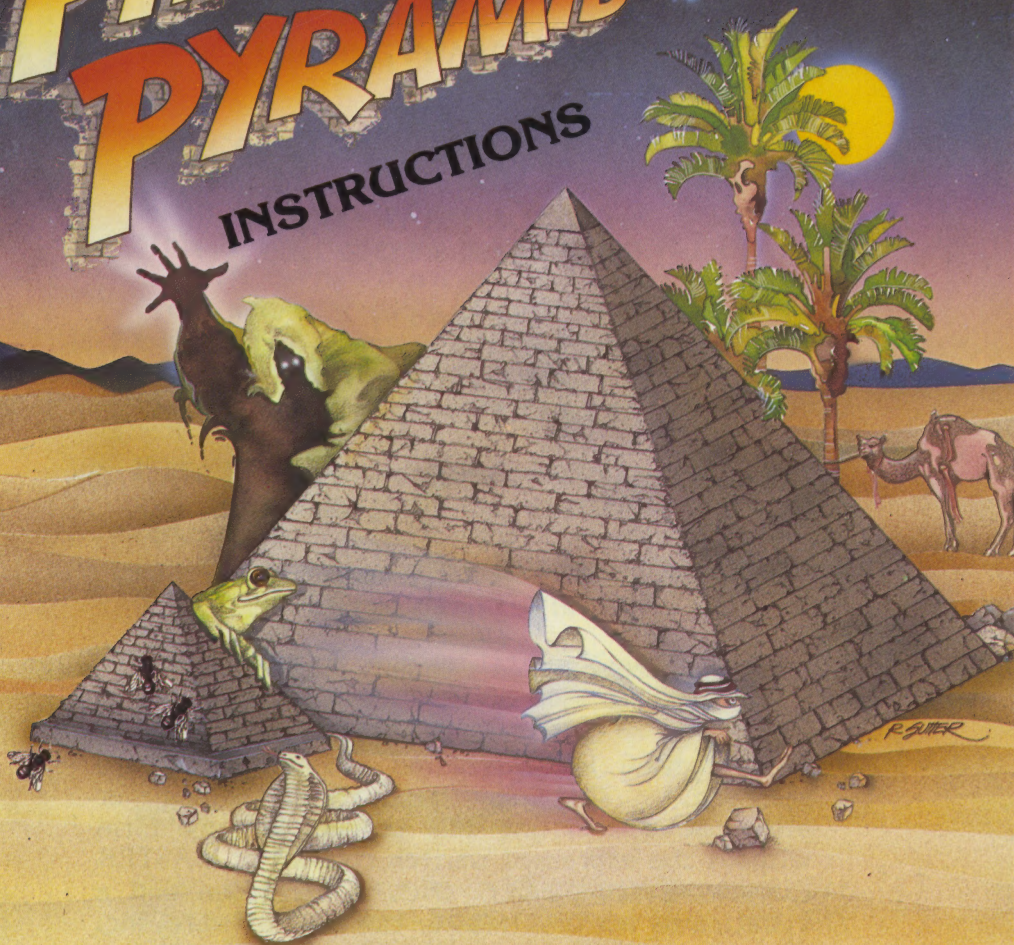


PHAROAH'S PYRAMID

INSTRUCTIONS



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A fast action paced assembly language game

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LOADING PHAROAH'S PYRAMID

FOR CASSETTE:

Insert the game cassette with Side A facing up. (This is the side with the label on it.) Press the "PLAY" button down on the cassette recorder. Press and hold down the "START" key on your computer as you turn on the power switch. You should hear a "beep" after which you should press the "RETURN" key and the game will start loading.

If the computer does not "beep" turn the computer off, make sure all the cartridges have been removed from the left slot. Then repeat the above procedure being sure to hold the "START" button down while turning the computer on.

If the program does not load on Side A, simply flip the cassette over, making sure to rewind it and repeat the loading procedure outlined above.

FOR DISK:

Make sure that you have 48K of memory and that all cartridges have been removed from the left slot. Turn the disk drive on. When the busy light goes out insert the disk, label side up. Turn the computer on and the disk will load the game. When little Achmed starts to dance, you are ready to start.

DOORWAY TO RICHES

The air was cool and clammy. The neon lights cast an eerie glow in the ancient chamber. Digger Dan feverishly brushed thick clouds of dust away from the hieroglyphics. His face was streaked with sweat and his eyes were bright as they danced wildly over the ancient writings. Suddenly, he gasped, and the tool he was using fell from his fingers and clanged loudly on the floor.

