

DYNACOMP

VALLEY OF THE KINGS

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1. GENERAL DESCRIPTION

Overview

VALLEY OF THE KINGS is an exciting and challenging graphics adventure for the Atari computer. The adventurers must use their skill to locate objects and passages. There are keys, matches, locked gates, swords, coins, rings, magic daggers, dark passages, guarded temples, fierce princes, gruesome trolls, mountain bandits, and strange guard-beasts. And these are just the ones you'll meet in your first journey!!! Valley of the Kings is a triple journey adventure.

Your first journey places you in the mountainous region of southern Egypt. Hidden in the mountains are treasure and danger. If you survive you'll gain riches and skills needed for your second journey. In the second journey you find yourself deep in the tunnels beneath the city of Armant. Many enter these tunnels but few discover the secret of the maze and the only passage out. That passage leads to the third and final journey, perhaps your very last ...

The final journey sends you against the powers of the Kings. You must outmaneuver each one to gain access to the valley and your reward.

Minimum RAM and Accessories

Required Accessories

48K RAM
Atari 810 Disk Drive
Atari BASIC Language Cartridge
Atari Joystick Controller

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2. GETTING STARTED

Starting Procedure

1. Turn on your disk drive and insert the diskette containing VALLEY OF THE KINGS.

2. Power up your computer with an installed BASIC cartridge. Turn on your video screen.
3. The screen should flicker and the first display should appear. If you do not see this display after 30 seconds repeat the entire procedure.
4. Follow the screen instructions.

First Display Screen

After the adventure has been loaded into the computer the next display screen is entitled "Valley of the Kings ..." bordered in black. Wait until you see further instructions. Then push the START key to begin the first journey or push OPTION for a description of what lies ahead for you.

3. PLAYING THE ADVENTURE

The First Room

You are looking down upon a small cavern. There are two sign posts which contain information for you to read. There are exits to the top and right. These exits lead to other rooms. Each room is surrounded by stone, brick or cobble which are impossible to walk through and may even injure you if you walk into them enough times. Your object is to explore as much as you can.

Movement

Adventurers may move in any direction but they may not walk through walls, guards or force fields.

Sign Posts

Adventurers may walk up against a sign post and read it. The message will be displayed on the lower part of the screen.

Objects

Adventurers may pick up any object (sword, key, ring...) by walking up against it. The identity of the object will be displayed on the lower part of the screen.

Injuries

An Adventurer is injured by walking into too many walls, stepping off bridges into the water, or after fighting with a powerful villian. The screen darkens and you are given the consequences of your action.

Special Displays

The Adventurer may review a helpful character list, see their inventory, see their score or light a match by pressing the appropriate key:

- H - Character Listing
- I - Inventory
- S - Score
- M - Light a Match

Alternatively, the Adventurer may choose to use the red button for this function. First, allow for clearance above the location of the man. Next, move the joystick up then press the red button. You should see a new display. If not try again.

You may now select a function for the red button by moving the joystick and aligning the marker with the function. Once the alignment is correct press the red button to set it and to automatically return you back to your adventure. You may reset the button as many times as you wish by following the same procedure.

Matches

You must locate matches before entering any dark passages or risk walking into objects. Remember, walking into too many walls may result in an injury. Matches may be lit by pressing M on the keyboard or by using the red button as described earlier.

Scoring

Your score is compiled at the end of each journey and you are ranked on your achievements or lack of them.

Journeys

All three journeys must be completed in order to complete the adventure. Journeys may not be saved. Journeys may only be restarted by the procedure given earlier.

Hints

- Carefully read each of the sign posts.
- Locate and use matches in dark passages.
- Wait and watch the movements of each villian before attempting to out run them.
- Escape into the previous room if you have waited too long and the villian gets very near.
- Never fight with a villian, unless told otherwise, you'll always lose.