

KING TUTS TOMB
by Jeff Wacker

REQUIRED ACCESSORIES

40K RAM

ATARI-compatible disk drive

Joystick controller (second joystick is optional)

CONTACTING THE AUTHOR

Users wishing to contact the author about King Tuts Tomb may write him at
704 Michael Drive
Papillion, Nebraska 68131

LOADING KING TUTS TOMB

1. Plug a joystick into the number 1 controller jack.
2. Have your computer turned OFF.
3. Turn on your disk drive.
4. When the busy light goes out, open the disk drive door and insert the game disk. Close the door.
5. Turn on your computer.
6. After a few seconds a demonstration of the game will begin. Press any key to get to the OPTIONS screen.
7. To start a new game press the SYSTEM RESET button.

OPTIONS CONTROLS

OPTION button - highlight different options and present select submenu with current selection highlighted.

SELECT button - highlight different selection for displayed option.

START - start game with currently selected options.

OPTION: JOYSTICKS

SELECT: TWO JOYSTICKS - Joystick 1 controls movement, Joystick 2 controls weapons.

ONE JOYSTICK - Joystick 1 controls both movement and firing the gun, Joystick 2 controls flash bombs.

*ONE WITH BACKFIRE - Similar to ONE JOYSTICK but shot will be behind explorer if trigger is pressed when joystick is centered.

OPTION: PLAYERS

- SELECT: *ONE (1) PLAYER
TWO (2) PLAYERS
THREE (3) PLAYERS
FOUR (4) PLAYERS

OPTION: DIFFICULTY X (X is player number)

- SELECT: 1-PROFESSIONAL (hardest)
2-SKILLED
*3-AVERAGE
4-NOVICE
5-BEGINNER

OPTION: PLAYFIELD

SELECT: *STANDARD - like the arcade.
NIGHT MOVES - passages & bricks look alike.
BLAST 'EM - blast thru bricked in passages.
MINER - lay down mines instead of using gun.
RANDOMIZE - random screens, random playfields.
TEST SCREEN - cycle thru all playfields on screen 99.

OPTION: SERIES

SELECT: *SANDS OF TIME - arcade version
VALLEY OF KINGS
RATH OF RA
PHARAOHS DELIGHT
KINGS CURSE
SPHINX CHALLENGE - easy screens for beginners

(King Tuts Tomb is divided into 6 series, each containing eight stages. After the eighth stage is completed, the first stage of the series is repeated.)

WEAPONS

SPACE BAR - detonate flash bomb (if available).
Trigger #2 - same as space bar.
Trigger #1 - fire gun (or lay mine) unless using two joysticks.
Joystick #2 - fire gun (or lay mine) when using two joysticks.

SCORING

RING & COAT-OF-ARMS - progressive from 100 by 100
(1st=100, 8th=800)
BEASTS killed - 1 to 6 points.
KEYS - 50 points
DOOR - 100 points
COMPLETION OF A STAGE - a bonus is awarded when you complete each stage as follows:
Map 100 points
Vase 300 points
Treasure Chest 500 points
Sarcophagus 700 points

TIME REMAINING - for every count of time remaining you receive points depending on the speed used during the exploration as follows:

| Speed | Value |
|-------|----------|
| 1 | 8 points |
| 2 | 7 points |
| 3 | 6 points |
| 4 | 5 points |
| 5 | 4 points |

PLAYING HINTS

The second line of the screen shows (from left to right):

SCORE - total current score for this player,
STAGE - current stage number (1-48),
TIME - time remaining before you are out of shots,
SHIELD - your remaining resistance to hits from the beasts,
SP - the explorer's current speed (1 fastest to 5 slowest).

The third line (symbols) is divided into two sections: Flash bombs remaining represented by lamps on the left, and # of explorers remaining represented on the right.

A radar overview of the entire playfield is available in place of the above display by toggling the START key during active play. The information above the radar screen from left to right is:

- # of flash bombs remaining,
- # for current player,
- score for current player,
- time remaining,
- shield remaining, and
- # of explorers remaining.

