

P A R K E R B R O T H E R S

Montezuma's RevengeTM

FEATURING PANAMA JOETM

R U L E S
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PANAMA JOE". That's what they call him 'round these parts; though no one knows his real name or where he comes from. But one thing's for sure, PANAMA JOE's a daredevil from the word "go!" No risk's too great if the reward is large enough. Winning. That's what's most important to him. And more times than not, that's exactly what he does. Because he's tough, clever-resourceful. And sometimes, downright pig-headed! Though occasionally (ah-hum), he's been known to get in over his head. Luckily, he's got a knack for getting himself out of hot water as quickly as he gets into it! Let's hope MONTEZUMA'S REVENGE is one of those times.

Object

To help PANAMA JOE safely reach Montezuma's fantastic treasure by guiding him through a maze of death-dealing chambers within the emperor's fortress. Along the way, PANAMA JOE must avoid an array of deadly creatures while he collects valuables and tools that can aid him in mastering the evils of the fortress and to escape with the loot.

IBM PC & PC JR.

Loading the Program and Setting the Controls

THIS PROGRAM OFFERS YOU THE OPTION OF JOYSTICK OR KEYBOARD CONTROL. PLEASE READ THE FOLLOWING INFORMATION BEFORE BEGINNING TO PLAY.

1. With the label marked **IBM** facing upward, insert the MONTEZUMA'S REVENGE game disk into **DRIVE A** and close the door.
2. Turn the power switch to the ON position.
3. After the title screen appears, press the **RETURN** key once. The Main Menu will appear on the screen.

At this point, you may press the **RETURN** key again to begin playing. The program will automatically default to **Joystick Control, Game Difficulty Level 1.**

However, if you wish to select the keyboard control feature, define keys for keyboard control, or select a different game difficulty level, please read the following directions.

4. The Main Menu will display the following information:

F1 Keyboard Joystick

F2 Game Level 1, 2, 3

F3 Define Keys for Keyboard Control

• **F5 Return to Main Menu**

• **F10 Pause**

• **Function Valid Only During Game Play**

To learn how each function operates, refer to the following information:

F1 Keyboard/Joystick

Press the F1 key until "KEYBOARD" or "JOYSTICK" appears in red letters, signifying your choice of game control.

F2 Game Level 1, 2, 3

Press the F2 key until **1, 2, or 3** appears in red, signifying your choice of game difficulty level (see **DIFFICULTY LEVEL** section).

F3 Define Keys for Keyboard Control

Press the F3 key if you wish to change the value of any or all of the default keys that control PANAMA JOE's movements during game play. These default keys are listed below for your reference.

The default keys for
the **IBM PC** are:

Direction	Key
UP	8
DOWN	2
RIGHT	6
LEFT	4
JUMP UP	5
JUMP RIGHT	9
JUMP LEFT	7

If you wish to establish a different set of keys to move PANAMA JOE, simply press the desired key (either number or letter), beginning at the top of the list. Once you enter the first key value, the program will prompt you for the next value, and continue to do so for each of the 7 lines.

EXAMPLE:

You decide to change the keys that move PANAMA JOE **RIGHT** (6) and **LEFT** (4) to **RIGHT** (3) and **LEFT** (1). Beginning at the top of the list, you would type: 8, 2, 3, 1, 5, 9, 7. Each time you type a value, the cursor will automatically move to the next line.

NOTE: WHEN CHANGING THE DEFAULT KEYS, YOU MAY NOT SUBSTITUTE A FUNCTION KEY. EACH DIRECTION MUST BE ASSIGNED A DIFFERENT KEY.

Once you've selected the keyboard control feature, defined keys for keyboard control, and selected a game difficulty level, SIMPLY PRESS THE **RETURN** KEY TO BEGIN PLAYING.

*** F5 Return to Main Menu**

Press this key any time during the game play to begin a new game. Whenever you press F5, the title screen will appear, allowing you to advance to the main menu and make any desired changes.

*** F10 Pause**

You may press F10 any time during game play to "freeze" the action. To start the action at the same point in game play, simply press F10 again.

