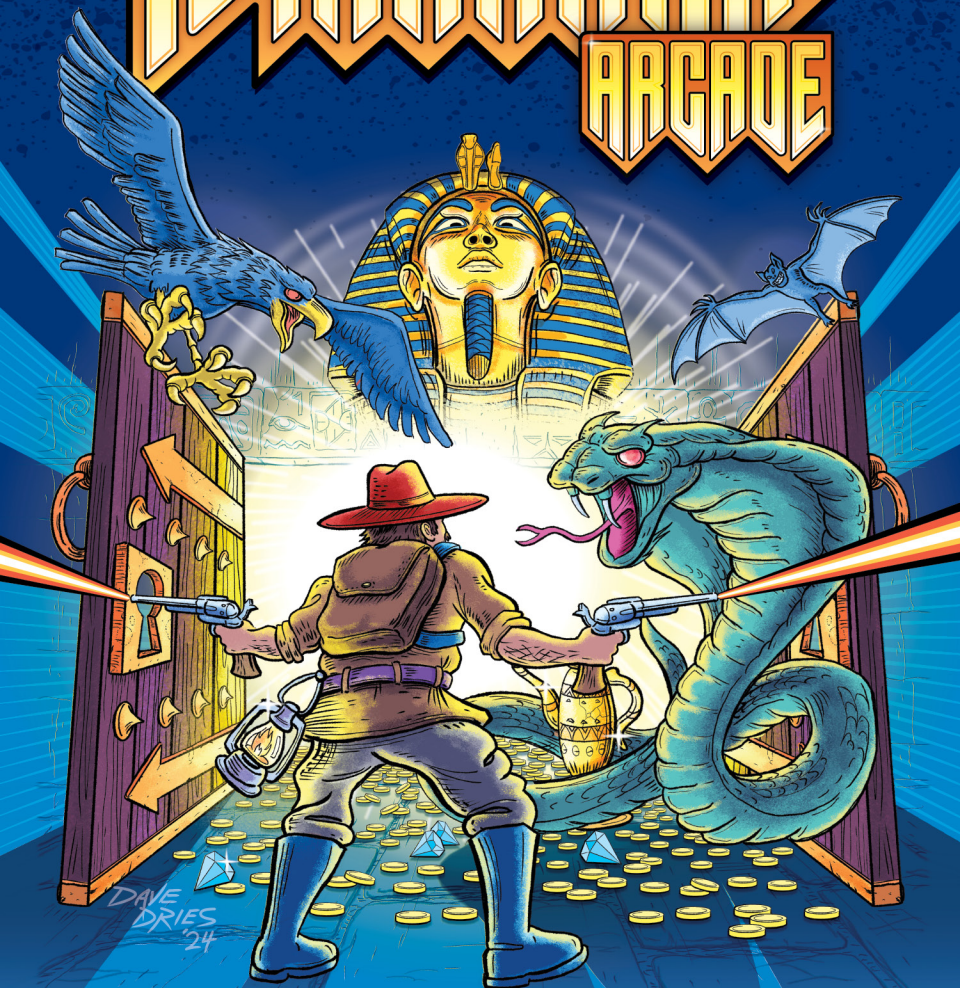


FOR THE ATARI 2600™

# TUTANKHAM

## ARCADE



CHAMP GAMES

## ABOUT TUTANKHAM ARCADE

You are Dr. Harold Carver, renowned professor and archaeologist, on a mission to recover the treasure of the pharaoh Tutankham hidden somewhere in the Lost City of the Valley of the Kings. Use your map to make your way through twisting catacombs and mystical portals while avoiding or destroying the dangerous creatures and traps that protect untold riches. Do you have the skills to recover treasure from the 100 tombs and add your name to the list of Best Explorers? GOOD LUCK!

## CONTROLLERS

Tutankham Arcade is a one or two player game (alternating turns) that uses Joystick controllers. Sega Genesis gamepads and dual Joysticks (one to move and one to fire) are also supported. An AtariVox or SaveKey may be used to save high scores and game settings. For dual Joysticks, a QuadTari adapter can be used to connect both Joysticks to the left controller port, freeing up the right port for the AtariVox / SaveKey.

