

Within
its walls
adventure
awaits...

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EXPLORE SEARCH SOLVE ESCAPE

Game Objective

Marduk the Dictator has established a base in an old deserted castle. His slaves have built a teleport which will soon be used to transport the alien invasion force from the planet Codar to Earth. Your mission is to destroy the teleport system before it is too late.

You must find and bring the five crystals to the temple on the island (thus activating the teleport system), teleport yourself to the alien planet, and bring back the bejewelled figurine which you will find in Marduk's palace. When this is brought back to Earth a field of antimatter will obliterate the teleport system and the invasion will be averted!

The Adventure

You start in the "Main Hall" with 150 energy units. You can carry up to two objects at once. At the top of the screen is the name of the room and space for two objects. Below this is the number of energy units remaining, your score and the room co-ordinates relative to the "Main Hall".