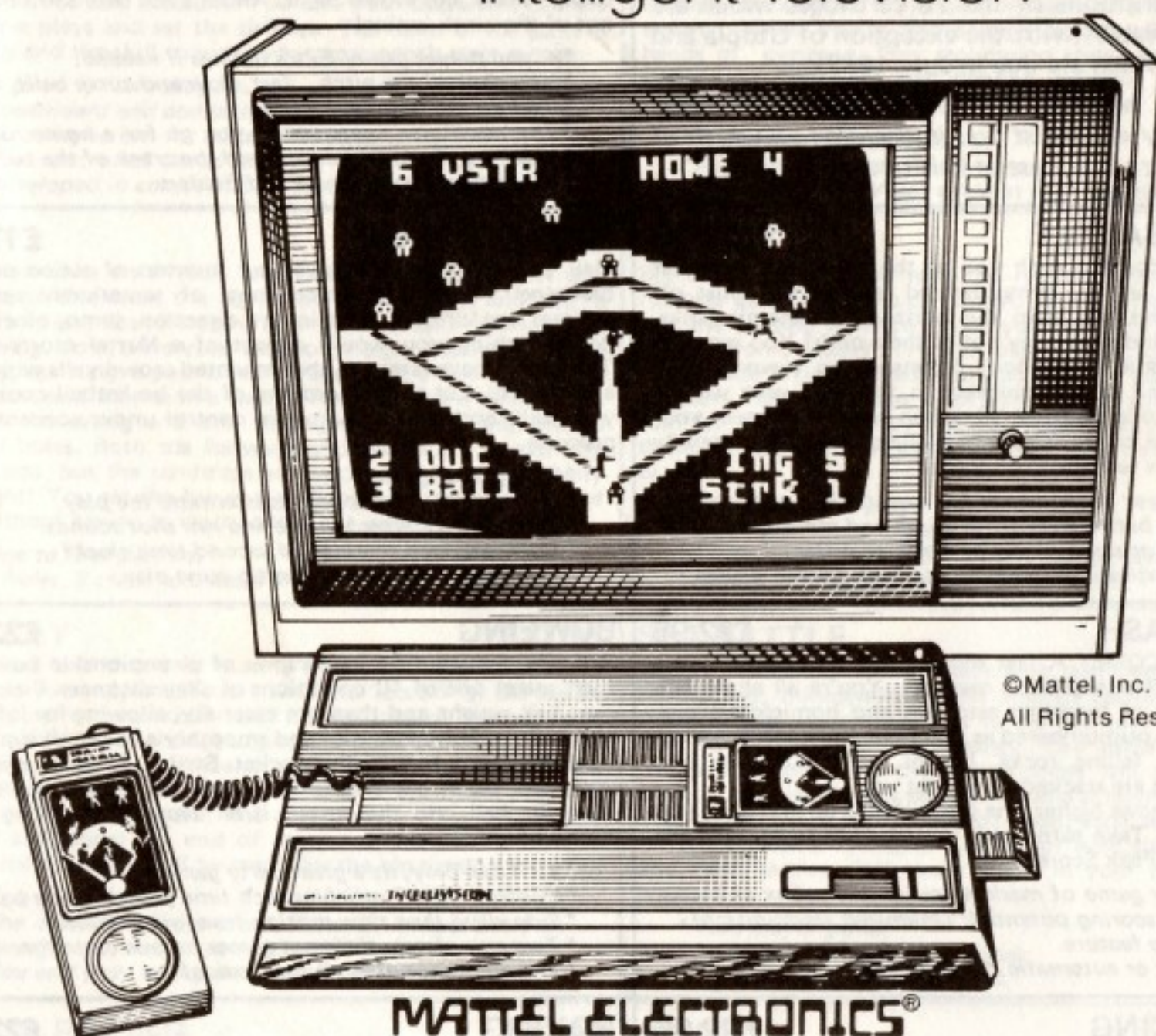


IntelliVision®

Intelligent Television



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The Master Component

Mattel Electronics has designed a number of features into the Master Component, making it one of the most versatile video game units available.

The exclusive overlay system makes it easy

Every game cartridge comes with two durable overlays which fit directly over the hand controller for easy and simple game play decisions. No additional controllers are needed.

Input keys call the play

Special input keys allow each player to select different game functions and maneuvers, enabling them to choose the exact kind of programming each situation requires.

