

# 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	4			7	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?

## PROGRAM NOTICE

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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 when game starts.

After the presentation of "Exitor's Warriors" a capsule will be sent from Exitor's ship containing the first and slowest of Exitor's five warriors. The object of the game is to move your MX cannon into position (using knob #1) and pull the trigger, thus releasing the missile, then steer the projectile (using joy stick #1 left and right) into the moving 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.

Limited One Year Warranty: L&M Software will replace this product free within one year of purchase if defective in material or manufacture, provided it is delivered or sent POSTPAID with proof of purchase to L&M Software. This warranty shall be void if the cassette (1) has been misused, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than L&M Software.. No other warranty is expressed or implied.



**LOADING TIPS:**

Your Bally Arcade is the most versatile home video entertainment machine available, thanks to Bally Mfg., who pioneered the use of electronics in coin operated Arcade units.

The New Bally Basic Cartridge is equipped with a mini phone jack on the lower right corner, it's labelled AUDIO CASSETTE JACK (IN/OUT).

First, and most important, use a good quality cassette player! Experience has shown that you will probably need to find the proper volume setting by trial. If your recorder has a tone control turn it to treble (hi pitch) while loading from tape to basic. We recommend the GE model 3-5151. This unit is excellent.

**TO LOAD:** Connect the tape player output (ext. spkr., monitor, ear phone, etc) to the audio interface jack on the Basic cartridge. Make sure the tape is rewound to the start of the cassette. Place the keypad overlay (comes with the Basic) on the key pad, the buttons are color coded. Some have complete words in Yellow. Push the blue button (bottom row) then the button with the blue : (colon) above it. Now push the words button (lower right) and then the button with the Yellow INPUT above it. You now have >:INPUT ■ on the screen. The computer is almost ready to receive a program. Press the Play button on the tape player. In a few seconds the red light on the lower left corner of the Basic cartridge will come on, watch it carefully, it will flicker a little. Continue watching closely and when the light becomes brighter or steadier (this is the start of the signal on the tape) quickly press GO (upper left) button on the key pad. That's it; in about 20 seconds the game will be loaded into your computer. If a >■ appears in the lower left corner the program loaded Ok, if a ?>■ appears then the program did not load correctly, try again using a different volume setting. Our games keep you entertained while loading with a picture that unfolds top to bottom. When it's complete the game is loaded and the screen will change color.\*Then press WORDS and RUN and GO, in that order. It sounds complicated I know. Just go ahead and get familiar with the procedure and soon you will find it is automatic and becomes 2nd nature.

\* Some game programs will start running automatically as soon as loading is complete.

L & M has many more fine games. Ask your dealer to order for you.

**Cassette #1**

SCORE		HMM...		
+	#1=5			
+	#2=5			
+	#3=15			
+	#4=20			
-	#5=5			
PLAYER TURN				
1	2	3	4	5

Claim Jumpers

1	2	4	6	7	9	10	11	12
TURN		SCORE		DIE #1				
→	#1=	18	■■■■■■■■■■					
	#2=	3	■■■■■■■■■■					
	#3=	4	■■■■■■■■■■					
	#4=	15	■■■■■■■■■■					
	#5=		■■■■■■■■■■					
HMM...		DOUBLE						
RIVER CITY GAMBLER								

River City Gambler

**Cassette #4**

SONAR REPORT SUB IN QUAD 1

1	2	3	+	5	6	7	8	9	10
11	12	13	14	16	17	18	19	20	
21	22	24	25	26	27	28	30		
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	48	49	50	
51	53	54	55	56	57	58	59	60	

Search & Destroy

WARNING AIR RAID

Air Raid

**Cassette #5**

TARGET

Target

#RIGHT	GIVE??	#WRONG	
↑1↑	↓3↓	↑0↑	
RIGHT # WRONG PLACE			
TURN	GUESS	ACTUAL#	DIF.
→1	= 9 ■ 26	9 6 7 2	2
2	= 0 1 3 1	■■■■	1
3	= 2 4 1 3	■■■■	1
4	= 6 5 7 2	■■■■	2
*0 1 2 3 4 5 6 7 8 9			
MIND BENDER			

Mind Bender