

AZTEC



1985 DATAMOST INC.
FOR ATARI HOME COMPUTERS
400/800/XL/XE

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=====**DATABYTE**=====

LOADING INSTRUCTIONS:

Disk - Remove all cartridges. Computer should be off. Turn on the disk drive. When the busy light goes out, insert disk with the label side up. Close drive door. Turn on computer. The game will load and run automatically.

NOTE: XL/XE owners should hold down the OPTION key while turning on their computer.

Cassette - Remove all cartridges. Computer should be off. Place tape into the cassette recorder. Press Rewind to make sure tape is completely rewound. Press Play on the recorder. While holding down the Start key, turn the computer on. After a signal (beep), press Return on the computer. The tape will start to turn and load the program. After several minutes the game will run automatically.

NOTE: XL/XE owners should hold down both the start and Option keys while turning on the computer.

INTRODUCTION:

the timeless legends speak of the fabulous Golden Idol hidden within the mysterious lost pyramid. And rumour has it that the eccentric archaeologist Professor Von Foerster had finally located the temple...but never returned from his expedition. The rumours also warn that Von Foerster was insanely jealous of his discoveries and may have planted booby-traps to protect his finds from other explorers.

In addition, native taboos refer to the ancient Aztecs as having protected their temple treasure with a fiendish collection of traps and guardians.

By tracking the Professor's route you have discovered the Aztec pyramid, so covered with debris and undergrowth of centuries that it is now underground. Your job is to descend into the

temple, search the secret rooms, avoid the deadly traps, find the priceless idol and escape alive.

Aztec has various levels of difficulty to accommodate the beginner, intermediate and expert player. There is always a reasonable solution or a way out of any situation, though that does not mean any specific solution is easy!

Basically, any game you choose will contain eight floors of eight rooms, each room can have up to three levels. The arrangement of floors varies from game to game and is randomly drawn from 32 possibilities! The opponents, human and otherwise, are selected according to the difficulty level chosen.

A FEW HINTS:

Start at a low level of play to become familiar with Aztec. Increase the levels as you gain experience. You can, under certain conditions, climb anything. Jump to avoid little troubles. Dynamite is useful, but deadly...it could destroy your way out. The effect of a weapon may vary with your opponent. Sometimes you may have to try a little harder to use the open command...experiment.

At the bottom of the screen is your inventory record. This will show you what you possess, along with the quantity. You begin with 3 units of strength and 3 sticks of dynamite. Certain opponents can deplete your strength. You need the special elixer hidden within the pyramid to regain strength. There are 10 different types of opponents within the temple.

You may save a game by pressing the S key on the keyboard.

COLOUR SELECTION:

Hold down the shift key and press keys 1-3 to change the colours on your screen. You cannot change the colours of the Title Screen.

JOYSTICK CONTROL:

Regular Movements

Walk - To walk to the left, push the joystick to the left and release it. Push the joystick to the right and release it to walk to the right.

Run - To run to the left, push the joystick to the left until you begin to run, then release the joystick. To run to the right push the joystick to the right until you begin to run, then release the joystick.

Jump - To jump press the firebutton. **NOTE:** You must already be moving (walking or running). You cannot jump unless the joystick is upright.

Stop - To stop walking or running, push the joystick up.

Crawl - To crawl you must first be standing still. Push the joystick down to move into the crawl position. To crawl to the left, push the joystick to the left. To crawl to the right, push the joystick to the right.

Climb - To climb you must already be moving. When you reach a flight of stairs push the joystick either to the upper-left or upper-right diagonal. To climb down use the walk command.

Exploring

Open a box - Stand in front of a box. Push the firebutton to open the box. Push the firebutton again to reveal what is inside the box (the contents will be displayed at the bottom of the screen). Push the firebutton a third time if you want to add the item to your inventory.

Search through rubbish - Stand in front of a rubbish pile. Push the firebutton and continue to push the firebutton until all the rubbish disappears from the screen. You will automatically pick up any needed items.

Fight/Attack Modes

Dynamite - Go into the crawl mode and move so your hand is fully extended to position the dynamite. Press the firebutton to "light the fuse" of the dynamite. You should move as far away as possible from the dynamite to avoid killing yourself.

Fight Mode - You must first stand still. Push the joystick up and then push the firebutton to draw either the gun or the machete. If you have both the gun and machete, and want to change weapons, push the joystick up. To fire the gun, push the firebutton (you must have bullets). To use the machete, move the joystick to swish the knife.

Getting out of fight mode - To get out of the fight mode you must be standing still. Push the joystick up and press the firebutton.

Now you're ready for Aztec. Good luck. May you find the Golden Idol and escape...unharmd and alive.

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The logo for DATABYTE features the word "DATABYTE" in a bold, blue, sans-serif font. On either side of the text are five horizontal blue lines of varying lengths, creating a stylized graphic element.