

AMAZON

Telarium

Four-sided, high resolution adventure based on Michael Creighton's novel

Description

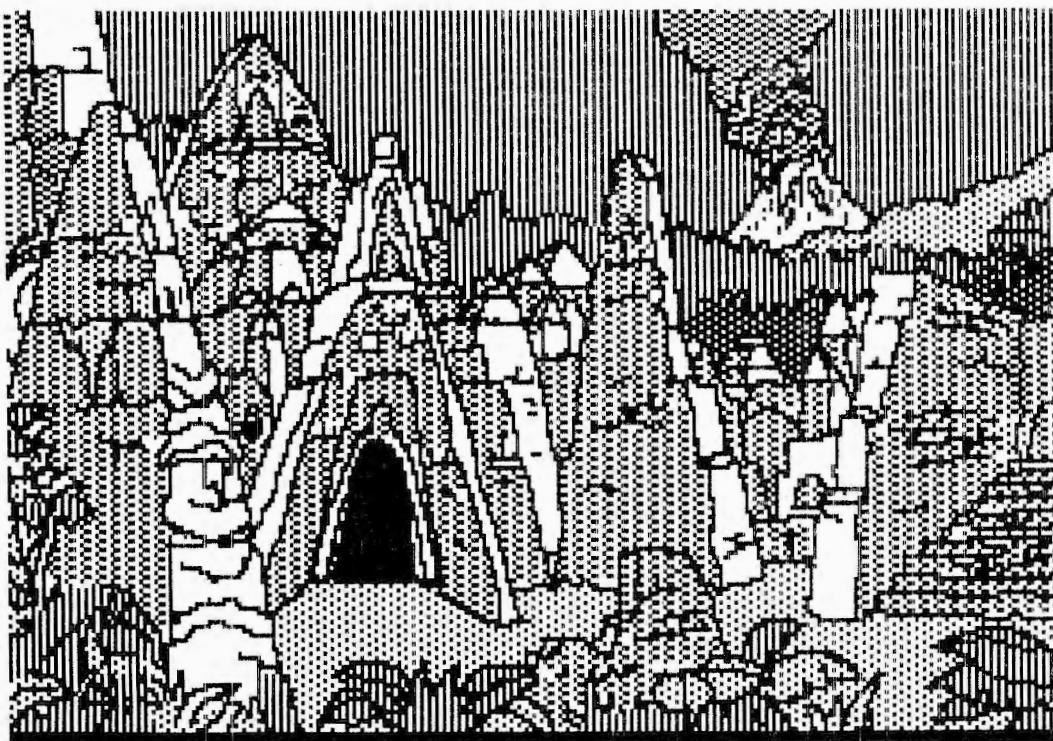
Your mission is to find the Lost City of Chak and its cache of dark emeralds which will revolutionize computer technology. The last expedition was wiped out by unfriendly natives. You suspect foul play when you find the professor who had the map to the city murdered in his laboratory. Bravely, you carry on without the map, but with the late professor's talking parrot, Paco. In the Amazon, you encounter headhunters, alligators, earthquakes, erupting volcanos, freezing mountains, and (most amazing of all) corrupt government officials. Occasional graphics screens and B-grade arcade games add to the fun.

Playability

With three levels of difficulty, almost anyone can enjoy *Amazon*. At the lowest level, the puzzles are not very complex (although often deadly). The highest level will likely kill you off at nearly every turn. While you can save ten games to a scratch disk, when you're killed you have to reboot.