To suspend action during active play, press the ESC key. This will not be effective unless the explorer is on the screen. To resume play, press any key other than ESC. CAUTION, pressing the ESC key too often can have a detrimental effect on your shield!

If you are about to become overcome by beasts (and if you have one available) the flash bomb will clear the screen of all adversaries, as well as restore your shield to its original value.

If your time runs out, you cannot fire your gun. If your current explorer is subsequently killed (very likely!) you will be given 3 time counts along with the next explorer.

If your explorer is killed and no flash bombs are available, one is provided with the next explorer.

An extra explorer is awarded every 5000 points. Only 9 men will be displayed on the main screen but more than 9 may be accumulated at one time.

For every 4 stages completed, your difficulty level will be changed until it reaches the fastest speed.

If more than one player are active, a prompt screen will identify the current player. Players are switched when the previous player has completed the stage or when the last explorer of the previous player has been killed.

If the light on the explorers hat is shining, he is carrying a key and cannot retrieve another as the explorer cannot carry more than one key at a time.

CREATE-A-MAZE
(TOMB CONSTRUCTION SET)

CREATE-A-MAZE is a customizer for KING TUTS TOMB. With it, you can modify the supplied stages or create entirely new ones.

Create-a-maze was produced using copyrighted software products of Monarch Data Systems, Cochrattate, MA 01778.

LOADING CREATE-A-MAZE

1. Plug a joystick into the number 1 controller jack.
2. Have your computer turned OFF.
3. Turn on your disk drive.
4. When the busy light goes out, open the disk drive door and insert the game disk. Close the door.
5. Press and hold the OPTION button.
6. Turn on your computer.
7. Continue to press the OPTION button for about 10 seconds.
8. The CREATE-A-MAZE customizer will be loaded.

Note: Both KING TUT'S TOMB AND CREATE-A-MAZE disable BASIC automatically on the XL and XE computers. The OPTION key has nothing to do with BASIC; it's used to branch to the construction set.

The heading line displays the stage currently being tailored and the treasure number (1=map, 2=vase, 3=chest, and 4=sarcophagus). The maze is laid out in a 12 by 64 grid. The available play area is limited to 10 rows (numbered 0 thru 9) and 60 columns (3 thru 62). Columns 0-2 are not available due to the narrow screen of the game and column 63 is not available to provide a consistent stage ending. The placement of the door at the end of the stage is not changeable. The starting point of the explorer is at location 4,0 if the treasure is a map(1) and location 3,8 if the treasure is otherwise(2, 3 or 4). The options available can be broken into four basic areas: variables, passages, objects, and screen commands.

VARIABLES

To manipulate the variables which appear on the right of the screen enter V on the command line. The variables will be presented along with their current value. The first 5 represent the standard Atari colors from 0-15. They are:

Lair Color-used for around lairs, gateways, keys and prizes.

Passages Color-used for the path for the explorer and beasts.

Brick Color-used for patterned brick area and some of the beasts.

Beast Color-used for the rest of the beasts.

Background-used for the background beyond the edges of the screen and for the lines dividing the bricks.

The sixth variable represents the time allowed for the explorer to transit the entire maze and open the door. If the time runs out, the explorer will lose his ability to fire the gun or drop mines.

The seventh thru ninth variables represent the beasts which will appear in this stage. The possibilities are:

| # | Beast | Speed |
|----|------------|--------------------------------|
| 1. | Snake | slow(2/3 explorer speed) |
| 2. | Bird | medium(same speed as explorer) |
| 3. | Bug or Bat | fast(1.5 times explorer speed) |
| 4. | Dragon | medium |

5. Sea Serpent medium
6. Curse fast
7. Griffin slow

Any three beasts can be selected for each stage and you can use the same beast more than once. The significance of being beast 1, 2, or 3 lies in the frequency with which that beast will appear on the screen. Beast 1 appears first and is the second most frequent. Beast 2 appears second throughout the game appears most frequently. Beast 3 appears last and overall appears the least frequently.

