atlantis, slaying the monsters in your path and collecting pearls to buy weapons to do so. To proceed to the next level you must find all

the hidden Crystals (each sublevel contains seven Crystals) and give them to the Wizard who controls exit to the next sublevel. Greece, Egypt and Atlantis each have four sublevels.

When Raghim starts the game, he has no weapons to fight the monsters. The only way to get ammunition is to buy it in the Temples. To do so you need to collect some money - pearls, evaluated in Rouples. Look about in the sea and you'll find a lot of those but remember that you can pick them up only when a shell is open. When you collect enough pearls you can go to the nearest Temple and buy your ammo. Different weapons are associated with different gods. You will easily find the Temples because they are all lit up.

Now you can blast the monsters but remember that some of them are not easily exterminated. And a few (like Jelly Fish) only need to be avoided if you want to keep yourself in good shape. There are creature which require special treatment - try different tricks!

Find your way to the Wizard who controls the exit of each Labyrinth. But don't forget that he will only let you out if you bring him all seven Crystals. If you have good health don't pick up food or life jars - save them for later.

## STATUS BAR, LIFE AND HEALTH

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Raghim starts out with two lives. The status bar displays Raghim's health (blue line), the number of lives (Hearts) and shots remaining and the number of Crystals collected.

Health decreases:

- a) when Raghim is hit by or collides with a monster.
- b) with prolonged stays underwater.
- c) when Raghim comes into contact with Jelly Fish or fire.

Health can be increased by picking up food and additional lives can be obtained by picking up the Embryo Jars. Embryos will also replenish health.

When one life ends Raghim is returned to the start of the Labyrinth. No more than five lives may be carried at one time.

Your status bar will also tell you what sublevel you are at. The scoring will show how successful you are at terminating monsters. The lower left corner of the status bar shows you your financial situation.

#### WEAPONS -----

As you remember your ammunition must be purchased. Each Pearl is equivalent to 20 Roubles. Ammo can only be bought in 30 shot units and one unit costs 100 Roubles. SO YOU NEED TO COLLECT AT LEAST 5 PEARLS TO BUY YOUR FIRST WEAPON.

The Temples can be entered by pressing the ENTER key as Raghim is standing in front of their entrances. Three types of weapons are available in each Labyrinth. The efficiency of weapons varies, and you'll have to try different ones out on different monsters to understand which one is effective in each case. No more than 99 shots of each weapon can be carried at a time.

When you enter a Temple, choose the type of ammo you want to buy by moving the little torch between the gods and press ENTER. The weapon associated with the god will be shown in a box below the gods. If you have enough money, you'll be given 30 shots of the chosen sort.

#### PEARLS, CRYSTALS, FOOD AND LIVES -----

To pick up Pearls and Crystals Raghim simply touches them. Pearls regenerate

themselves. To pick up food and the extra lives provided by the Embryo Jars  
Raghim must crouch down.

#### BREAKABLE WALLS AND FLOORS

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Some walls can be destroyed by bombs, and floors may fall when pushed or stepped on. By destroying some of the walls you can enter the areas of the Labyrinth which were closed for Raghim until then.

#### CONTROL KEYS

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cursor up - climb / swim up  
cursor down - climb / swim down, crouch  
cursor right - walk / swim right  
cursor left - walk / swim left  
cursor up & cursor right - jump right  
cursor up & cursor left - jump left  
alt & cursor left - step left  
alt & cursor right - step right  
space bar - shoot  
esc - quit to main menu  
ctrl - select weapon  
P - pause game

There may be difficulties when you want to jump beneath a rope as instead of jumping Raghim starts to climb up. To prevent this happening Press ALT, press JUMP keys and release ALT.

If you want to interrupt your game, use the PAUSE key rather than returning to main menu.

#### SCORING

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Points are awarded for exterminating monsters. As some monsters are more difficult to kill than others higher points will be awarded for blasting away the more intelligent ones. The player's score will be recorded at the end of

each game on the TOP SEVEN board. Type in your name, hero.

#### SAVE/LOAD OPTIONS

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A game can be saved at any time via the "SAVE" option in the main menu. But remember that when you save a game it is saved with the data (score, number of lives, weapons etc.) you had when you started the current sublevel. The LOAD function doesn't remember whether you were playing MASTER or BEGINNER when you saved your game. So if you do MASTER and find a certain sublevel too hard, you can load it from the BEGINNER mode. But bet you don't want to do it!

