

SCARABAEUS



Commodore

SCARABAEUS

AS 12013

I have begun my quest to find SCARABAEUS, the fabulous emerald jewel of the Pharaoh. I have been bitten by a deadly venomous spider on entering the tomb and now I must find medicines and hieroglyphs before my life is over. The thought of a new dawn seems distant to me now as I begin my descent into the dark horrors of the Pharaoh's Tomb to find the mighty SCARABAEUS!

Searching the Maze



Special Features

- Fabulous Graphics!
- 3D Maze in "Scrollerama"
- Zombies and Ghosts!
- Complex Hieroglyphs!
- Brilliant 3D Lift operation!
- Poisons and Medicines!

Finding Medicine Niche



Screenshots taken from Commodore Version
Programmed by Andromeda Software. Cover picture by Michael Embden.
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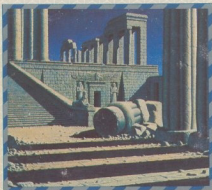
AS 12013

Joystick required



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SCARABAEUS



Fast Load
Chrome Tape

COMMODORE 64
128 Compatible

The Incredible 3D Search
and Survival Program



Inspecting Place of
Information

TO LOAD

Turn on your computer. Insert cassette. Press SHIFT and RUN/STOP together. Press PLAY on cassette deck. Plug your joystick into Port 2.

TO SELECT SOUND

Press M to toggle between music and sound effects.

LEVEL 1: OBJECT

The objective of Level 1 is to accumulate 9 hieroglyphs to complete your key. Your key is displayed by pressing FIRE. Hieroglyphs are collected by tracking down and touching Ghosts in the Maze. These Ghosts do not kill you. In Level 2, the completed key will enable you to identify medicines from poisons as well as good from bad Zombie traps. You need the medicines to survive the spider bite you received at the entry portal of the Tomb. Once you have completed the key, proceed to the elevator on the outside wall of the Maze.

FORWARD - Run/Enter Elevator BACK - Display Map
LEFT/RIGHT - Turn at Intersections FIRE - Display key

LEVEL 2: OBJECT

The objective of Level 2 is to identify 8 medicines and 4 good Zombie traps. This is achieved by entering places of information as shown on the Maze map, and examining the hieroglyphs on the wall to determine if the potion or trap is good or bad for you. To examine the potion or trap, press joystick forward when facing the wall. Potions are shown as bottles, Traps as gas masks. If the 9 hieroglyphs in your key, that you have already collected, match those on the wall in any order in a square of 3×3 hieroglyphs, you have identified an item useful in Level 3. Move the joystick left or right to select the trap or potion bottle to take with you to Level 3. You should find 8 good potion bottles as without all of these it is more difficult to solve the puzzle at the entry to the Pharaoh's Tomb. Selecting a wrong trap only affects your health status. Selecting the 8th medicine automatically kills all the Spiders. Beware! Some potions are poison. Making a mistake in matching your hieroglyphs will mean that you might select a bottle of poison! This can have disastrous effects!

THE PHARAOH'S PUZZLE

Finding the key to the Pharaoh's Tomb will enable you to pass through the walls on Level 3. To solve this puzzle when you encounter it, move the joystick left or right to position the cursor around the edges of the hieroglyph chart. Pressing FIRE will flip the puzzle pieces of the row, column or diagonal to show their reverse sides. When all the pieces show the key to the Pharaoh's Tomb you will have the key.

CONTROLS FOR LEVEL 2

FORWARD - Run/Enter Elevator/display hieroglyphs
LEFT/RIGHT - Turn at Intersections
BACK - Display Map and Key

LEVEL 3: OBJECT

The objective in Level 3 is to enter the Pharaoh's Tomb and thereby complete your task. To enter the Tomb you must solve the puzzle at the entrance to it. To help you achieve this you must visit the medicine niches and take medicine when you find it. Do not take any poison for it will kill you! Taking each additional medicine will open up new sections in the Tomb entry puzzle. At each medicine niche, press FIRE to find out if the medicine is present and move joystick up or down and press FIRE to take it or leave it.

