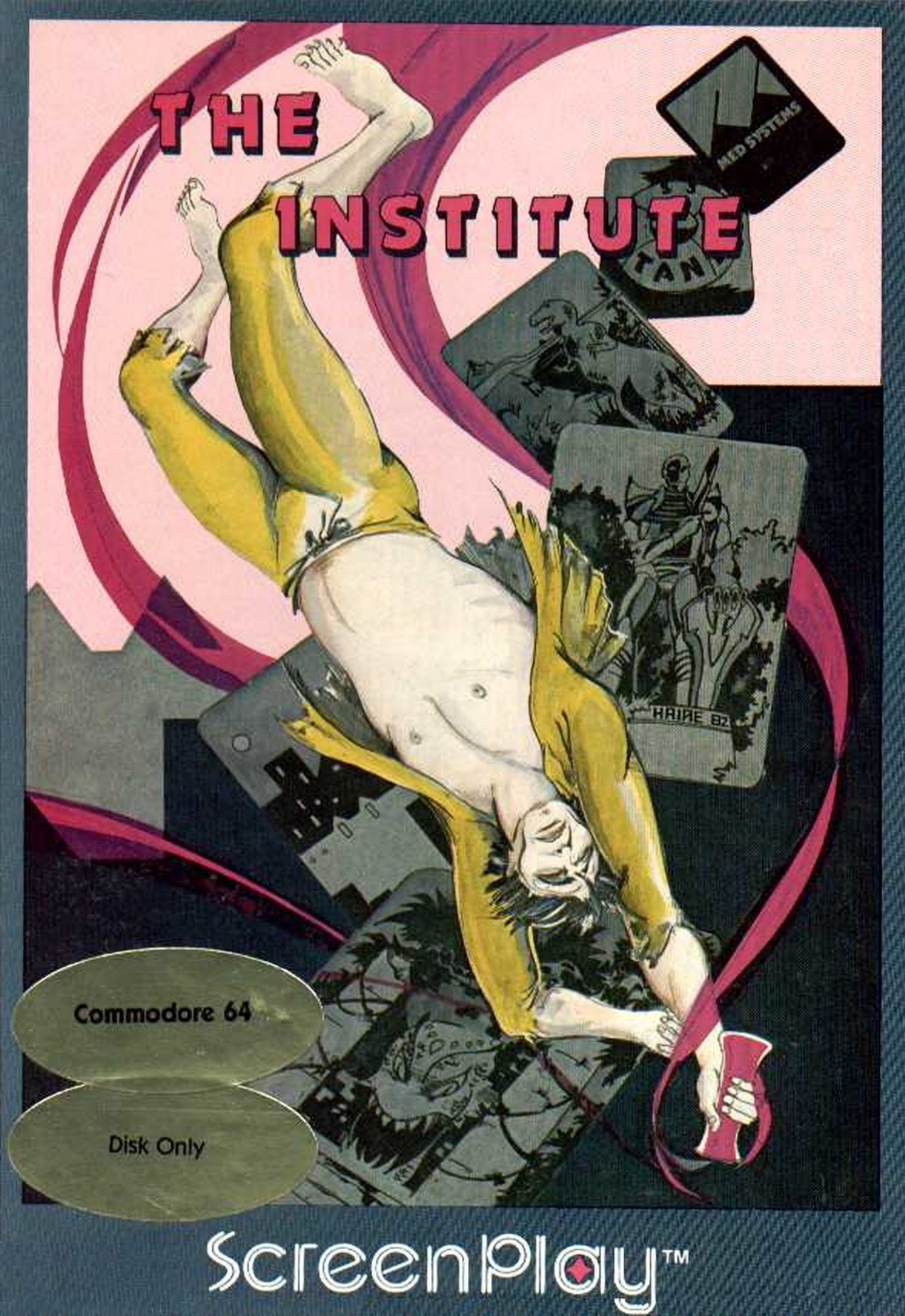


THE INSTITUTE

The artwork features a woman in a yellow jumpsuit floating upside down against a pink and purple swirling background. Below her is a dark cityscape. Several tarot cards are floating around her: the 'The Tower' card (labeled 'TAN'), the 'The High Priestess' card (labeled 'HRIRE BZ'), and a card with a dinosaur. A red ribbon is held in her right hand.

Commodore 64

Disk Only

ScreenPlay™

THE INSTITUTE™

By Jyym and Robyn Pearson

Programming by Jyym Pearson and Norm Sailer.

Screen art by Richard Incrocci.

PROGRAM PARAMETERS

Language Machine

Number of Players 1

Average Completion Time ... 8 hours

Suggested Age Group 12 and up

Recommended for Novice No

Classification Adventure

Special Features Game-save

Uses Joystick or Trackball No

Graphics Oriented Yes

Special Equipment Required .. None

Computer Compatibility: Atari,
Commodore 64, Apple disk

Description of Game

You must escape — and yet the key to that escape exists only in your dreams!

The Institute is an extremely complex adventure, an adventure of the mind. The scenario of the game is a psychological nightmare. Trapped in a mysterious "Institute," you know that you are not mad, and yet many of your fellow inmates are. The Freudian solution to your entrapment becomes a series of vivid dreams, induced by a strange powder. Each of the dreams takes place in a different location, making the adventure actually five adventures in one. Each location contains objects and information that you must use in other places in order to escape. You may actually have to let yourself be killed in order to escape this dream. But will you awaken outside the Institute — or just inside another convoluted dream?

Written in speedy machine language, The Institute represents a new stage in the sophistication of scenarios of computer adventure gaming. Brought to you by Jyym Pearson and ScreenPlay.

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DISK VERSION

REQUIRES 48K FOR GAME

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