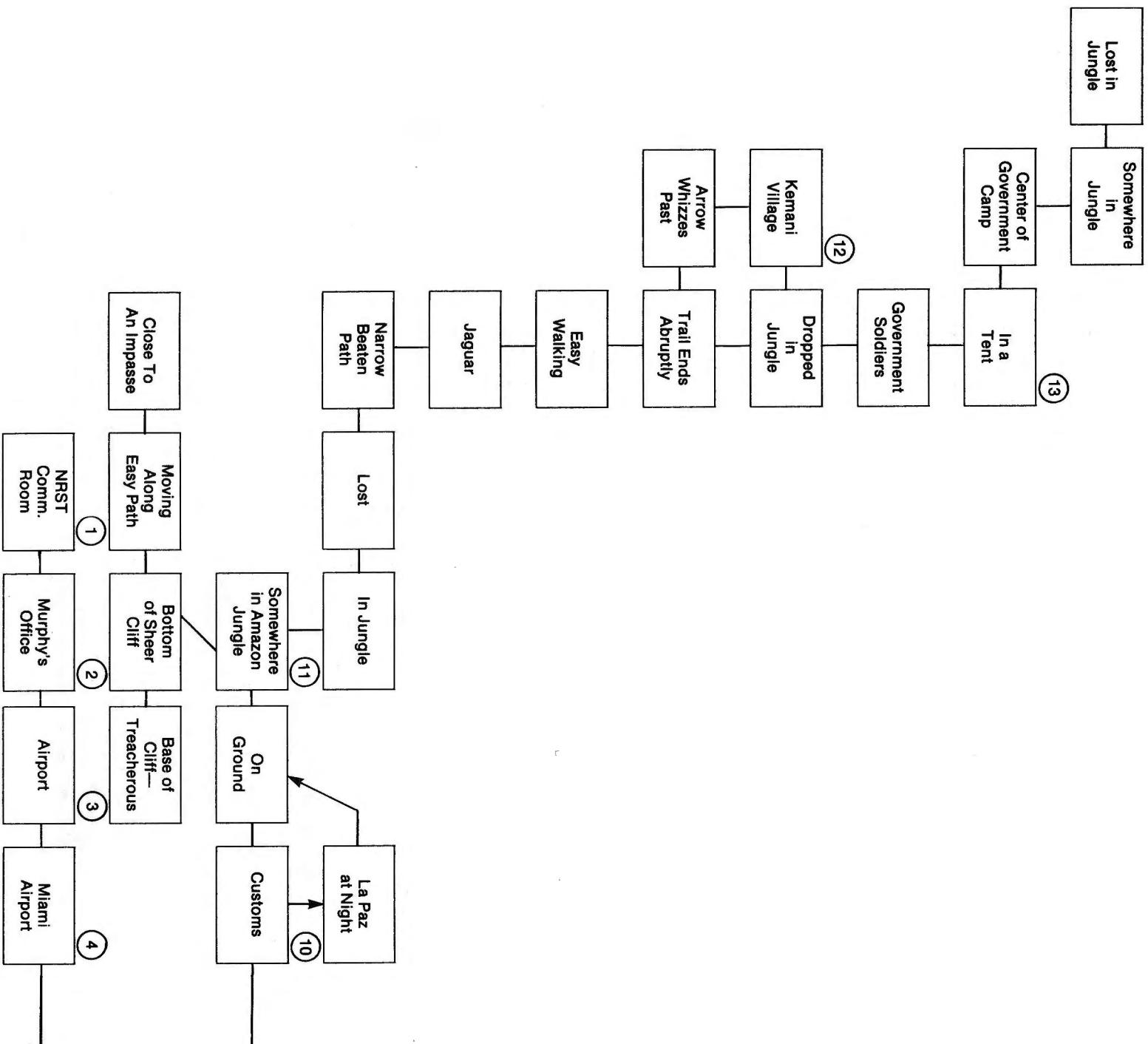
Compatibility and Price

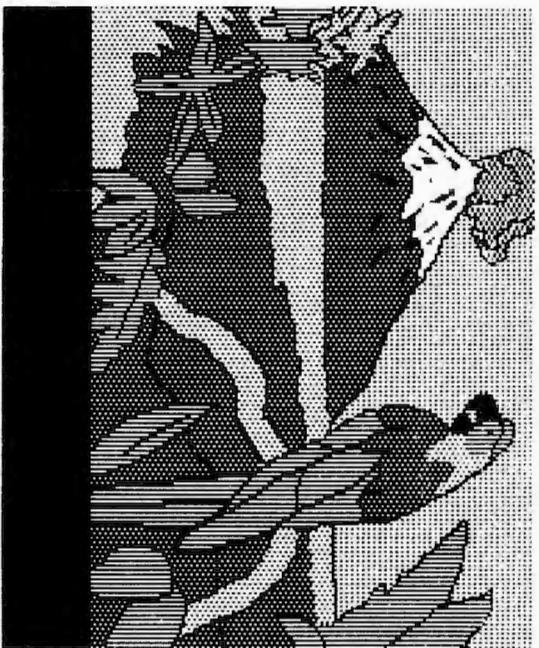
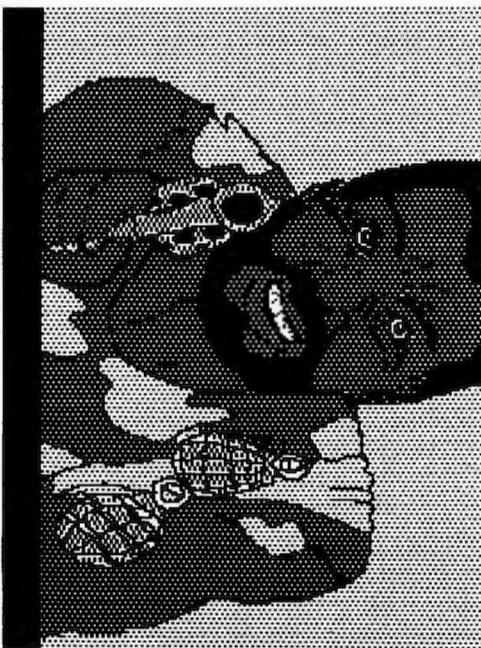