The default keys for
the **IBM PCjr** are:

Direction	Key
UP	I
DOWN	M
RIGHT	L
LEFT	J
JUMP UP	K
JUMP RIGHT	O
JUMP LEFT	U

Apple II Computers

Loading the Program and Setting the Controls

THIS PROGRAM OFFERS YOU THE OPTION OF JOYSTICK OR KEYBOARD CONTROL. PLEASE READ THE FOLLOWING INFORMATION BEFORE BEGINNING TO PLAY.

1. With the label marked **APPLE** facing upward, insert the MONTEZUMA'S REVENGE game disk into **DRIVE A** and close the door.
 2. Turn the power switch to the ON position.
 3. After the title screen appears, press the **RETURN** key once. The Main Menu will appear on the screen.
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At this point, you may press the **RETURN** key again to begin playing. The program will automatically default to **JOYSTICK CONTROL, GAME DIFFICULTY LEVEL 1**.

However, if you wish to select the keyboard control feature, define keys for keyboard control, or select a different game difficulty level, please read the following directions.

4. The Main Menu will display the following information:

- 1 Keyboard Joystick**
- 2 Game Level 1, 2, 3**
- 3 Define Keys**
- 5 Return to Main Menu**
- 0 Pause**

• Function Valid Only During Game Play

To learn how each function operates, refer to the following information:

1 Keyboard/Joystick

Press the 1 key until "KEYBOARD" or "JOYSTICK" appears in a white box, signifying your choice of game control.

2 Game Level

Press the 2 key until **1, 2, or 3** appears in a white box, signifying your choice of game difficulty level (see **DIFFICULTY LEVEL** section).

3 Define Keys

YOU MUST DEFINE SPECIFIC KEYS FOR KEYBOARD CONTROL. YOU MAY SELECT ANY LETTER KEYS. HOWEVER, THE KEYS LISTED BELOW ARE SUGGESTED FOR USE WITH THIS PROGRAM.

Press the 3 key to establish the keys that will control PANAMA JOE during game play.

The following keys are suggested for use with the APPLE program:

Direction	Key
LEFT	J
JUMP	K
UP	I
RIGHT	L
DOWN	M

Once you've assigned a letter key to the first direction, simply press the **TAB** key to move the cursor to the next, and each subsequent direction.

NOTE: You must assign a different letter key to each direction.

During game play, you'll notice that a combination of pressing those keys which cause PANAMA JOE to move left, right, and to jump will make guiding him on and off ladders and chains easier.

Once you've selected the keyboard control feature, defined keys for keyboard control, and selected a game difficulty level, SIMPLY PRESS THE RETURN KEY TO BEGIN PLAYING.

*** 5 Return to Main Menu**

Press this key at any time during game play to begin a new game. Whenever you press the 5 key, the title screen will appear, allowing you to advance to the main menu and make any desired changes.

*** 0 Pause**

You may press the 0 key anytime during the game play to "freeze" the action. To start the action at the same point, simply press the 0 key again.

The Joystick

BEFORE YOU BEGIN PLAYING, YOU MUST FIRST CALIBRATE THE JOYSTICK CONTROLLER BY MOVING IT IN ALL 4 DIRECTIONS; UP, DOWN, LEFT, AND RIGHT. DO THIS AS PANAMA JOE ENTERS THE FIRST CHAMBER IN MONTEZUMA'S FORTRESS.

Use your joystick to move PANAMA JOE through the emperor's fortress. To make PANAMA JOE walk left or right, move the joystick in those directions. To make him climb up a ladder or chain, push forwards on the joystick; to climb down, pull backwards on the joystick.

NOTE: You'll discover that a combination of left / right and backwards / forwards joystick movements will make guiding PANAMA JOE on and off ladders and chains easier.

The Fire Button

Press the FIRE button any time you want PANAMA JOE to jump. If PANAMA JOE is standing still, he will jump straight up and down. If he is moving left or right, PANAMA JOE will leap in that direction.

Screen Displays

In the upper left-hand corner of the screen there is a box called the **INVENTORY WINDOW**. Each time PANAMA JOE collects a special tool (e.g. a sword, torch, or a key), that tool is displayed in the Inventory Window until he finishes using it.