The controller options are:


Left Port	Right Port	Options Supported
Joystick	Joystick	1 or 2 players using their own Joystick to move and optionally use the other Joystick to fire; no high score saves.
Joystick	AtariVox or SaveKey	1 or 2 players share the same Joystick for alternating games with high score saves.
QuadTari	--	1 or 2 players using their own Joystick, or 1 player using 2 Joysticks to move and optionally use the other Joystick to fire; no high score saves.
QuadTari	AtariVox or SaveKey	1 or 2 players using their own Joystick, or 1 player using 2 Joysticks to move and optionally use the other Joystick to fire; with high score saves.

The detected controllers will be displayed on screen when the game starts up.


## CONTROLLING THE EXPLORER

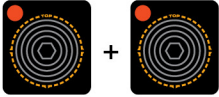
- Move the Joystick to guide your explorer through the tomb (UP, DOWN, LEFT or RIGHT). Your explorer will continue to move in the current direction until they collide with a barrier or wall (this feature can be disabled – refer to the section on DIFFICULTY SWITCHES for more details).
- Your explorer can only shoot LEFT or RIGHT to destroy the roaming creatures and deadly traps. You can also set off a Flash Bomb (if there are any in your inventory) to destroy all enemies on the screen.

The method for firing and activating Flash Bombs depend on the controllers used:

	Shoot rifle	Activate Flash Bomb
	Move the Joystick left or right and press the button to fire in that direction. *	Center the Joystick and double-tap the button.
<b>1 Joystick (single button)</b>		
* If auto-movement is enabled, you can fire in the opposite direction you are moving by centering the Joystick and pressing the button. * If you center the Joystick and hold down the button, you can fire LEFT or RIGHT without moving horizontally by pressing the Joystick in that direction. Release the button to continue moving left or right.		

Got a condo made of stone-ah!





 <b>1 Joystick, dual buttons (Sega Genesis Gamepad)</b>	<b>Shoot rifle</b> Press Button 1 (B) to fire to the right. Press Button 2 (C) to fire to the left.	<b>Activate Flash Bomb</b> Center the D-pad and push both buttons 1 (B) and 2 (C) simultaneously.

 <b>2 Joysticks (use Joystick 1 to move, Joystick 2 to fire*)</b>	<b>Shoot rifle</b> Move Joystick 2 to the LEFT or RIGHT to fire in that direction.	<b>Activate Flash Bomb</b> Double-tap Joystick 1 button or single press Joystick 2 button.

## TWO-PLAYER CONTROLS

- The Joystick connected to the left controller port (or QuadTari port 1) controls Player 1.
- The Joystick connected to the right controller port (or QuadTari port 3) controls Player 2.
- If you have an AtariVox or SaveKey connected to the right controller port and no QuadTari, Player 2 is controlled by the left Joystick in the two-player Alternating game mode (pass-and-play).
- \*For two-player games using two joysticks: the joysticks are swapped for Player 2 (Player 2 uses Joystick 2 to move, Joystick 1 to fire).

## DIFFICULTY SWITCHES

<b>left difficulty</b> 	Player 1 only moves when the Joystick is moved.	<b>right difficulty</b> 	Player 2 only moves when the Joystick is moved.
<b>left difficulty</b> 	Player 1 automatically moves in the current direction until a barrier is reached.	<b>right difficulty</b> 	Player 2 automatically moves in the current direction until a barrier is reached.

## CONSOLE SWITCHES

<b>tv type</b> <b>color</b> 	Pauses or resumes game.* Pressing the controller button also resumes the game.	<b>game select</b> 	Returns to TITLE SCREEN.	<b>game reset</b> 	Starts or restarts game with currently selected options.
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\*Use PAUSE button on Atari 7800

## MENU OPTIONS

Game options such as number of players and skill level can be set from the title screen:



- Move Player 1's Joystick LEFT or RIGHT to choose a skill level.
- Press SELECT or Player 2's Joystick BUTTON to choose a one or two-player game (two players alternate turns).
- Move Player 1's Joystick UP or DOWN to cycle through the additional screens, including the SCORING table, list of GREAT EXPLORERS (high scores) and CREDITS screen.
- Press RESET or Player 1's Joystick BUTTON to start a new game and move to the SELECT MAPS screen.
- The menu screens will cycle after eight seconds with no Joystick input. A demo of the game will start after the CREDITS screen.

