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

A R C A D E / A C T I O N
S O F T W A R E

TutankhamTM

C A R T R I D G E F O R C O M M O D O R E V I C - 2 0

U n d e r L i c e n s e f r o m K o n a m i I n d u s t r y C o . , L t d .

TUTANKHAM™ game graphics © 1983 Konami Industry Co., Ltd.
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Inside King Tut's tomb are treasures beyond your wildest dreams. They can be yours . . . if you dare to take them. Supernatural creatures roam the chambers of the tomb guarding the treasures at all costs. Your only defenses against them are your laser gun and . . . your wits. Blast away, snatch the loot, escape through secret passageway before it's too late! And when you see a key, take that, too. It will unlock a door to the next burial chamber and the next adventure. Enter King Tut's tomb and see what awaits you . . . if you dare.

Object

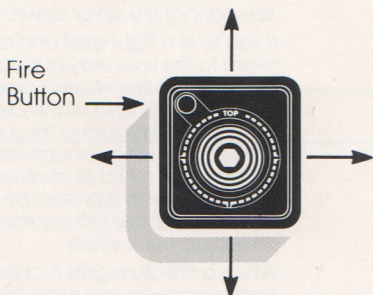
To score as many points as you can by recovering treasures, defeating the guardians of the tomb, picking up keys, and opening the doors that lead to the next burial chamber and the next stage of difficulty. There are 16 stages in all in which you'll see four different burial chambers.

Setting the Console Controls

1. Plug the joystick controller firmly into the CONTROL PORT on the side of the game unit.
2. Place the cartridge into the cartridge slot.
3. Turn the power ON.
4. Press F1 for a one-player game. Press F3 for a two-player game. These buttons start the action.

NOTES: At any time during the game, you can freeze the action by pressing SHIFT LOCK. To start the action, press SHIFT LOCK again. If the action should be frozen for more than eight minutes, you must power OFF/ON to start again. Also, by pressing SHIFT and RUN at the same time, the game resets to the beginning. You may then press F1 or F3 to begin playing.

The Joystick Controller



Use the joystick to move your archeologist left, right, up, or down. To fire your laser gun, press the fire button and—at the same time—move the joystick LEFT or RIGHT to fire in that direction.

Playing

In this game, you're Archie the archeologist and you've got five "lives." You're in the first of four different burial chambers inside King Tut's tomb.

As soon as the game begins, start moving Archie through the maze. *These are the things you must do:*

Find the key. Inside each chamber is one or more keys. Go after them one at a time. As soon as you open one lock, go back for another key so you can open the next lock. Once you've opened all the locks and reached the end of the chamber, you may pass through and enter the next.

NOTE: While Archie is carrying a key, you'll see it in the upper left-hand corner of the screen.

Watch out for creature nests: Throughout the maze are creature nests. Creatures of varying speeds and species can spring from them at any time. Just before they do, however, you'll hear a "slurp-like" sound. When you hear it, get ready to fire at the approaching creature!

To fire your laser gun: press the fire button while you move the joystick either left or right, depending on the direction in which you wish to fire. You cannot fire up or down.

If you're in a tight spot and cannot seem to fire your way out, you can activate the flash bomb. Just press the SPACE BAR and all the creatures on screen are zapped for a second or two... just long enough for you to escape. Each Archie receives just one flash bomb (signified by the lantern in the upper left portion of the screen) so use it wisely.

When a creature gets Archie, the next Archie appears close to where the last one was caught.

Pick up treasure. Many priceless treasures are located throughout each chamber. You'll find them tucked away in alcoves. To pick them up, simply follow a horizontal line. Just remember that you don't have to go after each one especially if it's too risky.

Find the secret passageways: Secret passageways let you zip from one part of a chamber to another. They allow you to escape dangerous situations and are oftentimes the only way of continuing through the chamber. It's up to you to find out where they are!

Watch the time clock: The time clock monitors the amount of ammunition in your laser gun. The longer you remain in the chamber, the faster the ammo is used up. If the time runs out, Archie has no ammo at all! So try to complete the maze as quickly as you can. Your ammo supply replenishes with each new chamber. The initial time on the clock varies from chamber to chamber.

Open the door: At the end of each maze, you'll find the door to a special treasure room. As long as Archie has picked up all the keys he needs, he'll enter the treasure room and the next burial chamber!

End of Game

The game ends when you've lost the last of your five lives.

To play again: press either F1 or F3, depending on the number of players.

Levels of Difficulty

There are 16 levels of difficulty... or 16 "stages." Each stage shows one of the four different burial chambers. As you move from one stage to the next, the creatures move faster and appear more frequently. If you should complete stage 16, you'll begin again at stage 1.

The Two-Player Game

In the two-player game, players alternate turns after each one loses an Archie. The game ends when both players have lost their five Archies. The first player's score is displayed in the upper left of the screen; the second player's score in the upper right.

The Treasures

There are two kinds of treasures scattered throughout each chamber.

Red ruby rings: belonging to Queen Nefrititi

Blue sapphire-studded amulets: worn by ancient Egyptian Royalty to ward off evil spirits

The door to the treasure room at the end of each of the four different burial chambers shows one of these treasures:

Map: shows the way through the entire tomb

Urn: used to carry sacred Nile River water in coronation ceremonies

Treasure Chest: filled with the exotic jewels worn by Queen Nefretari, wife of Ramses II

Death Mask of Tutankham: the most coveted treasure of all!

The Creatures

There are six different types of creatures. You'll find three of the six in each stage.

Royal Cobra Snakes: spirits of the goddess Wadjet

Giant-Beaked Crows: sacred birds of the goddess Selket

Killer Bats: they've been inbreeding inside the tomb for generations

Death Dragons: personal guardians of Thutmoses III

Flying Cats: spirits of the cat-goddess Bastet, goddess of Joy and preventor of disease

Speed Sparks: hot, deadly magic of the sun god Amon-Ra

Scoring

Destroying ...	Cobra	20 points
	Dragon	20 points
	Crow	40 points
	Cat	40 points
	Bat	60 points
	Spark	60 points
Picking Up ...	Ring	500 points
	Amulet	1000 points
	Key	500 points
Unlocking a door		1000 points
Completing a stage		time remaining x 80
Bonus Archie		one after first 30,000 points

High score for all games played while the unit is ON appears at the top center of the screen. When you power OFF/ON again, the high score is reset at zero.

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