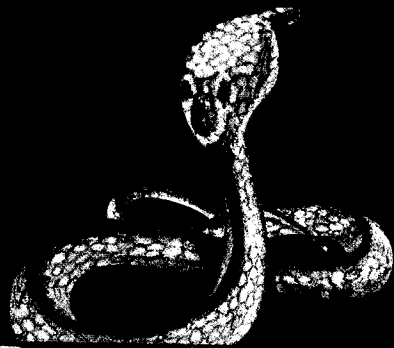


A VIDEO
GAME CARTRIDGE FROM
 PARKER BROTHERS



Tutankham

TM

Under License from Konami Industry Co., Ltd.

FOR ATARI 2600™, SEARS VIDEO ARCADE™
AND OTHER COMPATIBLE SYSTEMS

Rules © 1983 Parker Brothers, Beverly, MA 01915 Printed in U.S.A. © 1983 Konami Industry Co., Ltd. and used by Parker Brothers under authorization.

Inside King Tut's tomb are treasures beyond your wildest dreams. They can be yours... if you dare to take them. Supernatural creatures roam the mazes of the tomb guarding the treasures at all costs. Your only defenses against them are your laser gun... and your wits. Blast away, snatch the loot, escape through secret passageway before it's too late! And when you see a key, take that, too. It will unlock the door to the next chamber and the next adventure. Enter King Tut's tomb and see what awaits you... if you dare.

OBJECT

To score as many points as you can by recovering treasures and defeating the guardians of the tomb.

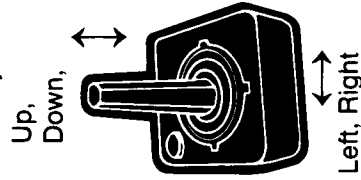
SETTING THE CONSOLE CONTROLS

1. Select a game level number (see GAME SELECTION on the back page) by pressing down on the GAME SELECT switch. The game number will appear at the bottom of the screen.
2. Press down the GAME RESET switch and you're ready to start the action.

THE JOYSTICK CONTROLLERS

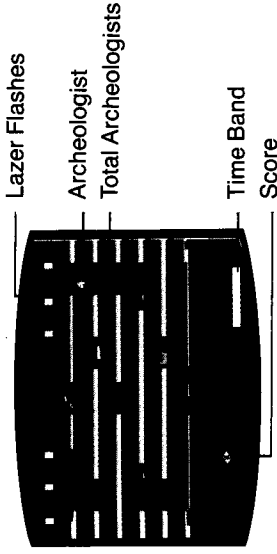
Plug the Joystick controllers firmly into the jacks at the back of your video system. Use the LEFT controller jack for one-player games. Use the Joystick to move your archeologist left, right, up, or down.

To fire your laser gun, press the fire button and—at the same time—move the Joystick either **left** or **right** to fire in that direction. To create a laser flash, hold down the fire button and—at the same time—move the Joystick **up**.



PLAYING

When the game begins, you're an archeologist with three "lives." You're in the first of four burial chambers inside King Tut's tomb. Take a minute to look at the illustration at the left.



As soon as you press RESET, start moving the archeologist through the maze. **These are the things you must do:**

Find the Key. Inside each chamber is a key. As soon as you see it, go after it. You'll need it in order to enter the next chamber at the end of the maze. Once you have the key you'll see it in the archeologist's hand.

Watch out for Creature Nests. Throughout the maze are creatures' nests. Creatures of varying speeds and species can spring from them at any time. Just before they do, however, you'll hear a "slurp-like" sound. When you hear it, get ready to fire at the approaching creature!

To fire your laser gun: press the fire button while you move the Joystick either left or right, depending on the direction in which you wish to fire. **You cannot fire up or down.**

If you're in a tight spot and can't seem to fire your way out, you can activate the laser flash. Just hold down the fire button while you move the Joystick **up**. The laser flash will cause all the creatures on screen to disappear... just long enough for you to escape. You'll start with three flashes, so use them wisely!

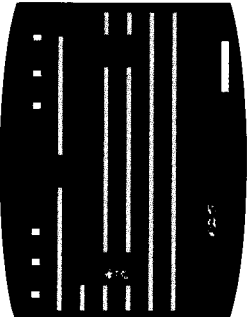
Pick up Treasure. Various kinds of exotic and priceless treasures are located throughout the maze. You'll find them tucked away in alcoves. Just remember that you don't have to go after each one—especially if it's too risky. As the astute archeologist knows, some treasures are more valuable than others. (The list is on p. 7.) It's up to you to decide which ones you most desire. Good luck.

Find the Secret Passageways. Secret passageways let you zip from one side of the chamber to the other. They can let you escape dangerous situations. Oftentimes it's the only way to continue through the maze. Because a secret is a secret, it's up to you to find out where each one is located.

Watch the Time Band. The time band monitors the amount of ammunition in your laser gun. The longer you remain in the maze, the faster the ammo is used up. So try to complete the maze as quickly as you can. Your ammo supply replenishes with each new chamber.

Open the Door. At the end of each maze, you'll find a door. As long as the archeologist has a key in hand, he'll unlock that door when he reaches it. Behind it lies another fabulous treasure and the

entrance to the next chamber! *If the archeologist has no key when he reaches the door, he must go back and get it.*



END OF GAME

The game ends when you've lost the last of your three "lives." To play again at the same game level, press RESET.