Side-mounted action buttons make it come alive

Four buttons, two on either side of each hand controller, send action commands to the Master Component and make right or left handed use equally easy.

Object control disc keeps it moving

Objects on the screen can be maneuvered with accuracy in 16 different directions; which provides a realistic simulation of life-like movement.

Challenging excitement at your fingertips

From home runs to space battles, Intelli-vision game cartridges deliver an unprecedented level of player involvement. All of the entertainment networks encourage both physical and mental dexterity while bringing a totally unique game experience. Each cartridge sold separately.

MATTEL INTELLIVISION

T.V. game master console together with a free Soccer cartridge, built in mains adaptor 2 hand controllers, power lead and aerial switchbox.

REDUCED TO: **£149.95**

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No 5
JUNE 1983

MATTEL INTELLIVISION

JUNE 1983 — PRICE LIST + SPECIAL OFFERS

THE MATTEL INTELLIVISION MASTER COMPONENT

For those who have not yet been introduced, Mattel's Intellivision is one of video games elite machines. One session at the controls of this second generation programmable game-player will convince even the most hardened of sceptics that home arcades are here to stay. Mattel's Intellivision is a computerised system of amazing technological versatility and originality, it has been designed as a machine of the future. The Master Component is all you need to play Mattel's plug in game cartridges and is both compact and attractive enough to feature as a part of your television furniture. The Mattel Intellivision has a true GI 16 bit microprocessor, with 7K of internal ROM, RAM and I/O structures, the remaining 64K address space being available for external programs. The console is capable of producing 16 colours and it has a sound generator capable of three part harmony. With 192 vertical and 160 horizontal picture elements, the Mattel has extremely high resolution graphics giving 24 lines of 40 characters.



MATTEL INTELLIVISION MASTER COMPONENT



INTELLIVISION IS EASY TO USE!

One of the advantages of Intellivision over other video games is that it is simple to use. Set up and operation couldn't be easier. The main unit has only got two leads, one which plugs into the mains, and a second which connects the game to your television set via an aerial switchbox. It disassembles quickly for storage between play sessions, a definite advantage for owners who do not have the space to leave the game hooked up all the time. On the other hand, if you do prefer your Intellivision to be continually at the ready, then the aerial switchbox means that you can change between playing games to normal T.V. viewing at the flick of a switch!

SUPERIOR CONTROL

If you've ever played a video game, you will know how important control is. Most joystick controllers offer you only 8 positions and one button. The Mattel hand controller has 16 positions and 4 action keys. So you can manoeuvre players and objects in more directions, with greater precision and accuracy. The 12 button keypads are used in conjunction with a pair of mylar overlays, which come with each cartridge.

GREATER CHALLENGE AND 3-D GRAPHICS

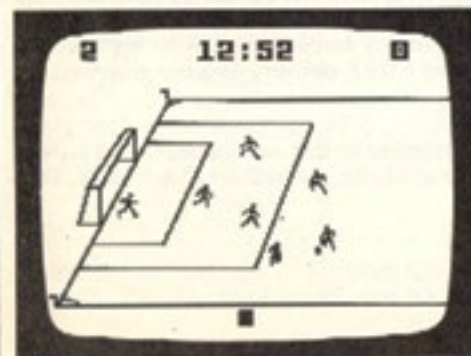
With Intellivision you are provided with a real challenge. Game play is very sophisticated, and you may take between ten and fifteen minutes reading the instruction booklet, before you feel confident enough to accept the Mattel challenge and take the controls! A selection of 9 different clubs in Intellivision Golf for instance, is a marked improvement on the traditional single bat offered by other games computers. Intellivision probably has the best graphics of any programmable video game system. Intellivision players have real arms and legs, soccer players run, turn and tackle just like the professionals. Mattel's Soccer has a 3-D scrolling screen, something which features in many Mattel games to add realism and lifelike action.

GREATER VARIETY AND MORE VERSATILITY

Just as two matches in real life are never quite the same, neither are two games on Intellivision. Strategies can be varied, responses are unpredictable and in some games i.e. Armour Battle, the picture on the screen changes as the game progresses. The variety of possibilities offered is infinite, to give unending interest. There is so much you can do on Intellivision. There are team games (like Soccer and Baseball), strategy games (like Backgammon and Draughts), games of chance (Roulette), action games (Space Battle and Sub Hunt) and even learning games for children. In fact there's something for every member of the family.

