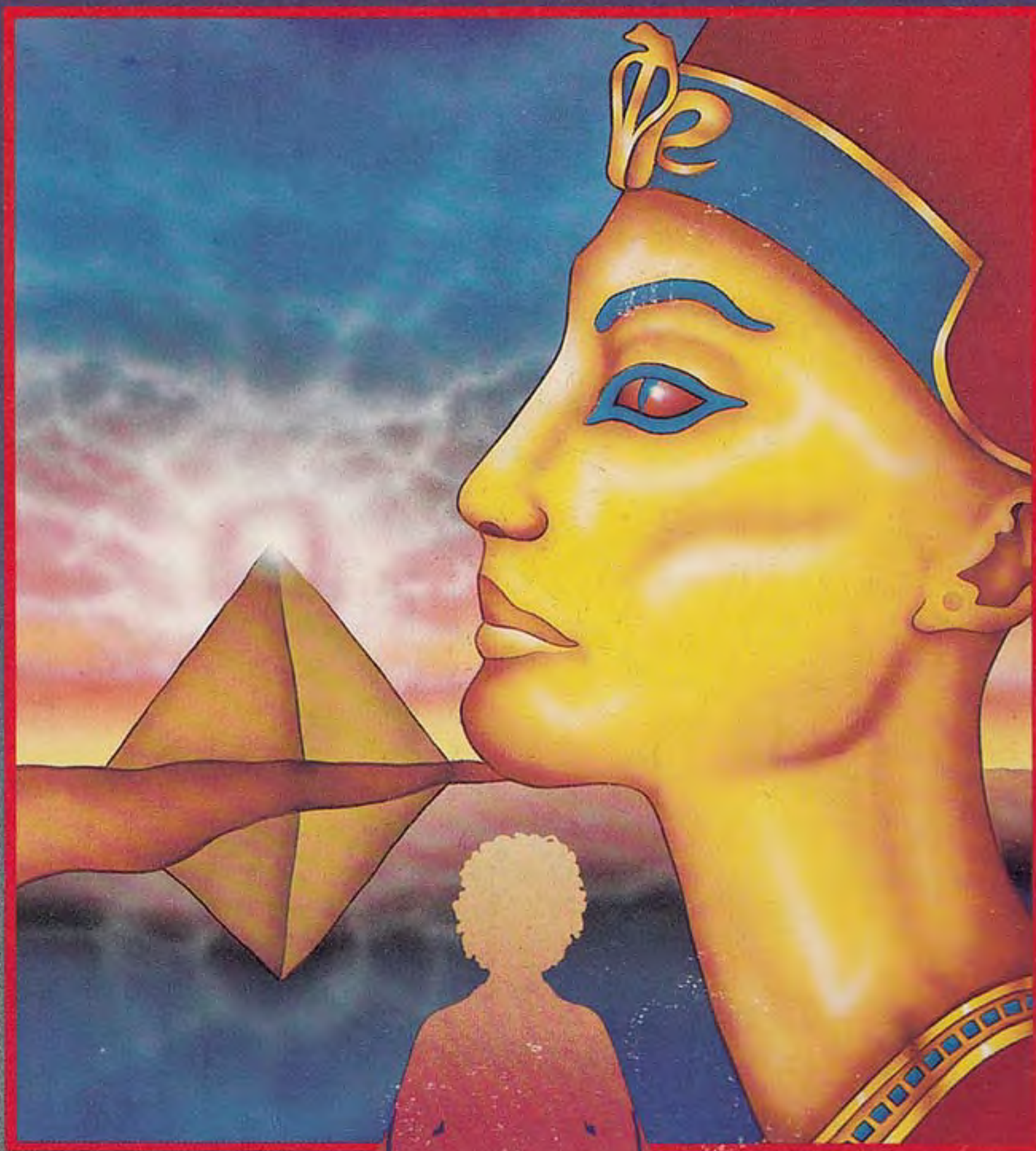


# LADY TUT™



**PROGAME**



TM

Entertainment Software

# LADY TUT™

by Gregg

For All Apple II's  
Enhanced for  
Mockingboard™







PROGAME is a division of

CALIFORNIA PACIFIC  
COMPUTER CO.

757 Russell Blvd., Davis, CA 95616

(916) 756-2921

*Entertainment Software*

# LADY TUT

**A** relentless desert storm surges over the Eastern Sahara, moving tons of sand in its path, altering the very face of the earth. For days it pounds the length and breadth of ancient Egypt, scattering powerless bands of nomads, erasing villages without a trace.

After seven days of this hell-from-heaven, the storm has had its fill and finally blows itself out across the Red Sea. Through the lingering clouds of dust, the legacy of this killer wind becomes clear...



*...and a stunning revelation it is.*

*For not only have mountains been leveled and bodies been battered beyond belief, but something new, powerful and terrifying has been uncovered.*

*Not since the Fifth Millenium B.C. has this sight been witnessed.*

There is an unfamiliar shadow crawling across the desert floor today. It is being cast from a tomb...from a mighty pyramid, the traditional mausoleum of ancestral Egyptian royalty. But this pyramid, stripped of its concealing sand blanket, is like no other.



