

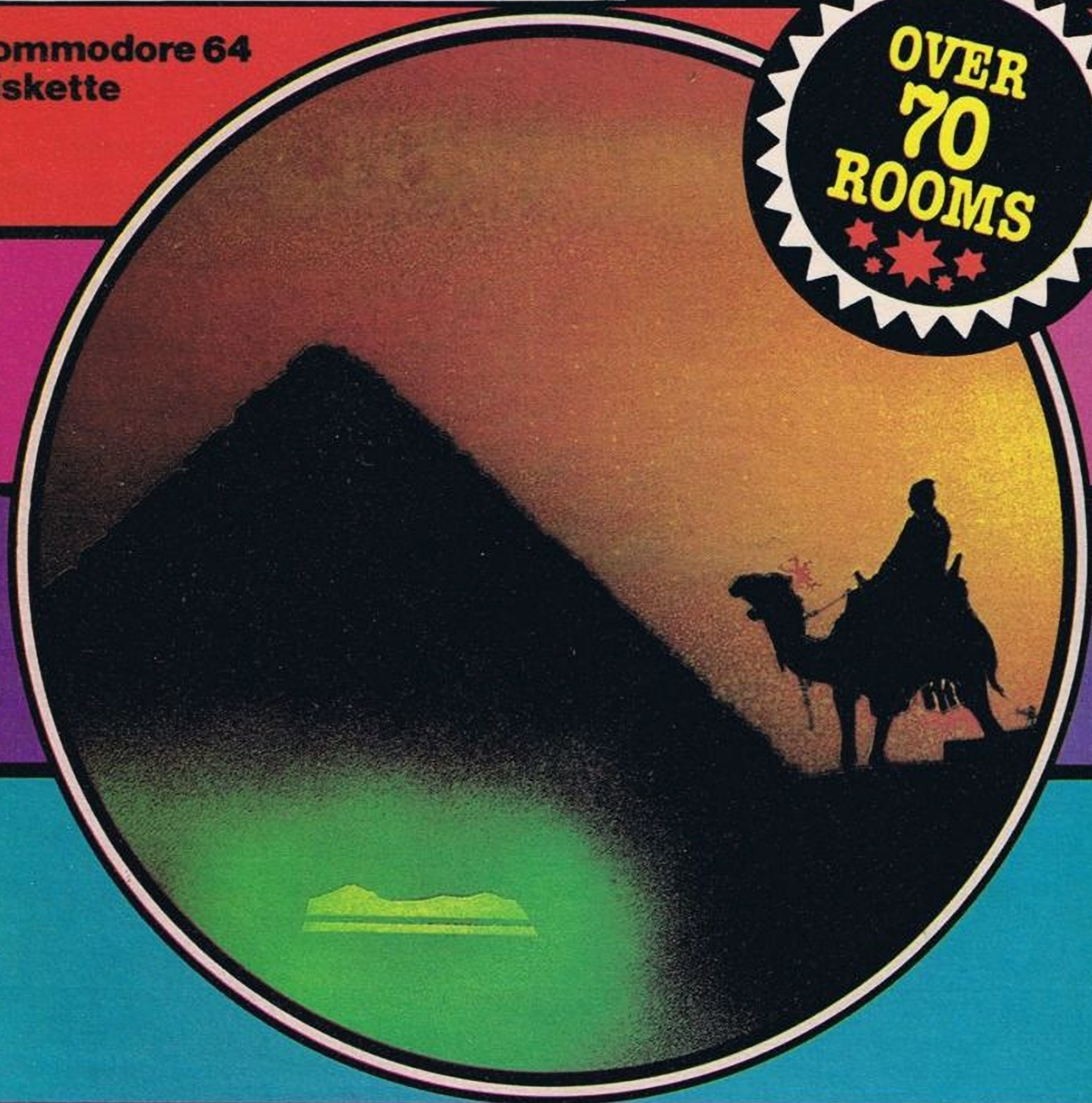
G-105



BCI

SOFTWARE

Commodore 64
Diskette



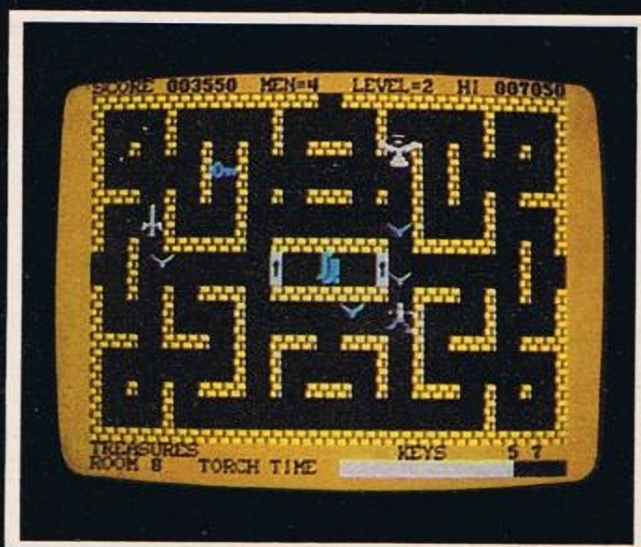
MUMMY'S TOMB

Arcade Game

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Arcade Game

**OVER
70
ROOMS**



**Infinitely
Variable.**

The object of this game is to gather treasures while avoiding the snakes, bats, spiders and mummies that pursue you. The mummies are equipped with fire balls.

SET UP:

There are 8 levels of play:

Level 1 and 5 – Snakes

Level 2 and 6 – Bats

Level 3 and 7 – Spiders

Level 4 and 8 – Mummies

On each level the pursuers move more quickly than before making your challenge progressively more difficult.

Your environment on each level consists of a series of 9 rooms arranged in a 3 by 3 square.

Each room consists of a maze with a treasure compartment in the centre. There are 2 entrances to the treasure compartment signified by the white keyholes at either end. Each room also contains a coloured key and a white sword. The treasure compartment can only be opened by the key corresponding to the colour of the maze.

NOTE: The keys are randomly placed within the 9 rooms and therefore you will not always find the same coloured key in the same room.

Once you have the right key for the room you're in, the keyholes will flash to let you know that it is safe to enter.

Inside each treasure compartment is a unique treasure.

There are 9 different treasures, each with a different quality.

