

LADY TUT

The Briefing

You have been selected as the only one who might have a shot at stopping the insidious Lady Tut, mother of the fabled "Boy King." We will tell you all we have been able to learn about the inner properties of her pyramid. From there, you're on your own!

- 1) As you know, conventional weaponry will not work once inside the pyramid, due to the bizarre magnetic fields found throughout. Therefore, your first task will be to obtain the weapon that is stashed somewhere inside. It is with this special "heater" that you will defend yourself from the horrors within.
- 2) What kinds of horrors? Try spiders (10 points for each), two varieties of serpents (crawling for 20 points, flying for 40) and, of course, the disembodied spirits of Lady Tut's own palace guard (30 points a skull). How dangerous are these different beasts and ghouls? Let's just say we hope you're a crack shot.
- 3) Even the best of marksmen runs low on ammo. That's why you will want to grab up every gem you can: Each will increase your cache of Blast Charges by 10.
- 4) Just about anything you can do, the horrors chasing you can do better, except one: You can slide through the toggled passageways and they cannot. Simply push against these floor and wall passages for the quick escape.
- 5) As we understand it, "keys" are necessary to open doors to successive levels within the tomb. A point worth noting.
- 6) We have also heard rumors of a series of rings needed to master the maze. Their exact purpose has not been made clear, but they must be essential: They are worth from 200 to 750 points!
- 7) Some say the sights within the pyramid are terrifying enough without the sounds that accompany them. We can provide you with remote-controlled electronic sound elimination from outside the tomb. Let us know when to turn it on and off by hitting the "1" key on your keyboard.
- 8) Don't be deceived by the dual chambers — our calculations indicate that the **second** one that you enter will be the Lady Meritre Tutankhamen's.

Well, that's it, pal. All we can offer. The world is depending on you, now, so good luck and good hunting!

The Instructions

Movement: Either by keyboard or joystick.

When the diskette boots, you will see a title page listing the various demons, keys, etc. and the respective point values. From there, when any key is depressed, you will be asked if you wish to use a joystick or keyboard. If you wish to use your joystick, hit "J". Joystick must be two-button type: one button will fire East and the other will fire West. If you hit "K" for keyboard, the program will display a set of directional keys. If you wish to use these keys, you should hit the ESCape key. If not, you may type in your own directional keys, producing a customized game-control keyboard.

The program will ask (with the cursor) if the keys displayed are adequate. If they are, type "Y" for yes and the game will begin. If not, the key selection process will start over.

At any time during the game, SHIFT-CONTROL-M will suspend the game being played, allowing the player to reselect his keys and continue where he left off. Hitting ESCape will freeze the action; hitting any other key will resume the game.



Entertainment Software