

BUDRUMI!

by Sakis Kaffesakis 2021 – Music by Manossg

BUDRUMI is a simple text adventure game.

If you use tape, go to tape mode by typing < ltape > (the first letter l can be typed using shift and the key just right of the letter p)

Type < run" BUDRUMI.bas" >

In this game, you have to make the correct choices in order to finish the game. You are imprisoned in BUDRUMI, and you have to get out.

Sometimes you need to press number 4 (if the option exists) to use the object you carry on.

Some other times, when you choose an option, you must carry the correct object in order to have a successful result.

First of all in the MENU, read the HISTORY, and then INSTRUCTIONS/KEYS.

Controls is just pressing numbers (0-5).

The name <BUDRUMI> comes from the Greek word <ΜΠΟΥΝΤΡΟΥΜΙ> (the word comes from Turkish), and it means in Greek a small dark cell, prison, usually under the surface.

If you find the game difficult, you can go at number 4 in MENU, SOLUTION. There, password is <OFI>. You can see the solution of what you have to do. You can see it step by step only, if you don't want to see all the solutions.

All photos used are photos from my personal photos, from places I have visited. In following pages you can see the original photos and the conversion for Amstrad. I used ConvIMGcpc for converting the photos to CPC, and manage DSK for importing them into DSK.

Arkos Tracker is used for music, by MANOSSG. SFX from ARKOS TRACKER.

Special thx to Manossg for his wonderful music, testing, editing, proofreading, new ideas, to SKULLEATER and ANIMALGRIL987 for testing, to SKULLEATER for 464 version and to Phanee for editing the english text.

Runs better in Winape emulator (Winape 2.0 beta 2)

Hope you enjoy! Many thx for your interest!

Sakis Kaffesakis

Heraklion Crete, Greece.

Your comments are welcomed at skafesakis@yahoo.gr
www.amstradsakis.blogspot.com

PHOTO 1: VERSAILLES PALACE, FRANCE

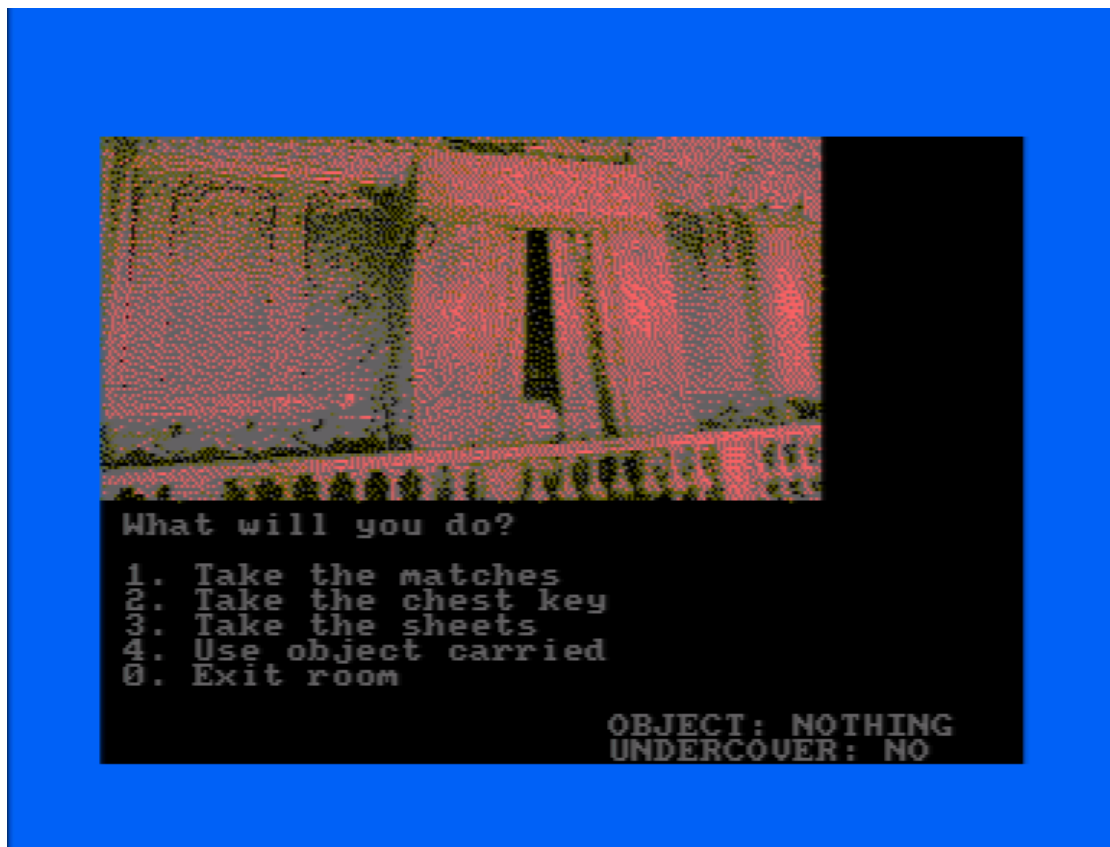
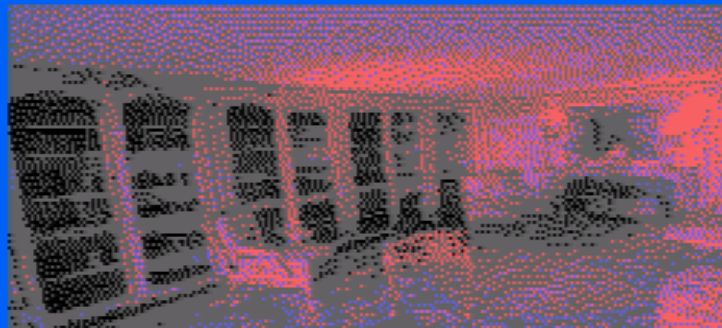