WIDE RANGE OF CARTRIDGES AND EXPANSION MODULES

There are now over 90 cartridges available for the Mattel, and the range is expanding all the time. Since late 1982, several third party producers have been manufacturing games for Intellivision, to increase the range of programs available. Parker, Imagic, Activision and CBS (Coleco), all now boast ranges of games including arcade titles such as Frogger and Donkey Kong. Intellivision is not just a one-off product. It is a modular system that you can add to. Just look at the opposite page to see the growing range of hardware which will enhance the Intellivision as an active part of entertainment and learning in everyday family life.



SOCCER CARTRIDGE

Mattel's Soccer cartridge comes FREE with the Master Console and demonstrates the capabilities of the machine in a simulated ninety minutes of realistic soccer action. Listen to the roar of the crowd as your team takes to the field! A scrolling screen, three dimensional graphics and superb sound effects combine to help provide all the excitement and atmosphere of a real football stadium. Four different speeds allow you to make the game faster as you get better. Goal kicks and free kicks as well as throw ins and corners all add to the true to life element of this two player game cartridge. Buy the Intellivision Master Console and FREE Soccer cartridge now at only £98 and enjoy the ULTIMATE game.

£98

VOICE SYNTHESIS

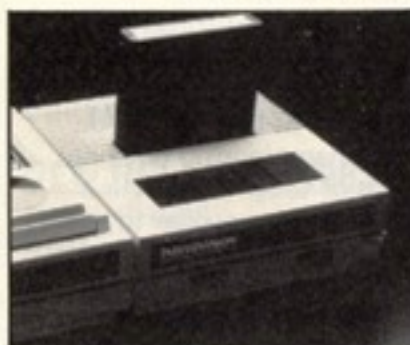
INTELLIVISION VOICE SYNTHESIS

Slipping neatly into the cartridge socket on the main console, the Intellivoice Module is used with special game programs to produce realistic male and female voices as games are in progress. The voices introduce the games, cheer winners, warn of imminent danger and offer strategic assistance. They are not, as you may have expected, pre-recorded human voices. They are generated during the game by the Mattel computer, which can synthesize high quality human speech with expression. Depending upon the game situations the voices may be calm or excited, and they always react instantly to add to the excitement of the action. And you don't have to unplug the Intellivoice Module every time you want to use an ordinary cartridge. The unit will accept regular game programs and will give you normal game play just as if they were plugged straight into the Intellivision console (although, of course, without voice). This new and highly sophisticated innovation from Mattel, makes Intellivision the first home video game system to offer realistic voices as an integral part of their cartridges game play action. Now is the time to buy the module at it's new low price of £49 (old RRP £69.95).



£49

ATARI VCS ADAPTOR



ATARI CONVERTER

Later this year Mattel will be releasing an Atari VCS adaptor to plug into the Mattel Master Console. This will then enable you to use any of the vast range of over 200 Atari compatible cartridges on your Mattel. We expect it to sell for under £50, but we have no set price yet. This converter module is not only good news for Mattel owners, it also means that if you already own an Atari, you can finally upgrade to a Mattel Intellivision without leaving all your Atari 2600 cartridges behind. Furthermore, if you do want to part exchange your Atari console for a Mattel, Silica Shop will be pleased to quote you for the trade-in. Because the expansion module has many of the same features as the Atari, it means that you can use Atari and Atari compatible joysticks, just like you can with the Atari 2600.

COMPUTER KEYBOARD

COMPUTER KEYBOARD

When the Mattel Keyboard becomes available later in the year, you will be able to plug it in to your main console via a computer adaptor to give you the power of a home computer system, with all the fun of Intellivision. The computer keyboard looks just like an ordinary typewriter keyboard. With 49 keys to give you a complete alpha-numeric input device. And, since the simple BASIC language is already built into the system, the Intellivision Computer can be easily programmed to perform the functions of a sophisticated home computer. The computer keyboard can also make learning as much fun as a game. With a unique colour coded graphics way to teach BASIC programming, the Mattel keyboard has home educational games that will turn your computer into a full time tutor. You can even program your own video games. It's all at your fingertips with the Mattel Keyboard. Further details will follow when available. You will be able to further extend your keyboard with a unique 49 key full size music synthesizer with the same look, feel and touch of an organ keyboard.



