

A | S | Y | L | U | M TM

ASYLUM™

AD200

Once you're committed to this *Asylum*™, you'll never want to leave—but then, you may not get the chance.

ASYLUM

Hundreds of doors and hallways offer a possible escape from this bedlam created by Screenplay's own inmates. Smooth, scrolling 3-D graphics create an eerie sense of reality as you move through passageways in search of an exit. Fellow residents may offer assistance, but accepting advice is a risky business. Muscle-bound guards block your path—should you tiptoe around them, or fight your way through? Use of complete, complex sentences allows you to reason your way through the endless strange predicaments which will frustrate your efforts to escape.

Play *Asylum*. All you have to be committed to is having fun.

DATA BOX

Author: William F. Denman, Jr.

Minimum Memory: 48 K

Maximum Number of Players: 1

Complexity on a scale of one to ten: 8

Age Group: 12+

Computer Compatibility: Atari and
Commodore 64, disk and tape;
IBM PC, disk

No Joystick/Trackball or special
equipment is needed.



screenplay™

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