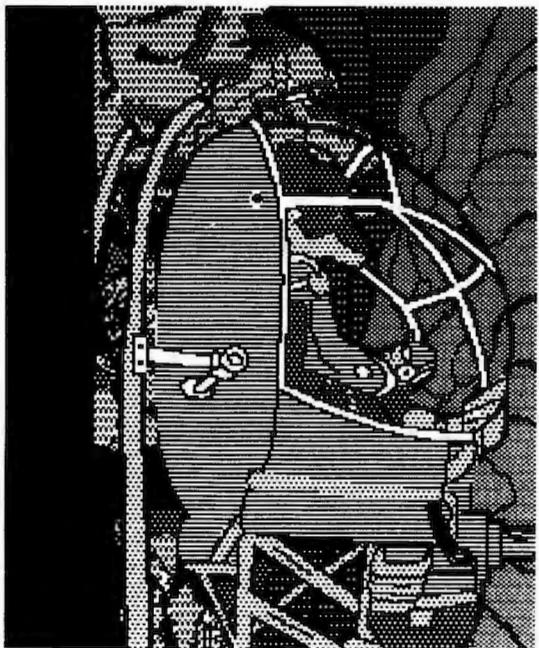
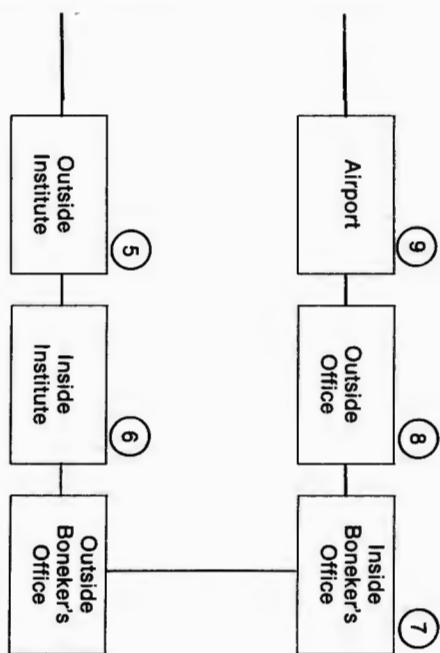
\$32.95 Commodore 64; \$39.95 Apple II+, IIe, IIc, IBM PC, PCjr; \$44.95 Apple Macintosh



