

Invaders of the Lost Tomb

Object:

Work your way through the three levels of the Pharaoh's tomb. At each level, collect the amulets and clues you will need at the next level. Avoid poisons, spiders and other horrible things.

To Start:

Insert Disk in drive. Connect Joystick to port #2.
(If using a Commodore 128, hold down the Commodore key when booting the system.)
Type **LOAD "*" , 8 , 1**

To Play:

Level One:

Use the joystick to maneuver through the maze. Pull back to see the top view, press the FIRE button to see the clues you have collected.

Every time you capture the ghost, you collect a piece of the hieroglyphic tablet. You need all nine pieces when you arrive at the next level.

The ghost is slower than you are, but it can walk through walls and you cannot.

The Elevator:

To get to level two, go to the elevator (indicated as the light area along one wall.) After entering, turn your joystick as a crank, carefully hitting the top, sides and bottom of the controller in order. Counter clockwise motion will move down, while clockwise will move you up. If you miss, the elevator will crash to the next level, and cost you points.

When you reach the next level, the color will change. You should stop and leave the elevator.

Level Two:

The joystick commands are the same here. The overhead view will show numerous doors, each with a spider guard. As you pass a door, the spider will follow you. You are faster than the spider. While the spider is chasing you, return to the door, go toward it, and it will open, displaying a huge hieroglyphic.

The goal of this level is to collect 8 medicines and 4 zombie traps. These are essential on the next level. To determine if a medicine or trap is good or not, examine the hieroglyphics. If any 3 x 3 section matches the tiles you took from level one, you have found a valid door. You may choose to take either a potion, a trap or neither, by moving the joystick to the appropriate icon. You must leave before the spider returns!!

You must find the Pharaoh's key, and solve the puzzle in order to be able to walk through walls on level three. To solve it, position the cursor and press the fire button. Continue to rearrange the pieces until they match the tiles from level one.

When you have all of the potions and the key, use the elevator to go to level three.

Level Three:

Your goal in this level is to get to the Pharaoh's tomb. As you move through the level, zombies will attack you. You can stop zombies by leaving a trap. Each trap will kill three or four, and then stop working.

Throughout this level are niches that contain medicine and poisons. You need the medicine, but you should avoid the poison. Press the **fire** button to see if medicine is present in a niche. Each medicine that you take opens a section of the puzzle guarding the Pharaoh's tomb.

To open the Pharaoh's tomb, you must solve the puzzle at the entranceway. If you collected all 8 medicines in level two, you can see the entire puzzle. The object is to match the center columns with the side columns. Move the cursor to the piece you wish to move, press **fire** to grip the piece, then move the joystick to slide it into its new position. To leave the puzzle, press **fire** when the cursor is on a blank square.

There are eight doors to the Pharaoh's tomb. Each has an identical puzzle. You are permitted just 40 moves to open each door.

Status:

Type **H** to see your current health and score.

Type **S** to restart.

Type **Run/Stop** to pause gameplay.

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Computer Entertainer called it "**Arcade/Action Game of the Year.**"