ENTRY TO THE PHARAOH'S TOMB

To enter the Tomb you must move the centre hieroglyphs so that the four columns exactly match the side columns, which will only be completely visible to you if you have taken all 8 medicines to Level 3 with you. A colour change in the hieroglyphs indicates the position of the cursor. Move the cursor to the piece you wish to move, press FIRE to grip the piece and move joystick to slide it to its new position. To leave the puzzle and return to the Maze, press FIRE when you are on a blank square. If you have killed all 12 Zombies on this level you may take your time to solve the puzzle. There are 8 doors to the Pharaoh's Tomb, each with an identical puzzle. You are permitted 40 moves on each door. Your moves are recorded by a chain which appears on the door. After the 40th move a padlock appears to signify that this particular door is locked. Any further moves must be made on any remaining doors. Each door will reflect your current position in solving the problem.

CONTROLS FOR LEVEL 3

FORWARD - Run / Enter Elevator
LEFT / RIGHT - Turn
BACK - Display Map
FIRE - Sets Zombie trap

USING THE ELEVATOR

Walk straight to the wall where the elevator is. To go down, rotate the joystick in an anti-clockwise direction. To go up, rotate the joystick in a clockwise direction. Each time, start in the FORWARD position and make sure that all joystick positions are switched in succession. If one position is missed or the joystick is released, the lift will fall to the next lower level. This affects your health status. The shaft colours change from grey/red to brown/red when the lift is at a level. To leave the elevator, press FIRE.

STATUS INDICATORS

Position in the Maze:

Shows the level you are currently on.

Health:

Your current state of health is shown by the door behind the walking man. The door rises as health deteriorates. The paper tape shows your state of exhaustion. Careful! You can die from over-exhaustion.

Time:

Expiry of time is shown by the sand grain timer. When all the sand has fallen through you will die!

Direction:

The indicator shows the direction in which you are facing.

MAZE MAPS

On the Maze maps: - a skull shows position of a ghost
- the elevator is shown on an outer wall
- 4 different graphics show places of information or medicine niches as follows.

Location with a Monster - visited 

- not yet visited 

Location without a Monster - visited 

- not yet visited 

MONSTER MOVEMENT

On Level 1 the Ghosts tend to move away from you. On Level 2, initially there is a Spider at each Place of Information. If you pass its location it will follow you but as it is slower than you are, you can lead it into the Maze to give yourself time to study the hieroglyphs before it returns. A warning will sound as it approaches. If it hits you from behind whilst you are examining the hieroglyphs your health will be adversely affected and the Spider will die. On Level 3, the Zombies will move towards you on the shortest possible route!

SCORING

Level 1: For each hieroglyph taken - 500 points

Level 2: For each decision on medicine

or traps - 1000 points

For finding the Pharaoh's key - 5000 points

Level 3: For each medicine taken - 10000 points

Medicine Bonus - Depends on health

state when last

medicine is taken

Time Bonus - Depends on time

remaining when

last medicine is taken.

SCARABAEUS - 10000 points

Pharaoh's Bonus - Depends on time

remaining when

SCARABAEUS is

located.

To view the scoreboard at any time during the game press H. Press joystick forward to continue gameplay. The scoreboard appears automatically at the end of the game. Press S to restart game.

PAUSING

Press RUN/STOP to pause gameplay and to restart.

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U.S. CHART HIT-AXIS ASSASSIN (C, A)

An addictive shoot 'em up program. There are no rules, no strategies. Your only goal is to survive.

U.S. CHART HIT-D BUG (C, A)

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A lone fighter against deadly Aliens - Wild 3D scrolling scenarios!

U.S. TOP HIT-THE CASTLES OF DR. CREEP (C)

A chilling action strategy program - you may not get out alive!

Key: C = COMMODORE 64 (128 COMPATIBLE) S = SPECTRUM 48K

A = ATARI 600/800XL/130XE M = AMSTRAD CPC464