



## *A Short Guided Tour Through the MetaReal World of Ankh*

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**Note:** If you are an experienced adventurer or puzzle maniac, skip this tutorial. The Ankh instructions should be enough for you to make your way through the MetaReal World.

1. Insert Ankh into your computer's disk drive and turn on your computer. If you have a Commodore 64, type:

LOAD "\*",8,1

2. When the "choose" screen appears, press the → key.
3. The title screen will appear, followed by other assorted MetaReal information. Feel free to experiment with this information for a few minutes.
4. Press the SPACE BAR to enter the MetaReal World of Ankh.
5. You are now in the first room. The object in the center of the room is your surrogate "Other," which you will guide through all 64 rooms.
6. To open the first door (thereby solving the first puzzle), move your Other down so it is in line with the small rectangle just above the door. Fire to the right and shoot the rectangle. The door opens!
7. Move your Other down to the second room. Since Xs are "bad" and are the things to shoot, move around the room and fire at the X. When you hit it, the X will explode and you will receive extra karma (the line to the right of the Ankh playing field).
8. Move down to the third room, where you will see two Xs. As in room two, move around the room and fire at the Xs. You may also choose to avoid the Xs altogether by moving quickly down to the fourth room. The Xs will rob you of karma if they touch you, so try to keep moving. If you should run out of karma and die, press the SPACE BAR to start over.
9. Room four gives you a choice of two paths. For this tutorial choose the path which leads to the right.
10. After you enter the new room, shoot the Xs. When finished, continue moving right into the next room.
11. Notice the background in this new room. Now move right into the adjoining room. Notice the background is similar. The rooms are divided into like-behavior, so these two rooms are solved together to open the door on the right, leading to more rooms.
12. Move your Other to the right, then up into the top right-hand corner until you are in line with the small rectangle in the lower right-hand corner.
13. Shoot down at the rectangle. The door opens.

14. Move left until you are directly below the small rectangle near the center of the path.
15. Touch the rectangle. Notice the sound. This means you have activated a trigger in another room.
16. Move left into the adjoining room and you will see a door open (the result of touching the rectangle).
17. Move left until you are below the top left-hand rectangle and in line with the rectangle on the right side of the room.
18. Shoot the right rectangle, then *quickly* move up into the top left-hand corner before the door closes on you.
19. Move right until you are directly below the rectangle near the center of the path.
20. Touch the rectangle. As before, you will hear a sound, meaning you have activated a trigger in another room.
21. Move right into the adjoining room, then continue moving right until you are above the lower right-hand rectangle and in line with the rectangle on the left side of the room.
22. Shoot the rectangle on the left, then *quickly* move down into the lower right-hand corner before the door closes on you.
23. Move left until you are directly above the rectangle near the center of the path.
24. Shoot down at the rectangle.
25. Move left into the adjoining room until you are below the top left-hand door and in line with the rectangle on the right side of the room.
26. Shoot the rectangle on the right to open the top left-hand door, then move down into the lower left-hand corner, keeping in line with the top left-hand rectangle.
27. Shoot up into the top left-hand rectangle.
28. After the door opens, move right until you are directly below the rectangle near the center of the path.
29. Shoot up into the rectangle.
30. Move right into the adjoining room and *voila!* — the door to the right opens. Now you are free to explore more rooms in the MetaReal World. The puzzles are all different, but work in much the same manner as the puzzles you have solved so far. Remember, the puzzles are solved through a combination of logic, destruction and the scientific method.
31. Good luck. May Amen-Ra guide your way.