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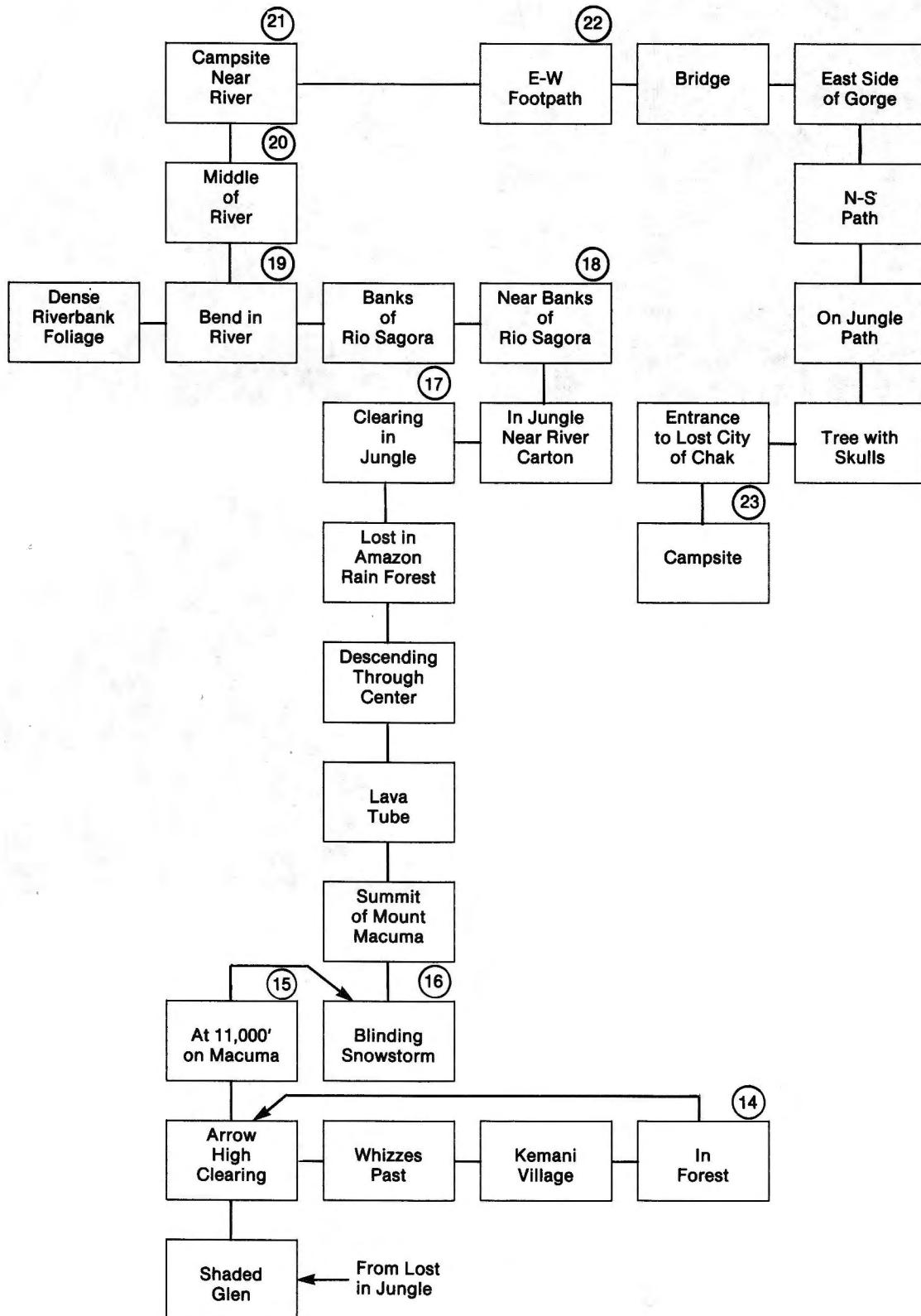
Part I