At the bottom of the Inventory Window are 5 hats representing your remaining number of PANAMA JOEs. Each time you lose a PANAMA JOE, one hat disappears from the Inventory Window. You'll begin the game with 6 PANAMA JOEs, including the one on screen. If you accumulate more than 6 PANAMA JOEs, extra hats are displayed below your score.

The number to the immediate right of the Inventory Window indicates the game level currently being played.

In the upper right-hand corner of the screen is the **SCORE BOX**. Throughout the game, points will be accumulated and your score will be displayed in this space (see **SCORING** section).

Playing

Once you start this game, you ARE PANAMA JOE-winding your way through MONTEZUMA'S fortress! That means you've got to be ready to handle lots of action. Like climbing ladders and chains. Sliding down poles. Jumping over (and under) deadly creatures. And grabbing precious jewels and special tools along the way. No sweat, right? You'll be ready for anything because, like PANAMA JOE, you thrive on the spirit of adventure and exploration. Maybe you'll need to backtrack through certain chambers. Or perhaps forge ahead blindly. Even test your memory to remember the location of a room you fought through earlier. Just be sure to keep a cool head.

Use your special tools wisely. And please—try not to let greed blind you as you snatch up MONTEZUMA'S fabulous treasures. Happy hunting, PANAMA JOE!

Inside Montezuma's Fortress

As you guide PANAMA JOE through Montezuma's fortress, you'll encounter 3 major groups of elements. They are:

- Room Fixtures
- Killer Creatures
- Special Tools & Rewards

Various combinations of these elements are found in all the chambers throughout the fortress. Each is described as follows:

Room Fixtures

Laser Gates Destructive laser gates intermittently appear and disappear in various parts of a chamber. PANAMA JOE must avoid these laser gates, and pass through ONLY when they disappear. IF PANAMA JOE HITS A LASER GATE, YOU LOSE HIM.

Conveyor Belts Conveyor belts force PANAMA JOE to speed up or slow down, depending upon the direction in which he is moving. IF PANAMA JOE MISSES JUMPING ONTO OR OFF OF AN ELEVATED CONVEYOR BELT, YOU MAY LOSE HIM.

Disappearing Floors In some chambers, there are certain sections of the floor which look different from the rest. These sections intermittently appear and disappear. You must time PANAMA JOE's crossing of these sections just right or...YOU MAY LOSE THAT PANAMA JOE.

Doors Throughout the fortress you'll encounter 3 different colored doors: red, blue, and grey. These doors can ONLY be opened when PANAMA JOE approaches them with the corresponding color key (displayed in the Inventory Window). YOU GAIN 300 POINTS FOR OPENING ANY DOOR.

Fire Pits Occasionally, PANAMA JOE will come across a blazing fire pit as he maneuvers through a chamber. Fire pits must be avoided at all costs! IF PANAMA JOE FALLS INTO THE FLAMES, YOU LOSE HIM IN A PUFF OF SMOKE.

Ladders Ladders allow PANAMA JOE to travel up to, or down from one level to the next. Simply move the joystick in the appropriate direction. PANAMA JOE CANNOT JUMP ONTO OR OFF OF A LADDER.

Poles Poles allow PANAMA JOE to slide DOWN ONLY from one level to the next. Simply jump PANAMA JOE onto a pole—he'll handle the rest. BUT IF PANAMA JOE MISSES THE POLE AND FALLS, YOU LOSE HIM.

Chains Much like ladders, chains offer PANAMA JOE a way to travel up and down. Simply jump PANAMA JOE onto a chain and guide him in the desired direction.

Killer Creatures

Skulls In his travels, PANAMA JOE will come across bouncing and rolling skulls. He must jump over the rolling skulls, and walk under the bouncing ones. IF PANAMA JOE IS HIT BY A SKULL, YOU LOSE HIM. But, if he has a sword (displayed in the Inventory Window), PANAMA JOE can eliminate a skull by simply walking through it. YOU GAIN 2000 POINTS FOR ELIMINATING A SKULL.

Snakes Watch out for the snakes! Though they don't move, they have a deadly bite. Whenever PANAMA JOE meets up with one, he must jump over it. Not even a sword will eliminate a snake. IF PANAMA JOE IS BITTEN, YOU LOSE HIM.

