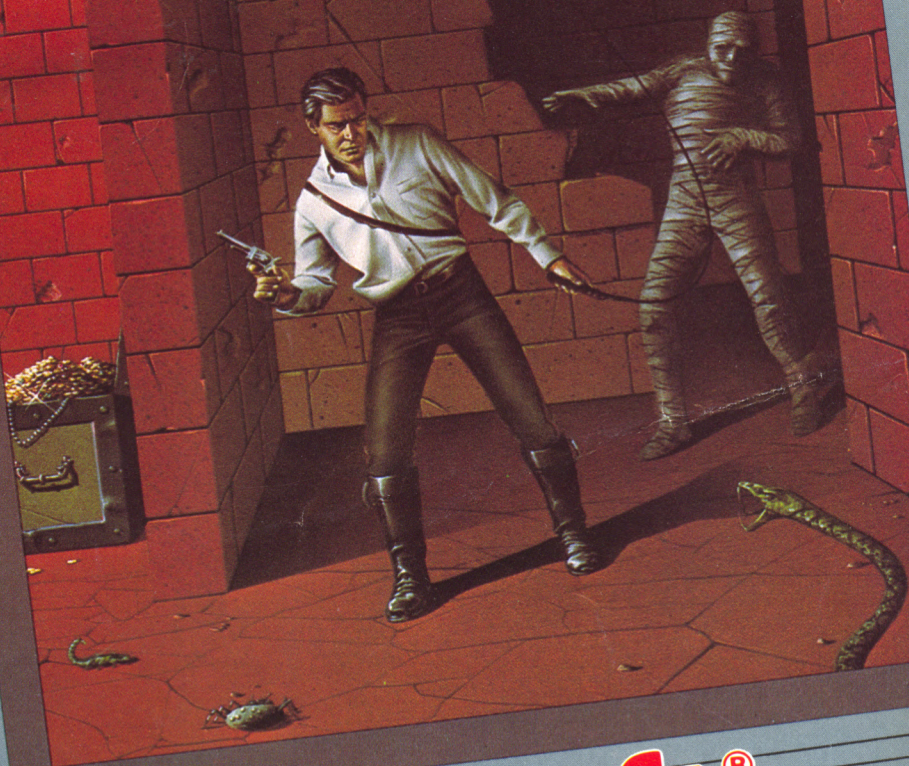


STERN's

TM

LOST TOMB



Datasoft®



REQUIREMENTS

- Atari Home Computer (48K)
- Compatible disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

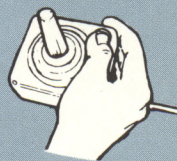
DISKETTE LOADING

1. Turn off your computer and remove all cartridges.
2. Turn on the power to your TV or video monitor and disk drive #1.
3. When the red "drive busy" light turns off, insert the Lost Tomb diskette and close the drive door.
4. Now turn on the computer. The disk will load automatically.

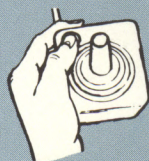
AFTER LOADING The title page, the credits, and then the game instructions will appear on your video screen.

The players can choose left-handed joystick control while an instruction screen is displayed. Player One can do this by pressing L and giving the joystick a quarter turn clockwise. Player Two can do the same thing by pressing SHIFT L. To return to right-handed control, press R for Player One and SHIFT R for Player Two, then give the joystick(s) a quarter turn counter clockwise. The status of the joysticks is indicated on the right side of the instruction screen.

To begin the game, press the joystick's fire button or the START key. If a game is not started, the demo will begin.



**LEFT-HAND
CONTROL**



**RIGHT-HAND
CONTROL**

GAME CONTROLS AND INDICATORS

SELECT NUMBER OF PLAYERS Press the OPTION key while the instruction screen appears to select a one- or two-player game.

MOVE Push the joystick left, right, up, or down to move through the tomb.

FIRE As you move through the tomb, use the fire button to shoot your gun in the direction you are going.

USE WHIP While you are standing still, press the fire button to use your whip to destroy enemies and walls. (Not all walls can be destroyed, though!)

PAUSE Press the SPACE BAR to pause a game. Press the SPACE BAR to resume play.



RESTART GAME Press the SYSTEM RESET key to restart the game, beginning with the choice of one or two players.

NUMBER OF LIVES REMAINING The number of lives you have in reserve is displayed in the lower left corner of the screen. You begin with one in play and two in reserve.

NUMBER OF WHIPS REMAINING The number of whips in reserve is displayed in the lower right corner of the screen. You begin with five whips, and more whips can be found inside the chests in each room. You can have up to 99 whips at any time.

NUMBER OF BULLETS REMAINING Bullets remaining are shown along the right edge of the screen. You may not shoot while the message RELOADING appears; at this point the computer is reloading your gun.

AMOUNT OF TIME LEFT The amount of time you have before the earthquake starts is shown along the left edge of the screen.

SCORES Score for the player who is up is indicated to the left of HIGH SCORE. The HIGH SCORE is the highest one achieved during this session of play.

SOUND Turn the sound off by pressing S. Turn it back on by pressing S again.

SCORING

SHOOT NASTY 40 points on Level 1
60 points on Level 2
80 points on Level 3
120 points on Levels 4-13

OPEN CHEST 100 points times level number (through Level 9)
1000 points on Level 10
2000 points on Level 11
3000 points on Level 12
4000 points on Level 13

EARTHQUAKE BONUS Multiply the points gained for shooting a nasty or picking up a chest by 2, 3, 4, or 5, depending on the length of the earthquake.

THRONE ROOM BONUS For opening a chest in a Throne Room, subtract 2 from the level number and multiply the result by 1000 (up to 8000 points).

CREDITS

Game Programming: Bruce Adelstein

Atari is a trademark of Atari Computer, Inc.



STRATEGY

The LOST TOMB holds limitless treasures for the explorer who can elude its fate! Wave goodbye to your pilot and parachute from the plane. You land on the top of the pyramid — the beginning of your mission to find the riches that reportedly lie beneath the tomb.

As you enter Room 1 (with 91 rooms on 13 levels to go), your goal is to get to the exit safely. Run toward the exit and use your weapons carefully. Eliminate the nasties (mummies, scorpions, bats, and spiders) which pursue you, or they will kill you. Get through walls, destroying nasties as you do, by using your whip.

Collect extra whips and bullets from chests as you need them, and if the exit from the room is locked, find the flashing key and remove it from its chest. An added benefit to opening chests is that the time indicator is reset, delaying the next earthquake.

Use the stairway rooms to descend from one floor to the next. Defend yourself against the attacking bats as you run for the door to the room you want to explore next!

Earthquake traps obstruct the path through most rooms. If you step on a trap, or if the time runs out, the walls of the tomb begin to rumble and sway, and rounds of bullets spew from them. Your only hope is to reset the time and stop the earthquake by opening a chest.

Every fifth room of the tomb is a throne room. You must open the chest containing the key to escape from a throne room.

At various times during the game you will be able to buy 25 extra whips at the price of 2500 points.

Datasoft®

19808 Nordhoff Place, Chatsworth, CA 91311
LOST TOMB™ is a trademark of Stern® Electronics
Datasoft® is a registered trademark of Datasoft Inc.

© 1984 Datasoft Inc.
All Rights Reserved
Printed in U.S.A.