

NAZZ

...it's real fun,
but it can get real nazzty!
by Silicon Valley Systems
by
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The evil sorcerer Nazz is an eccentric - or it should be said - a sadistically eccentric possessor of a chalice of priceless value.

Nazz spirited the chalice away from its rightful owner centuries ago, he is consumed by it and will do anything and everything to keep it.

You can try to get it - if you are successful - it's yours. There is one problem, eh - make that sixteen problems!

To reach the chalice you'll have to survive sixteen different scenarios. Nazz created these deterrents as a labor of love - make that hate!

Nazz couldn't resist a macabre sense of fairness, within each scenario there is a mystery, once solved you have within your grasp the secret to continuing on.

If you decide to step into the world of the unknown you'll be dealing with firing squads, bear traps, mine-fields, flapping bats and so much more!

What the heck! You've got your wits - ten lives and a joystick, go for it. The only thing that can happen is for you to enter the mysterious world of Nazz and never return!!

P.S. NAZZ is mystical and musical! The best of Atari's excellent audio and visual capabilities have been combined to produce a superb light and sound show!

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...you need
Atari 800/1200 with 48k
Disk drive
Basic cartridge
Joystick



LOADING INSTRUCTIONS

To play NAZZ, your Atari must have an 810 disk drive, a Basic cartridge, and a joystick.

To load NAZZ, turn off the computer and turn on your disk drive. When "Ready" light is off, insert disk into drive one. Make sure the Basic cartridge is in left cartridge slot.

Turn on the computer. The program will boot and start running.

HOW TO PLAY

You may move horizontally or vertically, you cannot move diagonally. The objective is to move from left to right across the screen. There is one exception in the Immortals the secret of success lies within the squares! The game always starts from scenario one, you cannot start from any other scenario. If a man is destroyed you restart at the beginning of that scenario. If, however, you have used up all your men, you fail and the game is over.

You have ten men, however you can get a bonus man. In the Lady and the Tiger scenario there are three choices of doors to go through. The following can happen:

- A pass through to next scenario
- B pass through to next scenario and earn bonus man
- C get sent back two scenarios

Don't expect the same result next time, the order can change.

You are limited to 60 counts per scenario, counts remaining are indicated on the lower right hand section of the screen. The amount of scenarios completed are indicated on the lower left side of the screen.

If you ever make it to the last scenario you will encounter NAZZ, you may never meet! If you do - good luck - you'll need it!!!