

## **Ramses' Revenge (1983) – Anschuetz/Weisgerber/Anschuetz**

### **Game Play**

5000 Years ago, the Pharaoh Ramses was swallowed up by the Red Sea while in pursuit of Moses who had freed the slaves of Egypt. However, before leaving the glory of Egypt, Ramses transferred all of his power to the great golden keys, praying to the evil god Seth that they might remain safe; hidden in the sacred pyramid. Only now, have you and another explorer stumbled onto this previously undiscovered pyramid. Will one of you recover the all powerful golden keys, or will both of you fall victim to the curse of Ramses' Revenge?

Two players start at opposite ends of a pyramid, and race their way underground and then to the top chamber. Along the way, moving cobras, bats, and other obstacles get in the way. The first player to the top wins and is greeted by a musical melody.

### **Recollections**

Ramses' Revenge was the first quality playable game that the A/W/A Team wrote. This game was loosely based on Konami's arcade game Tutankham as well as Stern's arcade game Lost Tomb. The A/W/A pyramid-based game was written in the Atari's text mode called "Graphics 0" in BASIC. It made extensive use of re-defined characters that allowed a new bit-mapped character set to replace the built-in characters of the Atari computers. This game was lost for about 30 years because it wasn't transferred to a PC with the SIO2PC device in the 1990's. In fact, the A/W/A Team didn't even remember the name of the game and referred to it as "the pyramid game." In 2017, the A/W/A Team found the game on the backside of a floppy disk and recovered it again with SIO2PC.