The last variable is the maximum number of beasts active at one time. Varying this number varies the difficulty of the screen. The minimum is three and the maximum is 10. This number is also varied by the level of difficulty chosen with faster speeds causing more beasts to be issued and the slower speeds causing fewer.

PASSAGES

To create or erase passages, enter P on the command line. A cursor will start flashing on the maze and the current X and Y coordinates of the cursor will be displayed. Use joystick #1 to position the cursor. Press the FIRE button to place or erase passages (passages appear black). A quick method is provided to position the cursor by entering P again. You will be prompted for the new X and Y coordinates. After supplying these values, the cursor will appear on the maze at the new position. To terminate passage handling, press the return key.

OBJECTS

Several objects are available for placement throughout the maze. To work with an object enter the corresponding letter on the command line. The number of objects remaining for distribution will appear to the right of that item on the menu. In all cases, the cursor must be positioned where the object is to be placed or picked up, then the FIRE button must be pressed to place an object, or to retrieve it. In the same manner as in passages, the fast cursor positioning feature is available.

GATES - Eight gateways are available initially on each maze. Gateways are placed in pairs and each gateway in the pair must be directly above/below the other gateway. If a passage exists above one gateway, one must exist below the other. If a passage exists below one gateway, one must exist above the other. Gateways occupy three spaces, one where placed and one to either side.

KEYHOLES - Four keyholes are available. The keyholes may be opened only if the explorer has a key in his possession and approaches the keyhole from the right or left.

KEYS - Four keys are available. Only one key can be carried at one time.

LAIRS - Eight lairs are available. The lair may be placed anywhere on the screen. The beasts originate from the lairs and care should be taken in the placement and number of these objects as they are one of the prime determiners of difficulty on a screen.

RINGS - Four rings are available. These are one of two prizes and determine the value of the stage for a large part. Rings may be positioned anywhere on the maze as they may be picked up by the explorer from any side, top or bottom.

COAT-ARMS - Four coat-of-arms are available. These are the second prize category in the maze. They are used identically to rings.

SCREEN COMMANDS:

MAKE NEW MAZE - This option changes the screen and treasure number on the existing maze. No checking is done for conflict with existing mazes.

ALTER OLD MAZE - This option retrieves a previously defined maze from the disk and presents it on the screen. It is then available for changes or to serve as the basis for a new maze.

SAVE THIS MAZE - The maze currently defined will be saved to disk. The user is first queried to insure that a save is desired at this point. If Y is responded the maze is checked to insure that the gateways are properly defined. The user is then given the opportunity to mark one key and one keyhole. Marking eliminates that key or keyhole from the stage for players using difficulty level 5. The maze is then encoded and stored to the disk.

BLANK THIS SCREEN - This option allows the player to clear the current maze of all passages and objects and restores the variables to their original values. The user is given a prompt to insure that they want to blank the screen as this process destroys all work done to this point.

TEST COLORS - This option replaces the current screen with a sample playfield to show the mix of the colors chosen. From the sample playfield press any key to return to the main menu.

USAGE

The sequence of events used to make a change to a currently available stage is

1. Enter A to alter an old screen,
2. enter the screen number followed by RETURN,
3. after the COMMAND line appears, make appropriate changes with the V,P,G,H,K,L,R or C commands,
4. enter T to test the colors to verify that the combinations chosen work well together (Press any key to return to the main screen),
5. enter S to save the screen to disk. In response to the request to "MARK THE KEY", position joystick 1 until the proper key is flashing, then press the FIRE button to mark that key or RETURN if none are selected. Do the same for the "MARK THE KEYHOLE" request.
6. Wait while the screen is encoded and saved to disk.

In the event that the stage changes were more than minor, it is suggested that the screen be tested before it replaces a current stage. To do this, Make the stage number 99 and enter the treasure number (1-4 determines the starting position) prior to the Save. After saving, boot the game and select the TEST SCREEN selection of the PLAYFIELD option. This will allow you to test the modifications you have made under all playfield conditions.

WARNING: The programs contained on this disk are protected by International