PHOTO 2: VERSAILLES PALACE, FRANCE

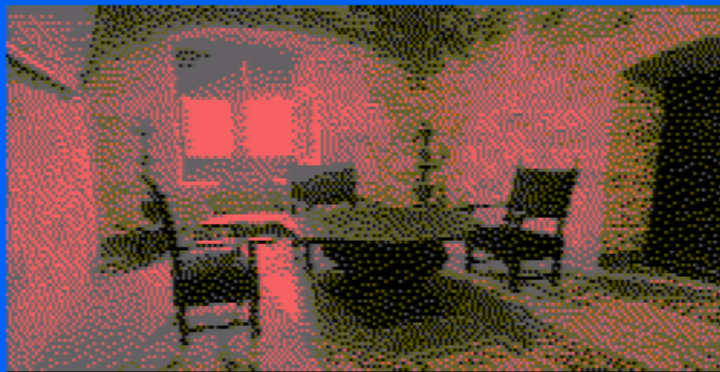


What will you do?

1. Read the book
2. Take the bald rope
3. Take the candle
4. Use object carried
0. Exit room

OBJECT: NOTHING
UNDERCOVER: NO

PHOTO 3: PALACE OF THE GRAND MASTER, RHODES, GREECE

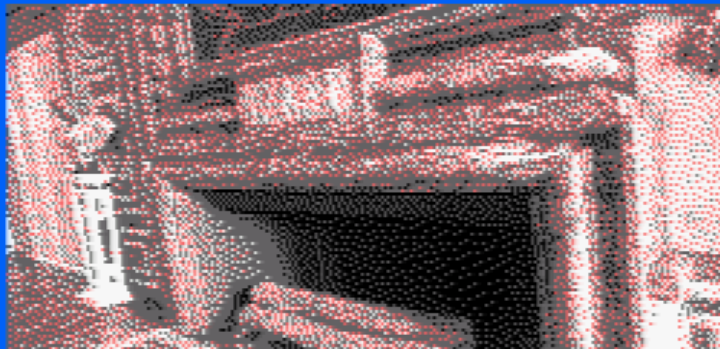


What will you do?

1. Take the axe
2. Eat the food
3. Drink the wine bottle
4. Use object carried
0. Exit room

OBJECT: NOTHING
UNDERCOVER: NO

PHOTO 4:VERSAILLES PALACE, FRANCE



What will you do?

1. Take the golden ring
2. Try to open chest
3. Take the sword
4. Use object carried
0. Exit room

OBJECT: NOTHING
UNDERCOVER: NO

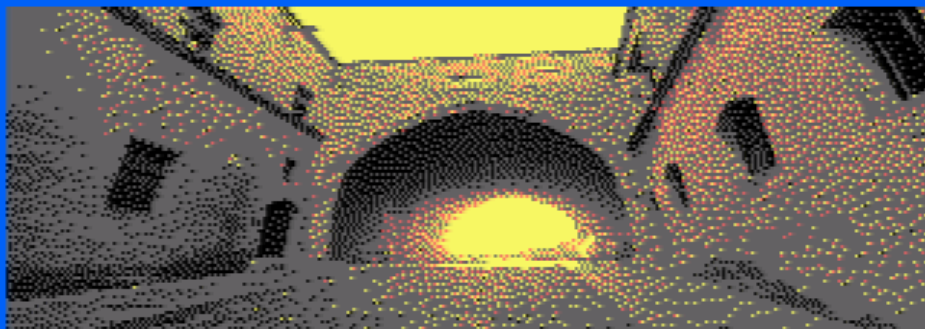
PHOTO 5: LINDOS, RHODES, GREECE



PHOTO 6: NEAR KELLARIA VILLAGE, ZAKROS, CRETE, GREECE



PHOTO 7: RHODES OLD TOWN, GREECE



What will you do?

1. Go back to look for the gold
2. Offer guards poisoned water
3. Pass silently through the guards
4. Attack the guards
0. Go back

OBJECT: AXE
UNDERCOVER: YES

PHOTO 8: PRAGUE, CENTRE