## SKILL LEVELS

There are four distinct skill levels for Tutankham Arcade:

**NOVICE** is for beginners.

**STANDARD** offers more of a challenge.

**ADVANCED** is for expert players and is most like the arcade version.

**CHALLENGE** offers additional obstacles, enemies and power-ups for the ultimate adventure!

	NOVICE	STANDARD	ADVANCED	CHALLENGE
<b>Reserve explorers</b>	5	4	3	3
<b>Enemy speed</b>	Slow	Medium	Fast	Fast
<b>Enemy spawn rate</b>	Slow	Medium	Fast	Fast
<b>Max enemy count</b>	4	6	8	8
<b>Enemy pursuit</b>	Less	Normal	More	More
<b>Flash Bombs</b>	Max 3	Max 2	Max 1	Max 1

\*NOTE: During a game, the color of the stage indicator "S" will match the skill level description color.



MAP SELECTION

At the start of each new game, you can select which maps you will explore, as well as their vertical orientation (normal or flipped). The maps that are selected will determine the tomb layouts, treasures and enemy creatures that you will encounter in your quest.

Push the Joystick UP or DOWN to highlight either the MAPS or FLIP settings:



Push the Joystick LEFT or RIGHT to rotate through the available options of the current setting:

MAPS Options		FLIP Options	
ARCADE	Explore the four arcade maps.	NONE	All maps are in their default orientation.
CHAMP	Explore the four custom maps.	ALT	Maps are flipped vertically for every other round of four maps.
ALL	Explore all eight maps.	ALL	All maps are flipped vertically.
RANDOM	Randomly selects between an ARCADE or CHAMP map for the current stage.	RANDOM	Maps are flipped vertically at random.

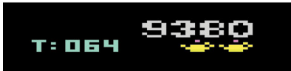
After you have made your selections, press Player 1’s Joystick BUTTON to start the game. The game will start automatically with the current selections if there is no Joystick movement for 10 seconds.

GAMEPLAY

Your objective in Tutankham Arcade is to guide your explorer through the catacombs of the Lost City, collect keys to unlock doors and discover the ancient artifacts that are hidden in the treasure rooms at the end of each stage. Avoid or destroy the creatures and traps while collecting other treasures to increase your score.

STATUS DISPLAY

At the top of the screen is the Status Display that shows the following information for the current player:



- **Player’s Score:** This will be displayed in WHITE for Player 1 and YELLOW for Player 2.
- **Timer:** This will count down as you proceed through the tomb. If it reaches zero, you will no longer be able to fire your rifle – so don’t delay! The color of the timer will flash when it is below 30 units and a warning beep will play when it is below 10 units.
- **Flash Bombs:** If a player has a Flash Bomb, they can activate it to destroy all the enemies on the screen (see CONTROLLING THE EXPLORER on page 3 for more details). An extra Flash Bomb is added when a reserve life is used, up to the maximum number allowed for the current skill level.

At the bottom of the screen, up to three of your reserve lives are displayed along with the current stage number (1-100).



TOMB MAP

A map of the current tomb is shown below the Status Display. For large tombs, only a section of the map is displayed, and the map will scroll as needed.

The visible part of the tomb has a flashing bar above and below that section of the map:



- Your explorer is the YELLOW square.
- The enemies are the solid BLUE squares.
- The treasure room is the flashing red square surrounded by four blinking dots .
- Keys are shown as flashing red squares (NOVICE and STANDARD skill levels only).
- Other treasures are shown as flashing blue squares (NOVICE skill level only).

KEYS & DOORS

As you explore the tomb, you will encounter doors that must be unlocked to reach the treasure room at the end of the stage.

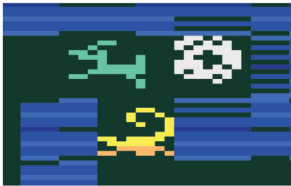


To unlock these doors, you must first pick up a key that is located somewhere in the catacombs. To pick up a key, simply have your explorer touch it. To unlock a door, have your explorer touch the lock while carrying the key.

Only one key can be carried at a time, and each key can only be used to unlock one door. In CHALLENGE MODE, there are different colored keys and doors, and doors can only be opened with the matching color key. See CHALLENGE MODE on page 8 for more details.

ENEMY GENERATORS

Throughout the tomb there are numerous enemy generators that will spawn creatures and traps that protect the sacred treasures from unwanted visitors. This means you!



