

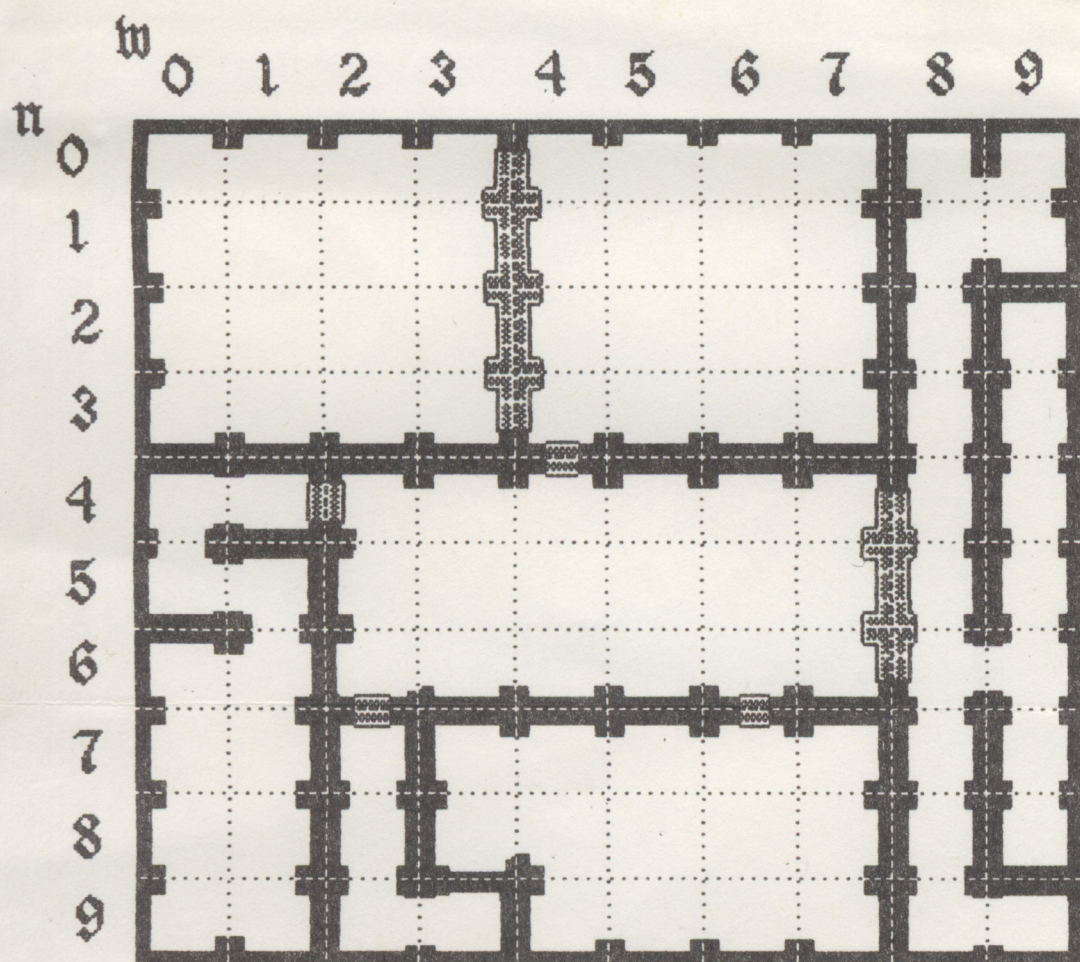
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The Master Map

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Black walls are impervious. Shaded walls are removed by finding and touching the appropriately-coloured Camel Keys. You begin your adventures in square 0,0 (top left.)



It is a good idea to draw your own copy of this map, adding the positions of camel keys and magic goats as you discover their positions. Mark also rooms you have a lot of trouble with, routes which bring high scores or extra lives, and mark off rooms as you complete them: this saves you searching for active rooms amongst loads of empty ones at the end of the game where time cannot be wasted!