LEVELS OF DIFFICULTY

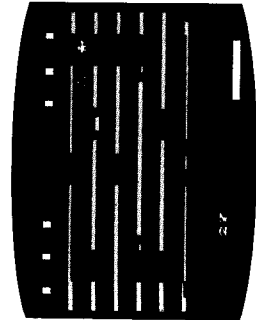
There are four levels of difficulty. Each level is comprised of the four different chambers. If you complete the four chambers of Level One with at least one remaining "life," you'll proceed to the first chamber of Level Two. If you complete the four chambers of Level Two with at least one remaining life, you'll proceed to the first chamber of Level Three, and so on. Complete all four chambers of Level Four, and you'll repeat Level One.

As you move from one level to the next, the creatures appear more frequently and your ammo depletes faster.

Note: Each time you complete chambers one through four, you receive a bonus laser flash.

THE CHAMBERS

As you forge deeper into the tomb, you'll see that inside each chamber is a different maze, each one a bit more difficult than the last; different treasures; and different creatures...



CHAMBER ONE

The creatures you'll find here are:

- Royal Cobra
- Snakes ... spirits of the goddess Wadjet
- Desert Scorpions ... sacred animals of the goddess Selket

Giant Bats ... they've been locked inside the tomb for generations

The treasures you'll find here are:

Silver Crown of Ramses II

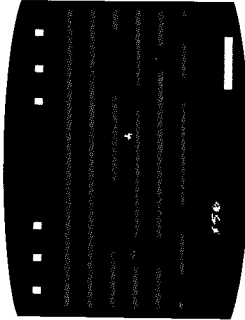
Royal Ring ... worn by Pharaohs of the Eighteenth Dynasty

Ruby ... thought to have been dropped by a previous explorer who never emerged from the tomb and whose remains have never been found

Gold Chalice ... used by Thutmoses III in ceremonies to the god Amon-Ra

Gold Crown ... believed to have been worn by Queen Teye

Behind the unlocked door lies the map that shows the way through Chamber Two



CHAMBER TWO

The creatures you'll find here are:

- Turtles ... a vicious breed that made a home inside the tomb when the Nile River overflowed in the 10th century

Jacksals ... spirits of Anubis, the jackel-headed god of death

Blue Condors ... protectors of the great sky god Horus

The treasures you'll find here are:

Gold Crown ... probably worn by a young prince of the 20th Dynasty

Ring ... reported to have magical powers

Emerald ... plunder from the battle at Kadesh during war with the Hittites

Goblet ... used in ceremonies to command the forces of nature

Bust ... head of Amon-Ra, the sun god

Behind the unlocked door lies a vase used to carry sacred Nile River water in coronation ceremonies

CHAMBER THREE

The creatures you'll find here are:



Desert Snakes ... spirits of the snake goddess Mertsager, protector of desert tombs



Lion heads ... spirits of

Sekhmet, lioness-headed goddess of war

Killer Moths ... this ancient species is gigantic and poisonous



The treasures you'll find here are:



Trident ... spear belonging to Hapi, god of the Nile



Ring ... with emblem of a scribe during the reign of Thutmoses III



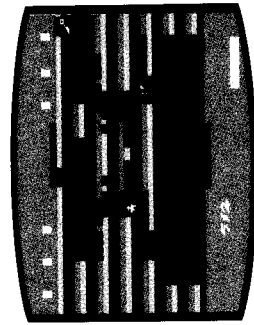
Herb ... used during ancient healing ceremonies

Diamond ... said to be from King Solomon's mines



Candelabra ... used to light the dining hall of Pharaoh Akhenaton

Behind the unlocked door lies a statue of the cat god Bastet, goddess of Joy and preventor of disease



CHAMBER FOUR

The creatures you'll find here are:



Mutant Virus ... inbreeding for generations, no human can survive their deadly potency



Monkeys ... spirits of the moon god Thoth

Mystery weapon ... high-speed terror ... their invention is a secret known only to the ancient Egyptians.

If you see it, can you name it?

The treasures you'll find here are:



Neck Ring ... thought to have belonged to a high-born Nubian slave



Amulet ... used to ward off evil spirits



Palm fan ... used to keep Queen Nefretiti cool



Crystal ... believed to be from the glass furnaces of Thebes



Blue Zircon ... very rare ... favorite jewel of Queen Nefertari, wife of Ramses II



Dagger ... used in ancient ceremonial killings



Behind the unlocked door lies the most coveted treasure of all ... the death mask of Tutankham, himself!

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

If you should have any difficulty operating or playing Tutankham, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297. All other states (not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST Mon-Fri, excluding holidays)

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1002, Beverly, MA 01915

In Australia and New Zealand: Toys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palfroy Company, Owen Street, Coalville, Leicester LE6 2DE England.

SCORING

	CHAMBER ONE	CHAMBER TWO	CHAMBER THREE	CHAMBER FOUR
CREATURES/POINTS	Snake Scorpion Bat 1 2 3	Turtle Jackel Condor 1 2 3	Snake Lion Moth 1 2 3	Virus Monkey Mystery Weapon 1 2 3
TREASURES/POINTS	Key Crown Ring Ruby Chalice Crown 20 15 25 25 20 45	Key Ring Crown Emerald Goblet Bust 40 30 25 40 20 20	Key Trident Ring Herb Diamond Candelabra 60 35 30 25 30 5	Key Ring Amulet Fan Crystal Zircon Dagger 55 40 25 80 20 40 35

Bonus points for completing each chamber: depends on amount of ammunition left.

GAME SELECTION

TUTANKHAM has eight game selections. Games 1,2,3 and 4 are one-player games. Games 5,6,7 and 8 are two-player games. In the two-player games, the left player goes first; players then alternate turns. Your turn ends when you lose a "life." The game ends when both players have lost three "lives."

LEVEL NUMBER		LEVEL VARIATION
one-player	two-player	easiest ↓ toughest
1	5	
2	6	
3	7	
4	8	