



FOR THE COMMODORE 64

Joseph J. Gunn, world-renowned adventurer and archaeologist, is continuing his years-long search of the vast Egyptian desert for the tomb of the infamous pharaoh, the "Crocodile King", when he makes an incredible discovery; a forgotten and long-lost pyramid! Could this be it? Could this be the final resting place of the legendary, near-mythical Crocodile pharaoh?

Gunn remembered the whispered rumours, of a connection between the Crocodile King and Anubis, god of the Afterlife, and reference to an ancient and binding seal.

Strangely, he could not recollect the source of the rumours and no mention can be found in any history book, as though history itself was being hidden from prying eyes.

Now here, standing in front of him, could be the answers he has sought for so many years.

While Gunn is lost deep in thought, pondering the implications of his discovery and considering his next course of action, the harsh desert winds increase in strength and the threat of a massive and deadly sandstorm soon grows. To escape its ravages Gunn must enter the only shelter available to him; the ancient and foreboding pyramid.

As he stands facing the pyramid's entrance, Gunn looks down into a shallow pit in front of him and sees a sun-bleached skeleton; its bony fingers clutching a small metallic amulet that resembles a Scarab beetle. He climbs down and picks up the amulet, then jumps over a spiked-filled pit to stand before the sealed stone door of the pyramid. On the wall to its left is a small opening, in the shape of Scarab beetle...

In this exciting arcade adventure, Joe must explore the pyramid's catacombs and chambers, solve the secret of the Crocodile King and escape to tell the tale - but with over 70 screens filled with traps, enemies and devious puzzles, you'll need all of your skills and wits to survive this one, Joe Gunn!



CONTROLS (Joystick in Port 2)

Left/Right	Move Joe left or right
Up/Down	Climb or descend ladders
Fire Button + Left/Right	Jump to the left or right, climb up small ledges
Fire Button + Up	Use item (UP or DOWN to cycle through Joe's inventory)
Fire Button + Down	Examine/search

* Joe can also move along certain sections of the ceiling.

As Joe explores the pyramid, he will find numerous items necessary to continue his journey. As well as the Scarab amulet, other items will unlock previously inaccessible areas and rooms, as well as help solve puzzles, translate hieroglyphs or defeat enemies, so be sure to search the many skeletons and other objects that litter the catacombs!

Many of the items found must be used at specific locations and features within the pyramid. To achieve this stand in front of the feature in question (a lock, for example), then press and hold the fire button and move the joystick up to cycle through the items in Joe's inventory. Once the desired item is displayed, release the fire button and a message will describe what effect, if any, has been triggered.

As to what items need to be used at what locations...hieroglyphs can provide clues (once you've found the Rosetta Stone and are able to *read* them, that is) but beyond that, you're on your own. Are you sure you're up to the task? Because if you're found wanting, you may never be found again!





ITEMS AND THEIR USAGE

Tools

- **Crowbar** - Bends open metal grills
- **Hammer** - Reduces brittle stones to rubble
- **Leather whip** - Once belonged to another whip-wielding adventurer!

Artefacts

- **Scarabaeus** - Opens locked doors
- **Rosetta Stone** - Translates the hieroglyphics found on stone tablets
- **Sceptre** - Opens a secret passageway to the Book of the Dead
- **Book of the Dead** - Awakens mummies
- **Book of Living** - Returns mummies to their rest
- **Amulet of Ra** - Destroys stone statues, defeats Anubis
- **Alabaster flute** - Temporarily hypnotizes snakes
- **Rubin Ankh** - Needed for the Feather of Horus
- **Lapis Lazuli Ankh** - Needed for the Feather of Horus
- **Sun Disk (x4)** - Opens the way to Anubis
- **Mummified heart** - Opens the way to Anubis
- **Feather of Horus** - Opens the way to Anubis

Treasures

- **Sun masks (x10)** - Valuable treasures
- **Golden Scarab** - Opens a secret passage
- **Triangular-shaped machine** - A priceless treasure item

HINTS

- * Look carefully at the underside of platforms, some have a deeper shadow...
- * Pay attention to the background, look for anything unusual and search it.
- * Keep a look out for floor switches, but not all switches can be seen, so explore!
- * When searching Sarcophagi, focus on their heads as well as their bodies.
- * Look for hidden passageways (especially handy for evading the boulder at the very top of the pyramid! Approach that which you fear, before turning away...)



Good luck, brave adventurer, you'll need it!



CREDITS

Coding by Georg 'Endurion' Rottensteiner

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Music by Thomas E. 'Laxity' Petersen

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