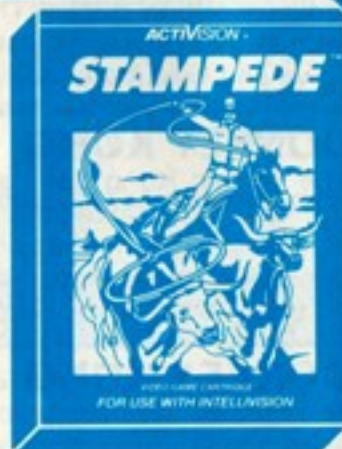
STAMPEDE

Ride 'em! Rope 'em! Test your game

£4.95

SADDLE UP - AND HANG ON! Activision's Stampede offers you fast moving game action that's as wild as the Wild West. Get into the saddle and start rounding up the herds. Ride fast and rope as many stampeding calves as you can, they're all worth points. But keep your eyes peeled, you won't always be travelling on 'happy trails'. Since those critters don't always gallop at the same speed, it takes a lot of fancy roping to go with the riding.

THE GAME: The object is to score as many points as possible by roping as many cattle as you can before too many stray behind you. Use your controller disc to position your horse behind the calf you want to rope. The lasso will be released on pressing either of the side buttons, and will be thrown directly in front of your horse. The loop of your rope must touch the calf you are chasing for you to rope it successfully. If you attempt to rope a steer that is too far away or too near, you'll not score. When you get more at home on the range you'll know the right time to throw your rope. You won't score well unless you can keep the game going long enough to rope a group of cattle. You can do that by keeping the cattle in a herd in front of you. Herding is as important as roping, in helping you to run up your score. When you run just behind a calf, you'll notice that he'll speed up and run further out in front of you. Since all the cattle don't run at the same speed, you'll find it a challenge to keep them all together and ahead of you. The Cattle Drives of the Old West were fairly hazardous and Stampede has a few hazards too. Occasionally you'll encounter an old bleached skull on the trail and your horse will rear if you try to ride over it. If that happens, some of the cattle you are herding and roping could stray by, so look out and be ready to ride around the skulls. Each calf is worth a different number of points depending on its colour, varying from 3 to 25 points for regularly appearing cattle. There's also a Black Angus who pops up every now and then, and he's worth 100 points if you rope him. He can be a 'bum steer'. Since he's sitting still and can't be herded, he's tough to rope. Worse still, if you bump into him, not only will he have strayed out of the herd, but your horse will rear, slowing your pursuit of the rest of the cattle. Although you have all these hazards to face, you do have the benefit of a well trained horse. Your steed is no stranger to a roundup. When you throw your lasso he won't move. This helps you to judge where your loop will fall. A one player game, Stampede will keep going just as long as you do. The game will only end when you have let too many cattle stray past you. With four game levels, Activision's Stampede will accommodate cowboys of all skills. Each game of Stampede offers a different pattern, speed and movement of cattle, providing you with a new challenge every time you play.



- GAME 1** Slow Cows - When the game begins, the cattle lope along, gradually running faster as the game progresses. They will run only straight ahead, travelling in a specific pattern.
- GAME 2** Slow Random Cows - Same as GAME 1, but the calves do not appear in any set pattern.
- GAME 3** Fast Cows - The pattern is the same as in GAME 1, but the pace of the cattle is faster.
- GAME 4** Fast Random Cows - Same as GAME 2, but the cattle set out at a faster pace.

Bob Whitehead, the designer of Stampede says, 'Herding is a most important part of the game. But you must remember that a calf that is repeatedly herded will get tired and become more difficult to herd.'



PITFALL!

A jungle full of video excitement

£9.95

MEET PITFALL HARRY: 'Let me introduce myself. I'm Pitfall Harry, veteran jungle explorer. Fortune hunting's my game, and yours too, if you're daring enough to take this trip. Now, don't be nervous, I'll be your guide through the jungle, and I'm one of the best. Untold riches are waiting for us out there, but so are dangers a dozen times over. We'll be swinging on vines over bottomless tar pits. We'll be hopping across swamps using crocodile heads like stepping stones. But we'll have to be careful as the crocodiles' jaws open and close just at the wrong moment! We'll be in the company of killer scorpions as we crawl through dark underground passageways. So, pack up your backpack and meet me at the edge of the jungle at dawn. We'll be off to seek a king's ransom in gold, diamonds and lost treasure.'