It is larger — broader, taller. It is darker — millions of blocks of virgin granite, menacingly dominant against the otherwise golden desert. It is in perfect condition, wrapped by a covetous earth against the ravages of the centuries.

But there is something else, something less tangible, something even more disturbing: This tomb is intact. It is the only Egyptian pyramid not to have been plundered by later generations. Its contents have not been disturbed in the over-7,000 years of internment. And that includes the corpse.

The corpse. Another extraordinary aspect of this mirage-come-to-life. In the sarcophagus, hundreds of feet below the pinnacle of its housing, lies the remains of one of Egypt's most fabled beauties, most enchanting temptresses, most visionary leaders and ruthless defenders of the throne.

In the blinding gold coffin lies Mèritre Tutankhamen. The remains of Lady Tut.



Natives in the surrounding countryside are in a panic. Leaders struggle to maintain some semblance of order. A wave of suicides sweeps the Middle East. For she is back. She is here. As foretold in a score of ancient writings, Lady Tutankhamen has seared a path, somehow, in some way, back from the black, back into the living world she pledged to decimate so many centuries ago.

That she was assassinated in a savage coup is a given fact. That her murder interrupted a sweeping plan to attain complete power over ALL living things is conjecture. That she vowed to pursue her insane quest from the grave is the terrifying fable that has whispered in the Egyptian winds for seventy centuries.

*And now she is back.*



The world's most accomplished Egyptologists, historians and archeologists converge, agreeing on but one significant point: All of the ancient writings speak of how the Lady loathed mortal men — “stupid, stinking pigs on two feet,” one document quoted her as saying about her subjects. In fact, the experts state, it appears as though Lady Tutankhamen mocks the rest of us, even from the beyond, with a bold and sneering taunt...

*“...if but one among you possesses the cunning, the wit, the strength and the valor that it would take to reach my chambers in the depths of this vault, I will spare you and all of your maggot families.*

*“Unless goats have learned to fly and dogs to read, then pigs such as yourselves have not learned to think. You will not succeed.*

*“I will see you in the night...in your worst nightmare of nightmares!”*



A chilling, sobering challenge. But just a suggestion of the horror any raider can expect — should any man step forward. After all, this much is known about the pyramids in general: Conventional weapons do not function in the bizarre magnetic fields encountered within the pyramid walls. Any firepower will have to be found once inside, if any is to be had at all. Further, the few species of snakes and spiders that survive in these musty stone tombs are breeds apart — aggressive, relentless, and as deadly as the vicious Lady Tut herself.



Then there are the weird sightings being reported by those guarding this particular pyramid: Reliable reports of noxious-smelling winged serpents... passages, opening to reveal shrieking disembodied spirits... closing silently on the small teams sent in to investigate. Always followed by the haunting, inviting strains of a young woman's laughter.

The United Nations is in a quandry. The CIA, KBG and INTERPOL won't answer their phones. Even the most seasoned international mercenaries are backing away from this one. Time is running out and the alternatives are few. Who has the guts and the brains to take on Lady Tut? Who's crazy enough to fool with the ancients — especially an ancient “lady scorned”? Who? WHO?

If you know of anybody who fits the mold, have him report immediately to the pyramid/tomb of Lady Meritre Tutankhamen. Applications being taken within!



# **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*





**PROGAME**



*Entertainment Software*

*"Unless goats have learned to fly and dogs to read,  
then pigs such as yourselves have not learned to think!"  
...sneers Meritre Tutankhamen from her ancient grave.*

"Yes, you pathetic mortal, 'Tutankhamen'. Lady Tut, as you say. You may curse the day you ever heard the name, for I am back to repay a debt to all mankind — you included! Do not ask me "how", you cowering dog, but "when"...and I tell you only this: Before you can run, before you can hide, I am upon you. I am with you as you sleep and wake. As you drown in your own fear, I will be holding you under. Unless...

"Unless there is one among you with the cunning, wit, strength and valor to reach me in my chambers in the heart of my pyramid. Just one.

"Ha! I amuse myself with the thought. To imagine a mindless man being stung by my winged serpents and pet spiders...crashing through the dozens of trap doors...fighting off the spirits of my palace guard! And to see what happens when he tries to use his conventional weapons in the magnetic maze of my sarcophagus!

"No, goats do not yet fly and dogs cannot read. Nor shall you succeed. Yes... I will come to you in the night...in your worst nightmare of nightmares!"

PROGAME is a division of

**CALIFORNIA PACIFIC  
COMPUTER CO.**

757 Russell Blvd., Davis, CA 95616  
(916) 756-2921

Game design by Greggry • Package, program and audiovisual © 1983 • California Pacific Computer Co., Davis, California 95616 • All rights reserved. • Progame and Lady Tut are trademarks of California Pacific Computer Co. • Atari is a trademark of Atari, Inc. • Apple is a trademark of Apple Computer, Inc. • Commodore 64 is a trademark of Commodore Business Machines, Inc. • Mockingboard is a trademark of Sweet Micro Systems • California Pacific Computer Co. is not affiliated with Atari, Apple, Commodore or Sweet Micro Systems.

**LADY TUT**

by Greggry

