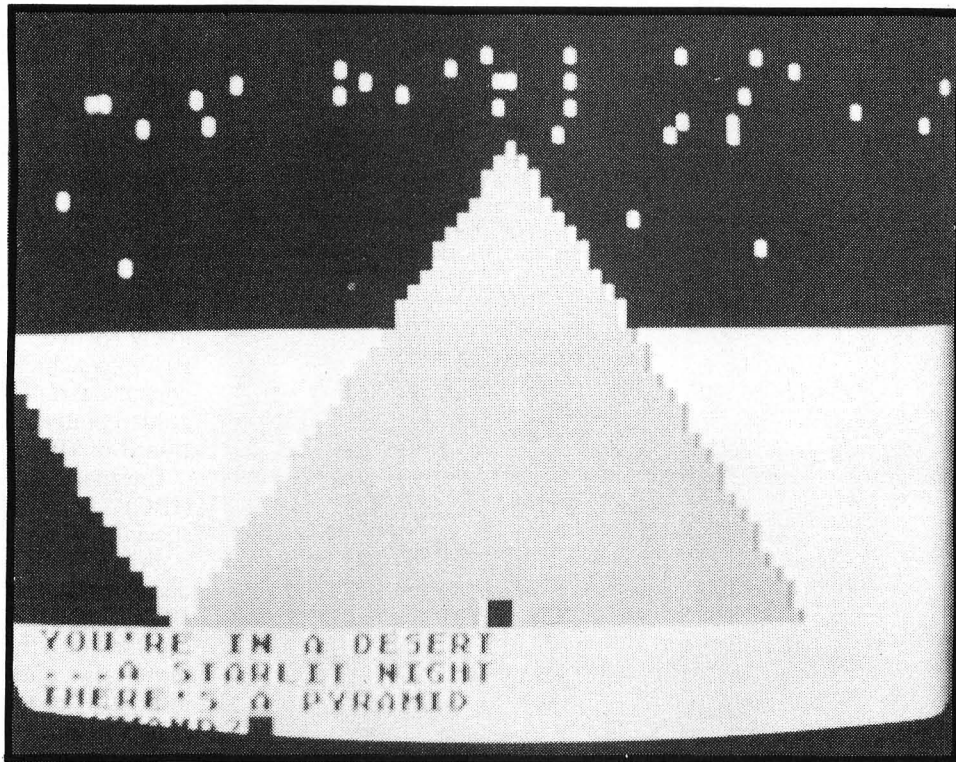




THE CURSE OF THE PHARAOH



by Peter Kirsch

The Curse of the Pharaoh is a graphics adventure for an ATARI® with disk drive and 32K RAM. It is included as a bonus program on this month's ATARI® Disk Version.

Many, many years ago a lone thief defiantly entered the pyramid tomb of the Pharaoh Ickabathan and stole the two rubies which had been placed as the eyes of the mummy. The thief, however, became confused and hopelessly lost trying to escape this tomb of death, and in the process dropped the rubies. Sightless, the mummy sprang to life and instinctively sought out the intruder, viciously slaying him on a staircase. The mummy returned to its sarcophagus, but placed a curse of darkness upon the land until its eyes should be returned.

Years have passed. You will at-

tempt to end the curse by recovering the lost rubies and returning them to their rightful owner. There are two: one red and one green. The red ruby, although hidden, should be relatively easy to find. The green one is another matter altogether. In order to succeed you must find both, return them to the mummy, and exit the pyramid.

This adventure has a total of 22 locations, each room graphically displayed in three dimensions. As you enter each room you will be facing north. All exits, except any to the south (behind you), will be clearly indicated on the walls. To travel in a given direction, simply type N, E, S, W, U, or D. To take inventory of what you are carrying, type I.

Instead of typing a full two-word command as in most adventures, all you need to do is to type the keyword: GET or OPEN, for exam-

ple, instead of GET BOX or OPEN DOOR. And, if an item is not relevant in a particular situation, you will not be able to DROP an item you are carrying. Such memory-conserving devices allow the game to fit into just 16K of RAM.

Many of the rooms are drawn using routines and subroutines from other rooms (such as left or right walls). After you solve the adventure and want to examine the listing, you can notice the use of the XIO command to fill an area between four plotted points or lines with a given color. This is used to color the pyramid, the desert, and several of the rooms and other features inside.

Entering an illegal command will result in a loud buzz from the computer. Legal actions are confirmed by a bell tone.

Good luck on your perilous mission!