"I, Ramses," he read, "Pharoah over all of Egypt and favored of Isis, the goddess of beauty and magic, place here my final plea. Let the reader beware---I offer the power and riches of my throne but from this moment on, your life is at risk."

"I am ready to enter my eternal rest but, cannot, as my pyramid remains unfinished. Moses carried off my workers, drowned my armies, and killed my only son and heir to the throne; leaving plagues in their stead. I sent forth a proclamation that whosoever finished building my Pyramid would be given my throne, but the greatest men of my time tried and failed. One by one they died; laid to their rest by the plagues or by Osiris, god of the underworld, who has pledged my defeat. I have but one servant left, my faithful Little Achmed. Continually, he labors against great odds to give me peace. Come. Join him and all my riches are in your hands. Press against the special stone. The wealth of centuries awaits you."

"Incredible!" thought Digger Dan, "Ramses' tomb! And it's all mine for the taking!" Without any hesitation, he reached out and pushed against the one stone that was different from all the others and vanished instantly from sight.

DOORWAY TO RICHES

(continued)

Before his eyes was every conceivable form of wealth--gold, diamonds, currency of many nations. His heart hammered in his chest and his only thought was, "Mine! All mine!" But, as he reached forth his hand to caress the glittering jewels, a voice thundered in his ears. "Welcome, Digger Dan. Yes, it's all yours. Well, almost. I have wandered the earth for more than three thousand years because NO ONE has been able to finish my pyramid! To obtain my wealth, and to preserve your life, you must succeed where so many others have failed. In a moment you will be transported back to the time when I was Pharoah. You will appear as my trusted servant, Little Achmed. If you succeed you may return to claim all the treasures you see around you, or stay and rule as Pharoah of Egypt but, COMPLETE MY PYRAMID!"

Digger felt a moment of dizziness until the feel of the cold stone on his bare feet brought him to his senses. He looked carefully around. Behind him, on the desert, lay a primitive construction site. Below him, stretched a gigantic apron of stairsteps leading down to where the Nile River flowed silently by. Out on the water a barge raced by, and he saw bricks cast out against the bottom steps. All at once, Digger heard a strange sound above his head and, as he looked up, he saw a giant serpent drifting down in front of him, blocking his way.

"Well, Digger, you've really done it now," he said to himself. "It looks like there's only one way out of this." And, carefully watching the movements of the snake, he started running down the steps.

OBJECT OF THE GAME

The object of the game is to advance from slave (level 1) to Pharoah of Egypt (level 6). If successful, Pharoah will be laid to rest; Achmed and Isis will be together at last; and Digger Dan can return to claim the treasure.

ROUNDS 1-6

In these rounds Little Achmed must travel down the steps to the River Nile grab a brick (by jumping on it) and carry it back to the top, while avoiding his deadly enemies. In addition, the color of all the steps must be changed to match the color shown in the individual step in the lower right hand portion of the screen. The color of the steps will change each time Little Achmed lands on them.

ROUND 7

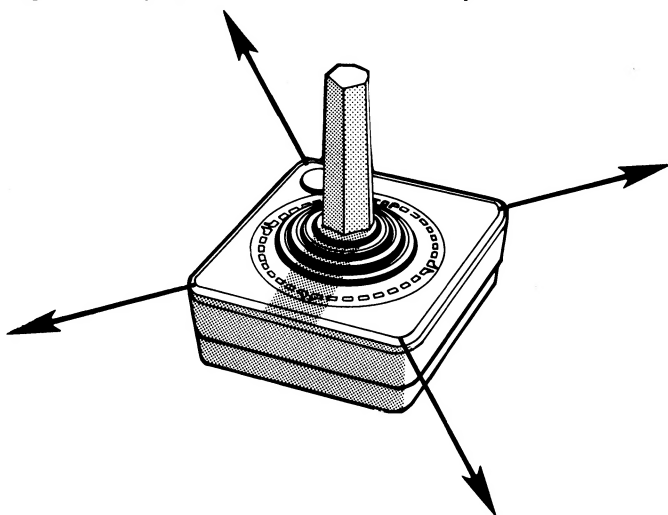
In this round you must face a special challenge from Osiris. There are no bricks or plagues. Instead, Osiris pursues you wherever you go until all the steps have been changed to the proper color. If he catches you, one of your lives will be lost and the round will be over. Shortly after the round starts the "cup of life" will appear. If you acquire the "cup of life" (by jumping out to it and back) you will get an extra life.

EXTRA LIVES

An Extra life is awarded at 3,000 points, another at 6,000 points and again at 10,000 points and at every increment of 10,000 thereafter. An extra life is also received by getting the "cup of life" during round 7, as indicated above.