The generators are designated by three striped interior walls. A “whoosh” sound will be heard and a white cloud will appear when an enemy is spawning from the generator.

Enemy generators will spawn creatures and traps at a fixed interval, except when recharging or in “hyper-spawn” mode.

Recharging generator

After a while, the enemy generators will need to recharge and will not spawn enemies for a few seconds. Take advantage of this time to get past the difficult areas of the tomb.

Hyper-spawn generator

Sometimes the generators will start spawning enemies at a very fast rate. While the generators are hyper-spawning, it is best to take cover and wait for them to return to normal before proceeding.

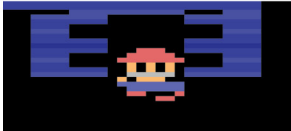
Creatures and traps

The types of creatures and traps that spawn from the enemy generators depends on the current stage and the map type (ARCADE or CHAMP). See SCORING on page 9 for details.

MYSTICAL PORTALS

Located in the tombs are portals that allow your explorer to quickly travel from one location to another one directly above or below to reach inaccessible areas of the map.

Be careful when entering a mystical portal, as there may be enemies lurking on the other side. Creatures and traps cannot use portals, except for the mummy which only appears on the CHAMP maps.



COLLECTING TREASURES



Located throughout the tombs are treasures such as crowns, rings and ankhs that can be collected for extra points.

To collect a treasure, pass your explorer above or below it, depending on the location of the opening in the wall.

As you collect more treasures during a stage, the point value will increase, so collect as many as you can to maximize your score. See the section below on SCORING for more information.

CHALLENGE MODE

CHALLENGE MODE offers the same basic gameplay as the other skill levels, but adds additional enemies, power-ups and obstacles for the ultimate explorer experience!

SILVER KEYS & DOORS

In addition to the gold keys, CHALLENGE MODE tombs may also contain silver keys and doors.

You can only unlock a door with the matching color key. This will require some additional exploration and planning to unlock the doors in the correct order.

If you have picked up the wrong color key, you can swap it with a different key by simply picking up the new key. The key your explorer was carrying will automatically be exchanged with the new key.



TSETSE FLIES

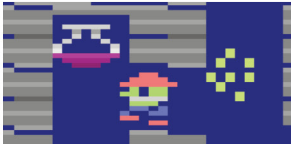
In addition to the other creatures, sometimes a swarm of tsetse flies will spawn from the enemy generators in CHALLENGE MODE.

Tsetse fly swarms differ from other creatures in that they can vary in size and speed and are difficult to shoot. A swarm will reverse direction, speed up and reduce in size with each hit until destroyed.

If your explorer touches a swarm, you will become poisoned. While poisoned, your skin color turns green, and your explorer will move much slower.

The effects of the poison will wear off over time, or you may be able to find an elixir somewhere in the tomb to heal your explorer immediately.

Collecting an elixir will also provide temporary immunity from tsetse flies. Your explorer's skin will glow while you are protected.



WALL TRAPS

While making your way through the tombs, you may stumble across hidden triggers that cause wall traps to fall near your explorer. These walls cannot be passed once they've fallen, so you may need to seek an alternate route.

Enemies will not trigger wall traps and can not pass ones that have fallen. Your explorer may be able to crush an enemy beneath a wall trap by triggering it at exactly the right time.



INSTANT FLASH BOMBS

In some tombs, your explorer may find extra Flash Bombs. You cannot pick them up, but touching one will instantly destroy any creatures or traps in the immediate vicinity.



END STAGE

When you have unlocked all the doors and reach the end of the tomb, the treasure room will open and reveal one of several priceless artifacts including: a map, a vase, a treasure chest and even the mask of King Tutankham himself! Additional artifacts can be discovered while exploring the CHAMP maps, including the cat-goddess Bastet and other treasures lost to the sands of time.

Bonus points will be tallied up based on the stage completed and the time remaining (see END STAGE BONUS on page 10). Your explorer will then enter a new tomb with different creatures and obstacles.

The game will end if you are able to successfully complete all 100 stages.

SCORING

Points are earned by shooting enemies, collecting keys and treasures, unlocking doors, revealing the end-of-stage artifacts and earning bonuses.

