

# PHARAOH'S TOMB

## *Volume I — Raider's of the Lost Tomb*

Published by Apogee Software Productions

Created by George Broussard

*Pharaoh's Tomb* is the first adventure of Nevada Smith, an apprentice archeologist to another famous artifact hunter (do you need a hint?). Nevada's mentor has been on several successful expeditions recently, but hasn't once asked Nevada to join him. Making matters even more painful is that Nevada has researched the location of many of his professor's greatest finds!

Enough's enough. Through diligent research Nevada has discovered the location of a huge underground pyramid, containing untouched treasures beyond belief. But the ancient scrolls also warn of unspeakable dangers and traps. This is your chance to prove yourself, though, so nothing will stop you now. Three hours later you're asleep on a plane that will eventually lead to your final destination...the Pharaoh's Tomb.

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*Pharaoh's Tomb* is an arcade/adventure game set in a huge Egyptian pyramid. You will need to explore and survive 20 uniquely dangerous levels (screens) riddled with ingenious puzzles and traps. This game uses a special animation system called FAST (Fluid Animation Software Technology) which allows for flicker free movement even on the older IBM PC's. (Watch how the opening screens slide and wipe across the screen.)

You will start with five lives and a few spears, which can be thrown at offending denizens that guard the pyramid. Moving walls, falling spikes, bats, mummies, and magic winds are just some of the hazards to overcome. On each level you will need to collect one or more keys to advance to the next level. And hidden on the final level will be the prize of your journey.

Notable features: No two levels will have the same animated creature patrolling it, which adds greatly to the variety of the game. Sound effects are also used, but can be toggled off. Keyboard control is the only movement supported, since it was discovered during play testing that joystick movement did not allow for the precise control sometimes necessary for intricate jumps, etc. However, the keyboard controls can be configured to two alternate sets of keys. A five player permanent high score table keeps tracks of the all-time best explorers. Plus, you can save the game on any level and restore at any time.

This is the first of four volumes of *Pharaoh's Tomb*, subtitled "Raiders of the Lost Tomb". The other three volumes are: "Pharaoh's Curse", "Temple of Terror", and "Nevada's Revenge!". The volumes should be played in sequence, since they continue the story to the final encounter. Each volume is \$10, or order all four for just \$25. All orders must include an extra \$2 P&H. For registering you will get the newest versions, a hint sheet, and the secret cheat key code.

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