MOVING LITTLE ACHMED

To move Little Achmed the joystick must be maneuvered in one of the four diagonal directions shown by the arrows in the diagram below. Little Achmed will continue to move in a direction as long as the joystick is held in that position.



The ability to move little Achmed smoothly and with a "non-stop" kind of motion is essential to conquer Pharoah's Pyramid. Learn to anticipate the changes in direction Little Achmed must make so that he can go from the top to the bottom, pick up a brick, and return to the top without stopping.

****WARNING**** It is possible for Little Achmed to jump off the steps from the top, sides and bottom. If Little Achmed jumps where there is no step, brick, diamond, or cup of life he will lose a life.

Pharoah's Pyramid is designed for fast responses. If Achmed's movements are sluggish, your joysticks may be worn. We've found the "STAR FIGHTER" joystick from Suncom Inc. to provide an excellent response in the conquering of Pharoah's Pyramid.

SCORING

You receive 5 points each time you or Osiris jumps on a step. In addition there is a "jump" bonus that decreases 15 points each time you or Osiris jumps on a step. Adding a brick to the pyramid adds 250 points to the bonus. As the level increases so does the amount of the bonus. The less jumps you make the more points you get.

There is also a "time" bonus of 1 point for each minute left in the 24 hour clock shown in the lower left section of the screen. The less time you take the more points you earn.

In addition, you receive between 150 and 250 points when you obtain Isis' magic diamond and 1,000 points if you send Osiris back to the underworld.

On round 7 (Osiris' challenge) you start with a "jump" bonus of 5,000 points, and lose 15 points for every jump you make. You get this bonus only if you safely complete the round.

LOSING LIVES

Little Achmed has many deadly foes. They are relentless in trying to stop him from completing the pyramid. They are:

MOSES' SNAKE: This is one of Little Achmed's deadliest enemies. The snake chases Little Achmed wherever he goes on the steps, but can not harm him when he is on the top step or the bricks at the bottom. If any part of the snake touches Achmed he loses a life. The snake can be led off the bottom tier of steps, but he will reappear and descend from the sky to plague Achmed again. The Snake can be driven away by Isis' magic.

THE PLAGUES: There are five different plagues: Flies (round 2), Frogs (round 3), Locust (round 4), Hail and Fire (round 5), and The Angels of Death (round 6). They repeatedly come in from the sides of the steps and move toward the bottom of the steps where they disappear. Each of these plagues has its own dangerous tendencies, where the slightest touch kills. They can not harm Achmed when he is on the top step or the bricks at the bottom. The plagues are driven away by Isis' magic.

OTHER MEANIES: These appear in levels 2 and 3 respectively and include Artemus the evil Alligator whose jaws can snatch you from the bricks, and Set, Osiris' crazy brother who will push you off the top step. Both are unaffected by Isis' magic.

OSIRIS: Osiris is not only deadly, he is cunning and persistent. Osiris loves Isis and is jealous of her affection for Achmed. He has vowed to do all he can to stop Achmed from building the pyramid. Whenever Isis appears (in the form of a diamond) to help Achmed, Osiris becomes angry and rises up from the underworld (through the third tier of steps) to upset his progress. Osiris proceeds to jump from the third tier of steps to the bottom tier changing the color of any step he lands on.

As Achmed gets closer to becoming Pharoah and being together with Isis, Osiris places holes in the steps (Level 5) both as a hazard and to block Achmed's progress. As Osiris comes out he is flashing and his slightest touch is deadly but, there is hope. If Achmed can reach Isis she energizes him with her magic causing Achmed to turn pink, and Osiris to turn a solid blue color. Osiris can then be sent back to the underworld if Little Achmed can catch him. Isis magic will last only until Osiris comes out at which time Achmed must again obtain Isis' magic to be energized.

THE MAGIC OF ISIS

Isis, Goddess of beauty and magic, and little Achmed, are in love. Since they can only be together if he becomes Pharoah, Isis decided to use her magic to help Achmed complete the pyramid.

She has given him 5 lives to start with, (shown under the "Hi score" in the upper right hand corner) and awards him lives as he does well. In addition she appears randomly throughout the game, in the form of a diamond by one of the two bottom corners of the steps. As she comes out, she calls to let you know she is coming, and will continue to call while she is out and waiting to be picked up.

The higher and more difficult the level, the more frequently she will appear. Once Isis comes out Osiris will soon follow. On lower levels he is slower to come out than on the higher levels, where he comes out almost immediately. When Osiris appears he will race towards the bottom, if he gets to the bottom tier of steps before Achmed reaches Isis, Osiris will take her away.