Enemy (ARCADE)	Speed	Points
Cobra	Slow	20
Vulture	Medium	40
Griffin	Medium	40
Dragon	Fast	60
Bat	Fast	60
Glaive	Fast	60
Tsetse flies*	Varies	20-60

Enemy (CHAMP)	Speed	Points
Scorpion	Slow	20
Mummy	Medium	40
Rat	Medium	40
Asp	Fast	60
Jackal	Fast	60
Fireball	Fast	60
Tsetse flies*	Varies	20-60

\*Tsetse flies appear in CHALLENGE MODE only

Action	Points
Collect a key	500

Action	Points
Unlock a door	1000

## COLLECTING TREASURES

The points earned for collecting a treasure increases depending on how many treasures have been collected in the current tomb:

Treasures collected	Points	Treasures collected	Points
1	500	4	2000
2	1000	5	3000
3	1500	6	4000

## END STAGE BONUS

When you successfully collect the artifact in the treasure room, you are awarded bonus points based on the tomb completed plus the amount of time left.

### Tomb Completing Bonus

The points awarded for completing a specific tomb are as follows:

Tomb Completed	Points	Tomb Completed	Points
1	0	7	3000
2	1000	8	5000
3	2000	9	2000
4	5000	10	3000
5	1000	11	4000
6	2000	12	5000

The tomb completing bonus will repeat starting from tomb 13 with the bonus for stage 9, then the bonus for stage 10, etc.

### Time Remaining Bonus

T: 064

When a stage is completed, an additional 80 points are awarded for each tick left on the timer. Your total end stage bonus will be displayed on screen:

BONUS 003280

## EXTRA LIVES

An extra life is earned at 30,000 points, 80,000 points, and every 50,000 points after that.

## GAME OVER

When a life is lost and there are no reserves left, or if the player completes stage 100, the game is over for the current player and the GAME OVER screen is displayed.

If a high score has been achieved, the GREAT EXPLORERS screen will be displayed (see HIGH SCORES on page 11), after which the GAME OVER screen will be displayed. If playing a two-player game, the other player will continue if they have any lives remaining.

## HIGH SCORES



- The player can enter up to three initials. The currently selected initial will be flashing.
- Move the Joystick LEFT or RIGHT to select which initial to change.
- Move the Joystick UP or DOWN to change the current initial. Press the button to accept the current initial and move to the next one. The entry is accepted by pressing the button after entering the last initial.
- The current entry will be used if there is no input for one minute.
- The top five scores for each skill level are displayed. For each score, the highest stage reached is also displayed.
- If a high score is achieved while playing a game with any CHAMP maps, a '+' is displayed between the stage and the initials.

## RESETTING HIGH SCORES

- To reset the high scores for the current skill level: From the GREAT EXPLORERS screen, flip the TVTYPE switch (2600) or press the PAUSE button (7800).
- A prompt to "RESET SCORES?" will be displayed. Press the button to reset the scores. To cancel, flip the TVTYPE switch (2600) or press the PAUSE button (7800) again.

## WITH ATARIVOX / SAVEKEY

- Up to five high scores are saved for each skill level. Other game settings including skill level, player options and map settings are also saved.
- To reset all saved scores for all skill levels and all settings, hold down RESET while powering on the game.

## WITHOUT ATARIVOX / SAVEKEY

- Scores and settings are reset when the game is powered off.

## TIPS & TRICKS

- Use the map to navigate through the tombs and track enemy creatures.
- Since only a certain number of creatures will appear on the screen at once, use this to your advantage when making your way past the enemy generators.
- Collect all the treasures and complete the stage as soon as possible to maximize your score.
- Use the nooks throughout the tombs to stop the forward momentum of your explorer and shoot the enemies as they approach.
- With precise timing, it is possible to shoot an enemy that is above or below you. Move away from the enemy when it is close while firing your rifle.



## CREDITS

- Code and Design: John W. Champeau
- Art and Graphics: Nathan Strum
- Music and Sound Effects: John W. Champeau
- Testing: Jürgen Oster (Bomberman94), Nathan Withee (McCallister), and Steve Ramirez (sramirez2008)
- Packaging Illustrations: Dave Dries
- Packaging Layout: Nathan Strum
- Special thanks to Luca Carminati for permission to use several maps from the game Tutankham Returns as the CHAMP maps in Tutankham Arcade. More information about Tutankham Returns can be found here: <https://lowcarb.itch.io/tutankham-returns>

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