#### SOUND CONTROL

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You can switch between Sound Blaster and internal speaker or turn off the sound using the SOUND option in the main menu.

#### REGISTERED VERSION

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If you want to continue your registered game from the point you reached in your shareware version, save your Atlantis config.cnf file and copy it to the directory where you have installed the registered version.

#### SYSTEM REQUIREMENTS

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MS DOS 3.30 or higher  
Minimum Memory: 555 Kb of free conventional RAM  
Minimum Processor: 286 16 MHz (386 or faster recommended)  
Hard Disk Space Required: 1.7 Mb

Graphics Modes Supported: VGA  
Sound Cards Supported: Sound Blaster/Adlib, or SB compatible.  
Controls: Keyboard

#### INSTALL AND START

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Simply copy ATLANTIS to your Hard Drive and run it!

We recommend you create a subdirectory on your hard disk called "ATLANTIS" where you can copy all the files of the game. Then switch to the subdirectory, for example: CD ATLANTIS and type "ATLANTIS".

You can skip the introduction by pressing SPACE BAR. Choose "MASTER" or "BEGINNER" level and hit ENTER. Now you are in the main menu: use ARROWS and SPACE BAR to choose options. If you don't touch the keyboard for a couple of minutes in the "MAIN MENU" mode, DEMO function will be loaded automatically.

If you run ATLANTIS through plain DOS, music and sound effects will switch to SB/ADLIB option automatically if such a sound card is detected. Otherwise the internal speaker option will be initiated. While playing the game you can switch between SBlaster and Internal Speaker modes by changing SOUND option in the main menu.

If you run the game from Windows, you may be interested in installing the ATLANTIS icon in your Windows game menu. The icon file is called "ATLANTIS.ICO".

#### PROBLEMS AND SOLUTIONS

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If you have problems running ATLANTIS you may want to try to reboot your computer without all those memory managers and Terminate and Stay Resident programs (TSR's) which can interfere with ATLANTIS. See below for

instructions.

OS/2

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Alas, ATLANTIS will not run under OS/2 reliably.

#### RUNNING ATLANTIS THROUGH WINDOWS

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Atlantis is best run directly from DOS but you can also run it under WINDOWS.

In this case please start "ATLANTIS.PIF" file instead of "ATLANTIS.EXE".

If you must run ATLANTIS through WINDOWS you may face the following problems:

1. Game (both animation and sound) runs very slowly. - Quit the game and try to restart it by running ATLANTIS.PIF one more time.
2. Scrolling may not be as smooth as it is in DOS. - Run ATLANTIS from DOS.
3. Music may be skipped and sound effects may be switched to Speaker. - Run the game from DOS.

#### NOT ENOUGH MEMORY

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If ATLANTIS says that you don't have enough (conventional) memory you need to free it up. Conventional memory is memory below 640 K. Even if your PC has 4 Mb of RAM, it doesn't mean that you'll have enough conventional memory automatically:

1. If you're running ATLANTIS from a menu program, like "DOSHELL", "NC" etc or from "WINDOWS", please exit them and try to load the game from

DOS.

2. If this doesn't help reboot your computer clean and run ATLANTIS again.

See below for instructions.

#### NO SOUND

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You have a Sound Blaster card or 100% compatible, but, when you play ATLANTIS, there is no sound at all. Check that you have installed your sound card correctly. If the problem persists, your sound card is not 100% SB compatible.

Please switch to INTERNAL SPEAKER in the main menu.

#### HOW TO BOOT YOUR COMPUTER CLEAN

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1. If you have DOS 6.0 or higher installed on your computer:

Press the RESET button. Wait for "Starting MS-DOS..." to appear on your screen and press [F5] key. Run ATLANTIS from DOS prompt.

2. If you have DOS 5.0 or earlier:

You need a boot disk! Insert a blank disk in your A: drive and type "FORMAT A: /S" command. When the disk is ready you can reboot your computer. Insert your boot disk in your A: drive again. Restart your computer by pressing the RESET key or by switching the computer on. When you "A>" message appears on the screen, switch to you hard disk by typing c:.. Now go to the directory where ATLANTIS is stored, for instance "CD ATLANTIS" and begin the game.

#### CONTACTING NOCH SOFTWARE

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