

TUT'S TOMB

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The object of this fast action game is to guide your intrepid adventurer through the ancient, mystical tomb of the great Pharaoh. Find the magical keys that lead to unbelievable treasures as you outmaneuver the dangerous creatures that slither and swarm through the passages. Your score will depend on the number of treasures you can collect and the length of time you survive. The incredible graphics in this 16 screen epic will have you believing you are actually there.

The position of the right joystick controls your movement on the screen. Play begins at the left of the screen as you enter each chamber. Collect as many treasures as possible before exiting at the right to the next chamber. You will encounter a number of locked doors which cannot be opened without a key. You may carry only one key at a time and a key symbol will appear at the top of the screen whenever you are carrying one. When you successfully reach the final treasure the game will start over at a more difficult skill level.

If any of the monsters catch you, one of your men will be destroyed. Remaining men are displayed at the top right of the screen. You may defend yourself by pressing the joystick button which fires your weapon. Direction of fire, left or right, will depend upon the position of the joystick when you press the button. Note that firing up or down is not allowed. Observe that when the countdown timer at the top of the screen reaches zero, your weapon will no longer fire. The timer is reset each time you successfully open the large door to a major treasure. You may also defend yourself by firing a flashbomb which instantly destroys all the monsters on the screen. A bomb symbol next to the timer shows whether you have a flashbomb. A new flashbomb is awarded each time you open the large door to a major treasure or each time one of your men is destroyed.

SCORING

Small Treasures	value flashes when captured, 500-3500 points
Keys	500 points
Opening large treasure door	timer value X 80 plus one of the following:
Giant Pearl	500 points
Golden Urn	1000 points
Jewel Chest	2000 points
Pharaoh's Shield	5000 points

DESTROYING A MONSTER

Snake	20 points
Bat	40 points
Vulture	60 points
Whirling Curse	60 points

PREPARATION FOR PLAY

Insert the tape into your recorder, type **CLOADM (ENTER)**. The program will be loaded and your computer will automatically execute it. If you have the disc version, type **LOADM"TUTSTOMB":EXEC (ENTER)** or **LOADM"TUTSTOMB.BAK":EXEC (ENTER)** to load the backup copy. A red screen should appear as the game starts. If the screen is blue, press and release the computer **RESET** button (at the right rear) until the screen changes to red. Now press any key to commence play. If you do not press a key to proceed, the computer will wait a few moments and then enter an automatic display mode. Press any key to escape from the display mode and begin the game. Press the **BREAK** key to cancel the current game and start a new one.

LIMITED WARRANTY

Great care was taken to insure that this program operates as advertised. If you find a discrepancy in this software, please notify us. We will do our best to correct it, but we do not guarantee to do so. Mark Data Products does not warrant the suitability or functioning of its products for any particular user and will not be responsible for damages incidental to its use. This warranty is in lieu of all other warranties expressed or implied.