Spiders Unlike snakes, spiders do get around. They'll even climb ladders! IF ONE BITES PANAMA JOE, YOU LOSE HIM. So PANAMA JOE must either jump over spiders, or slay them with a sword (displayed in the Inventory Window). YOU'LL GAIN 3000 POINTS FOR SLAYING A SPIDER.

Special Tools & Rewards

As PANAMA JOE works his way through the fortress, he'll encounter special tools and rewards—all there for his taking. When possible, PANAMA JOE should jump up and grab a special item, which will then be displayed in the Inventory Window until it is used. The Inventory Window can only hold 5 items at a time. Once it is filled, PANAMA JOE cannot collect any more special items until one or more is used.

The 5 special tools and rewards are:

Amulets These hammer shaped objects help PANAMA JOE evade killer creatures. Whenever he grabs an amulet, all killer creatures turn grey and are disabled for several seconds—allowing PANAMA JOE to safely walk through them. He can even travel into another chamber during this time. Once this time is up, the amulet will disappear from the Inventory Window and the killer creatures will return to their nasty, normal-colored selves. COLLECTING AN AMULET IS WORTH 100 POINTS.

Jewels These dazzling beauties are worth 1000 points apiece! PANAMA JOE simply jumps up and plucks them as he goes by. However, if the Inventory Window contains 5 items, PANAMA JOE cannot collect more jewels—even though jewels are not displayed in the Window.

Keys To every red, blue, or grey door in the fortress—there's a matching key. A door can only be opened with the correct corresponding colored key which PANAMA JOE must grab along the way. Keys will be displayed in the Inventory Window until used. YOU GAIN 300 POINTS FOR OPENING A DOOR.

Swords A SWORD IN THE HAND IS WORTH 50 POINTS—so be sure not to pass up too many of them along the way. More important, a sword enables PANAMA JOE to eliminate spiders and skulls on contact.

Torches Don't underestimate the necessity of a torch. As PANAMA JOE travels deeper into the fortress, he may encounter dark chambers. Only with the torch can he illuminate these hazardous rooms. Once PANAMA JOE has a torch, he keeps it throughout the current game level. Without a torch, there is no light at all—and you must rely on your memory to guide PANAMA JOE safely through these chambers. GRABBING A TORCH EARNS YOU 3000 POINTS.

The Treasure Room

If PANAMA JOE safely navigates through all of the chambers in the fortress, he'll eventually reach his ultimate goal—the Treasure Chamber. Herein lies the fabulous treasure of the emperor Montezuma!

To enter this final chamber, daredevil PANAMA JOE must leap into the darkness! Once inside, he'll find several chains—and the infamous jewels—all awaiting his grasp. In just a matter of seconds, PANAMA JOE must jump from chain to chain while trying to collect as many jewels as possible. But beware! If PANAMA JOE misses a chain and jumps onto a pole, he immediately slides into the next Difficulty Level and misses his chance to collect more jewels. When time's up, you will automatically advance to the next Difficulty Level.

End of Game

The game ends when you have lost all of your PANAMA JOEs. When this happens, all action on the screen will stop.

To play again, simply press the **RETURN TO MAIN MENU** Key. (Refer to **LOADING THE PROGRAM AND SETTING THE CONSOLE CONTROLS** section.)

Scoring

Collecting Special Tools & Rewards

Keys	50 points each
Swords	50 points each
Amulets	100 points each
Jewels	1000 points each
Torches	3000 points each

Eliminating Killer Creatures

Skulls	2000 points each
Spiders	3000 points each

Room Fixtures

Opening Doors	300 points each
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Bonus Panama Joes

Levels 1-3	Extra PANAMA JOE for every 10,000 points scored.
Levels 4 & up	Extra PANAMA JOE for every 20,000 points scored.

Difficulty Levels

In this game, there are 9 Difficulty Levels. You may choose any one of the first 3 to begin playing; the remainder must be earned through game play. As you advance from one Difficulty Level to the next, the following things happen:

- New barriers may appear, or old ones disappear, changing the best paths to the treasure room.
- More (and faster-moving!) killer creatures appear in each successive Difficulty Level.
- More dark chamber chambers.

Each time you successfully complete one Difficulty Level, and have a remaining PANAMA JOE, you'll automatically advance to the next Difficulty Level.

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1963-01-15

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