

ABRACADABRA

Atari 400/800/XL series 16K ROM Cartridge

You are trapped in the dungeon underneath the Wizard's castle. You must escape. But wait...which way is out? The walls keep moving, blocking you way to escape. Each door out appears to lead to a new dungeon even more dangerous. To top it off, you have only a certain amount of time to escape.

To open the door out of the dungeon you must pick up each key and place it into the lock that appears. When all the keys have been moved a passage way out opens up on either the left or right side of the dungeon and you can escape. When you escape, the value of the timer on the bottom of the screen is your bonus. If you were successful in moving all the keys without losing a life in between, a treasure appears. Escaping with the treasure will double your bonus points. Keys moved in a level are worth in succession 50, 100, 200, 300, and 400 points, provided they are all moved within one life. If a life is lost the points start back at 50. Destroying a creature in the dungeon adds 50 points to your score.

Watch out for the creatures that live in the dungeon! If you touch them you will die. The wizards that live in the dungeon will drop bombs as they walk along. If the bombs are allowed to explode a creature will appear and start wandering about. Be sure to shoot the bombs before they explode. The wizards also like to teleport. A wizard may decide to disappear and reappear anywhere within the dungeon. Watch out for the wizards!

KEY FUNCTIONS:

SYSTEM RESET: restart the cartridge

OPTION: choose a starting level

SELECT: toggle between one or two players

EXTRA PLAYERS: awarded at:

25,000 points

50,000 points

100,000 points

200,000 points

300,000 points

400,000 points

500,000 points