If Achmed should reach Isis and acquire her magic (by jumping onto the diamond) she energizes Achmed with the power to send Osiris back to the underground. She also drives the plagues away giving Achmed extra points until they reappear.

When Achmed has been energized he turns a pink color and while pink he may send Osiris back to the underworld and get 1,000 bonus points. He will return to normal color as soon as Osiris reappears and must then be energized by Isis again.

After a level is complete, Isis appears in her true form as she and Achmed try to get together. Will they succeed? It's all up to you!

SPECIAL FEATURES

SPEED: You may choose to play the game at any one of 5 speeds. These are: Novice; Intermediate; Expert; and Awesome(!); and "JUST FOR FUN", (the fastest speed the computer can run the game). The speed is chosen by pulling the joystick back, or by pressing the "SELECT" key.

LEVELS OF PLAY: You may choose to play the game starting at any of the 6 game levels. These are SLAVE; BUILDER; ARCHITECT; WIZARD; PRINCE; and PHAROAH. The level of play is chosen by pushing the joystick forward or by pressing the "OPTION" key. You may start at any level, but to complete Pharoah's Pyramid and get Achmed and Isis together you must safely complete 6 levels. The game will repeat on the Pharoah level once it is completed.

PAUSING THE GAME: The game can be paused by pushing the red button on the joystick once, or by pressing the "P" key on the computer. To turn the pause off simply move the joystick or press any other letter on the computer keyboard. ****WARNING****. If you pause the game using the red button do not press it again as this will cause the game to end.

STARTING AND STOPPING THE GAME: The game is started either by pressing the red button on the joystick or by pressing the "START" key on the computer. The game can be stopped by pushing the red button on the joystick 2 times. (The first time pauses the game and the second time ends the game) or by pressing the "START" key again.

TWO PLAYER OPTION: The two player option can be chosen by moving the joystick to the right, or by pressing the letter "T" on the computer.

FINDING THE HIDDEN SCREEN

STEP 1: You must complete and mail in your "OWNER WARRANTY REGISTRATION CARD". There are two different prizes available: 1) A full color approximately 18" x 27" "I CRACKED PHAROAH'S PYRAMID" Poster; or 2) A full color good quality "I CRACKED PHAROAH'S PYRAMID" T-Shirt. Only those individuals who have completed and mailed their Owner Warranty Registration will be eligible to get either prize.

STEP 2: To place the computer in the mode to let you find the hidden screen, You can move the joystick to the left or press the letter "C" on the keyboard at the start of the game. (A "C" will appear to the left of the "Level" indicator)"

In this mode, a different letter will appear in the upper right hand corner of each intermission screen. (The intermission is the screen showing your progress and current level). These letters will spell out the secret password which will unlock the doorway to the hidden screen allowing you to win a free poster.

There will also be a short statement given in the center part of the top of the intermission screen. These statements are clues as to the identity of the secret password which will unlock the doorway to the hidden screen allowing you to win a free T-Shirt.

STEP 3: You may try and unlock the doorway to the hidden screen during any of the intermission screens. To do this simply move the joystick in any direction. After you have moved the joystick you will be asked to input your guess at the password. **You may make only one guess per game!!**

STEP 3 (continued): To enter the password use the joystick. If the joystick is moved to the right the letters will change in ascending order (a..b..c..etc). If the joystick is moved to the left the letters will change in descending order (z..y..x..etc). When you have the letter you want on the screen press the red button and that letter will stay on the screen and you will move to the next letter. (Make sure you have the right letter before pushing the red button. Errors can't be corrected). You must input 6 letters (If your guess has less than 6 letters input blank spaces which appear in sequence between the letter "A" and the letter "Z").

If you have input the correct password, the hidden screen will appear and give you instructions on what to do to get your poster or T-Shirt. If your guess was incorrect then you will resume play.

STEP 4: Follow the instructions given by the hidden screen. Then to resume play after the hidden screen simply press the red button and play will resume.

RULES OF THE GAME

1. You must complete and mail to Master Control Software, Inc. your "Owner Warranty Registration Card".
2. You may only get one free prize (either a Poster or a T-Shirt) per game purchased, However, additional Posters or T-Shirts may be purchased for other members of your family. (Posters cost \$2.50. T-Shirts are \$4.95. Prices subject to change without notice). Allow 4-6 weeks for delivery.
4. This offer is void where prohibited or restricted by law.

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(Conitnued)

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