

THE PHARAOH'S CURSE

Requires Atari 400 or 800 with 32K (disk and cassette) or 16K (cartridge) and joysticks.

In the centuries since the sealing of the Pharaoh's Tomb, even the dim memories of the fabulous treasure contained in the pyramid, have become infrequent whispers on the lips of mad adventurers.

For three thousand years, the tomb has been a mystery and deathtrap. It is rumored that the chambers contain dark and terrible dangers for those that would attempt to make the pharaoh's treasure their own. And even more ghastly, the pharaoh and the guardian mummy are said to walk the chambers for all eternity, destroying all trespassers in the tomb.

You've heard it all before and lived to tell about it and this is a chance of a lifetime. You've spent months finding these ruins and finally you're here at the fabled tomb. Still . . . what if the legends are true? As you descend into the first chamber you hear footsteps . . .

synapse

(415) 527-7751

The Pharaoh's Curse © 1983 by Synapse Software
Atari is a registered trademark of Atari, Inc.

THE PHARAOH'S CURSE

by Steve Coleman

The Pharaoh's Curse © 1983 by Synapse Software
Atari is a registered trademark of Atari, Inc.

LOADING PHARAOH'S CURSE

For Cassette

Make sure you have at least 32K of memory, and have removed the BASIC cartridge from the left hand slot.

Insert the game cassette with SIDE A facing up. (This is the side with the label on it). Press the play button down on the cassette recorder. Press the (START) key on your computer as you turn on the power switch. After you hear the "beep" press (RETURN).

If you should have any difficulty loading the program from SIDE A, simply flip over the cassette, making sure to rewind it and load the program from SIDE B.

For Disks

Make sure that you have at least 32K of memory and that the BASIC cartridge has been removed. Insert the PHARAOH'S CURSE disk and simply boot it up.

For Cartridges

Make sure you have 16K of memory. Plug the cartridge into the left hand slot, close the cover and turn on the computer.

Starting the Game

To start playing press (START) at any time after the music begins.

THE PHARAOH'S CURSE

Somewhere in the swirling sands of the Sahara stands an enigma. A secret tomb that has for 43 centuries stood undisturbed . . . untouched . . . unknown and unentered. The ancient pharaoh who lies buried within the vast twisting underground chambers was the 16th and last of a vast dynasty. His treasure, the gold, the art, the jewel encrusted sacred scarabs, all lie with him in the untouched chambers of the crypt. Unimaginable wealth for any but an emperor has lured you here and now you must descend . . .

Before his death the pharaoh vowed that he himself and his hideous minions of the underworld must protect his treasure from all who dare defile his timeless tomb.

And so you must slip past his sentries and deathtraps that riddle the passages and shafts of his monument, and steal the treasures before you perish.

How to Play

You first appear above the pyramid. Your joystick (plugged into joystick port 1) controls your player's movements.

You can walk by pushing the joystick directly to the right or left. If you move the joystick forward diagonally to the right or left you will jump rather than walk in that direction.

Pushing the joystick forward will cause your player to jump up or climb (if there is anything to climb up).

Pressing the button and pushing the joystick to the right or left will fire a bullet in the direction that the joystick was pushed.

You will not be hurt by falling.

The Pharaoh

The pharaoh stalks the chambers eternally. He is beyond death yet you may stop and dematerialize him temporarily by shooting him.

The Mummy

Sworn to the service of his pharaoh the mummy, too, searches the crypt for intruders who would steal his master's prizes. He also walks eternally but can be dematerialized temporarily.

The Winged Avenger

The winged avenger can fly through the very walls of stone. While he will not harm you directly, he will clutch you in his terrible talons and carry you into the dark recesses of the tomb.

The Traps

The traps of the tomb were subtly crafted by the architects of old. They are tripped by the slightest pressure and spell diabolical death to the poor unfortunate who has stumbled upon them.

The Keys

There are various keys to the hidden passages scattered within the tomb. In order to claim the keys you must make contact with them. When you have done so you will begin to rhythmically pulsate.

The Treasures

The treasures are placed within the various chambers. As with the keys you must make contact with them to claim them.

The 16 treasures are all represented on the upper left part of the screen by 16 markers. Upon capturing a treasure its marker will be removed. Thus you can keep track of the number of treasures left within the tomb.

You are also awarded an extra life for each treasure captured.

The Ropes

There are magic ropes in some of the chambers. You may climb these by standing directly beneath the rope and pushing the joystick forward.

The Crown and Arrow

Occasionally objects will materialize within the tomb. Touching the crown will endow you with life while the arrow will take it away.

Game Options

You may play in any one of three levels. However, you must first discover the secret word (by completing the preceding level) before you will be allowed to play the more difficult game.

Pressing the space bar will pause/re-start the game.

Conclusion

The pharaoh built his tomb well. He built it to defy the cleverest of despoilers. The question remains, did he succeed or will you?

May Isis smile upon you!

WARRANTY

SYNAPSE SOFTWARE warrants to the original consumer/purchaser that this SYNAPSE SOFTWARE program cassette/diskette (not including the computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect is discovered during this 90 day warranty period, and you have timely validated this warranty, SYNAPSE SOFTWARE will repair or replace the cassette at SYNAPSE SOFTWARE's option, provided the cassette and proof of purchase is delivered or mailed, postage prepaid, to SYNAPSE SOFTWARE.

This warranty shall not apply if the cassette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than SYNAPSE SOFTWARE. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

NOTICE

All SYNAPSE SOFTWARE computer programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the programs prove defective following their purchase, the purchaser and not the manufacturer, distributor, or retailer assumes the entire cost of all necessary servicing or repair.

SYNAPSE SOFTWARE shall have no liability or responsibility to a purchaser, customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer programs sold through SYNAPSE SOFTWARE. This includes but is not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer programs.

The provisions of the foregoing warranty are subject to the laws of the state in which the cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the cassette.