THE MUMMYS TREASURE

PLAYER 4   53 ROOM #

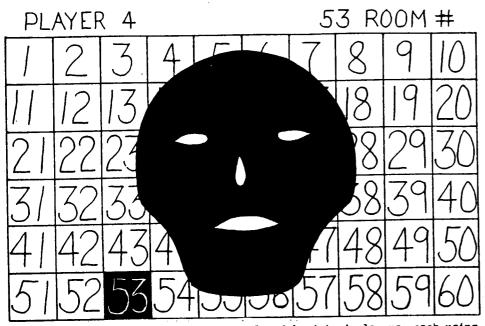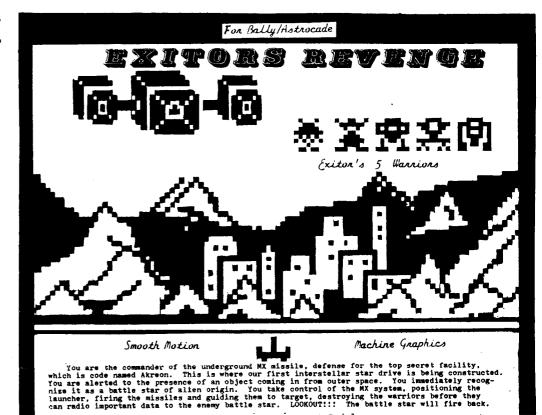| 1	2	3	4	5	6	7	8	9	10
11	12	13					18	19	20
21	22	23					28	29	30
31	32	33					38	39	40
41	42	43	44			47	48	49	50
51	52	53	54	55	56	57	58	59	60

The new Mummy's Treasure can now be played by 1 to 4 players, each using his or her own hand control. As usual the mummy is roaming about the castle's three floors looking for intruders. If you or any of your friends are caught in the same room with the mummy, that ends the game for that player, but for the rest of you the game will continue until all players have been captured or someone finds the treasure. Sound easy?? We shall see...The treasure is somewhere in the dungeon which is the bottom floor. To get there you must either find a secret passage to the cellar which is the second floor, then find a secret passage from there to the dungeon. Or if you are lucky you will find a secret passage which will take you from the main floor (first floor), straight to the dungeon. But if you aren't that lucky, you may find a room which has the capability to transport you one or two levels up. The player whose turn it is can select the room he wishes to check by push or pulling his knob control until the desired room # appears and at this point he should squeeze his trigger until he hears the tone. At this point the computer will tell him what is in that room. After he has made a mental note of that information he then squeezes his trigger again and the turn will move to the next player. REMEMBER: 1. There are three levels, with 60 rooms on each level, a total of 180 rooms. 2. The treasure, the secret passages, and the vacuum force rooms all change location with each new game. 3. Keep track of what was in all the rooms entered, this will come in very handy during the game. 4. The treasure is somewhere in the dungeon (bottom floor), just getting there, let alone finding the treasure is hard. HMM...Four to one, the mummy hasn't a chance...or has he?

For Bally/Astrocade

EXITORS REVENGE

Exitor's 5 Warriors

Smooth Motion   Machine Graphics

You are the commander of the underground MX missile, defense for the top secret facility, which is code named Akreon. This is where our first interstellar star drive is being constructed. You are alerted to the presence of an object coming in from outer space. You immediately recognize it as a battle star of alien origin. You take control of the MX system, positioning the launcher, firing the missiles and guiding them to target, destroying the warriors before they can radio important data to the enemy battle star. LOOKOUT!!! The battle star will fire back.

To load tape, enter :INPUT and press GO. The game will start running automatically, turn off tape whe[n]

After the presentation of "E[X]   [i]t
from Exitor's ship containing th[e]   **use :INPUT to load game**   [wa]r-
riors. The object of the game i[s]   **and play tape completely!**
(using knob #1) and pull the tri[gger]
steer the projectal (using joy s[tick])   [?]
warrior on the screen.

NOTE: Near hits do not count. Exitor's ship will be firing back at you, but it must first blast through the shield above you. Should you destroy the first five warriors you will be awarded the first of 13 bonus rounds, which consists of Exitor's three fastest warriors. At the completion of each bonus round the total point value for the next bonus round will be displayed.

Remember if your MX cannon is hit by Exitor three times the game is over. The number of cannons left is displayed in the upper right side of the screen. If you don't sit too long in the same spot and if your aim is good you will complete the game, but Exitor will be doing everything in his power to see that you don't.

Top score equals 31,575 points. When the game over sign is displayed squeeze trigger #1 for a replay.

Remember your missile must hit the warrior's body, near misses are possible but they don't count.