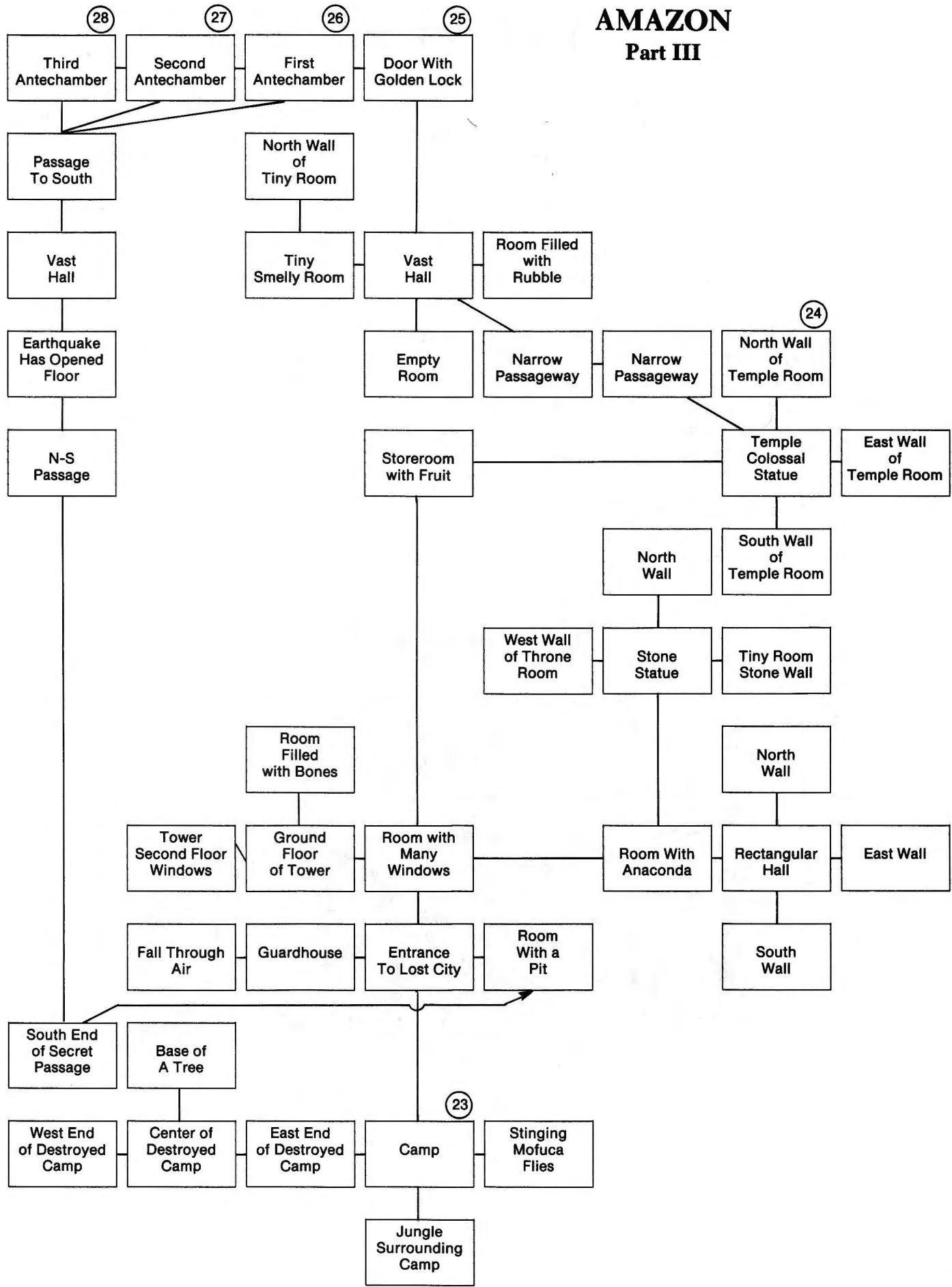
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Part II



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Part III



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1. After seeing the destroyed camp, Go to Office.
2. Answer the four questions. Novice. Go to Airport.
3. Open Letter. Go to Miami.
4. Institute. No (unless you want a very short game).
5. Enter. Show Envelope. Enter.
6. Answer the two questions. (Try giving a different name).
7. Look Cage. Take Drape. Open Cage. Open Refrigerator. Take Fruit. Give Fruit to Paco. Take Medicine. Open Cupboard. Look Cupboard. Look Shelves. Get Food and Dart Gun.
8. Talk to Paco. No. No. Yes. Go to Airport.
9. Buy Tickets. Go Booth. Take Backpack. Board Flight.
10. Give Cigarettes. As a Seasoned Adventurer, Turn on Computer after you've been robbed. 072. Give Belt.
11. As Expedition Leader, Turn on Computer on landing. S. Turn on Computer. D. E, E. Take Jacket. Take Paper. W. W. Fly Paco.
12. Smile. (They'd like cigarettes.)
13. Talk to Paco. Take Backpack. West. Wear Goggles. N. Remove Goggles. E. Turn on Computer.
14. As Expedition Leader, Smile. When dropped off, N, N, N, E.
15. Wear Parka.
16. Turn on Computer.
17. As Expedition Leader, from where you see parachute dropped, E.E.N.E.S.S.E.
18. Wear Goggles. Be Still.
19. Use Parachute. Tranquilize Paco.
20. Unload Rifle. As a Seasoned Adventurer, then Use Oar.
21. Go East, young man.
22. Use Dart Gun. (Sort of blackmail.)
23. Wear Goggles. Turn Switch on Laser. Shoot the little buggers with the space bar. Sleep. Save the Game. (You must return to camp before Sundown and shoot more Huni to advance to another day. After the second day, Use Dart Gun.) Give Medicine to Paco in Morning. You do not need to spend more than one night here, however.
24. Push Wall. Pull Lever.
25. Unlock Lock with Key (need Key from the Tiny Room).
26. Open 132. Follow the indicated directions, deviation can be fatal. Board Chopper.
27. As a Seasoned Adventurer or Expedition Leader, then Open 132. Head South and get in the Chopper.
28. As an Expedition Leader, Open 348. Open 159. Open 267. Head for the Chopper and safety.