THE GAME: Now that you've met the hero of Activision's latest exciting game cartridge, we'll tell you how it's played. The object of the game is to guide Pitfall Harry through a maze of jungle scenes, jumping over, or avoiding many deadly dangers and helping Harry grab the most treasure in the shortest possible time. In the game you have to climb up and down ladders, grab the swinging vines and let go exactly at the end of the swing. To capture all 32 treasures in under 20 minutes, Harry will have to use some of the underground passages, so you'll need to make a map of the terrain each time you play in order to get the best score.

SCORING: You start each adventure with 2,000 points. Some misfortunes will cause a deduction of points. Should you fall down a hole by accident, you will lose 100 points. Rolling logs will also cause points loss depending on how long contact is made with them. Each treasure you find will add points to your score, (the four different treasures are shown below). There are 8 of each type of treasure in the entire game, 32 in all, for a total of 112,000 points. A perfect score is 114,000 points, which can be reached by collecting all treasures without losing any points by falling down holes or tripping on logs.

TIME: You have 20 minutes to complete each adventure. Harry has 3 lives in each game. The game ends when Harry is 'lost' for the third time, or time runs out.

SPECIAL FEATURES OF PITFALL!: There are 255 jungle scenes through which Harry can travel. Each scene covered under the ground is equivalent to three covered on the surface. Pitfall! is a circular maze. That means, if Harry safely goes through all 255 different scenes, he will come back to the starting point.

HAZARDS OF PITFALL!: Pitfall Harry's Jungle Adventure is fraught with danger. Some hazards will slow him down and rob you of points, while others will stop him cold in his tracks. The 'lesser' hazards are open holes in the ground and rolling logs. The 'catastrophic' hazards are scorpions, fires, cobra rattlers, crocodiles, swamps, quicksands and tar pits. These obstacles will not cost you points, but they will cost one of Harry's 3 lives.

SKILLS TO ACQUIRE: You cannot excel at Pitfall! without acquiring a variety of skills. Most important of these is jumping. You'll need to use both the direction disc and jump button at the same time in order to make Harry leap up to a swinging vine. Take special care whenever you jump over a scorpion!



money bag
2000 points

silver bar
3000 points

gold bar
4000 points

diamond ring
5000 points

FROGGER

£9.95

Home may look like it's only a hop, skip and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of cars and trucks. Then there's a swirling river to leap, full of frog-eating creatures. How will frogger get home safely? By letting you help him on his way. Guide Frogger home safely through this perilous journey!

OBJECT: The object of the game is to hop as many frogs to safety as you can - scoring points along the way. Frogger's journey takes him from the sidewalk across a busy highway to the riverbank and across the river to a home bay and safety. You'll start the game with 5 frogs. The first is shown on the sidewalk below the traffic.

FROM THE SIDEWALK TO THE RIVERBANK: Frogger starts his perilous journey on the sidewalk facing 4 lanes of cars and trucks. As soon as the music starts to play, you're ready to start. Try to get Frogger through the lanes of traffic. Traffic travels in alternating directions and at different speeds, so be careful. Frogger will get lost if he touches any part of a vehicle or is run over!

FROM THE RIVERBANK ACROSS THE RIVER: Frogger cannot swim in the river because the current is too strong, so you have to hop him from one row of logs, turtles or alligators to the next in order to cross it.

Logs: Frogger can hop from side to side on a log, he can also jump forward and backward onto another floating object. But he'll land in the river if he leaps to the left or right off a log.

Turtles: The tan objects that float on the river are turtles. Frogger can hop on their backs as well as between a set of them (2 or 3 turtles in a row). He can jump forward and backward from a turtle onto another floating object. But again he will land in the river if he jumps to the left or right off either of the end turtles.

Diving Turtles: These tricky turtles can float on the water and dive under the water! When they're tan it's safe for Frogger to jump on their backs. But once they turn blue, watch out! That means they're getting ready to dive, so hop Frogger onto another floating object fast! If you are not quick enough you will lose Frogger.

Lady Frogs: Occasionally you'll see a white "lady" frog on a log. Hop Frogger onto the log to try to rescue her. If you do, you'll hear a sound, then you won't see the white frog. Now try to get Frogger home to safety. When you do, you'll earn bonus points.

Alligators: There are alligators floating in the river. They'll snap their jaws open and closed, just waiting for a tender Frogger morsel to jump their way! Frogger is safe on an alligator's body or on its mouth when it is closed, but he's a goner if he jumps into the alligators's open jaws!

Snakes: Snakes will appear on the riverbank and on the logs as the game gets more difficult. Keep Frogger away from any part of the snake or you will lose Frogger.

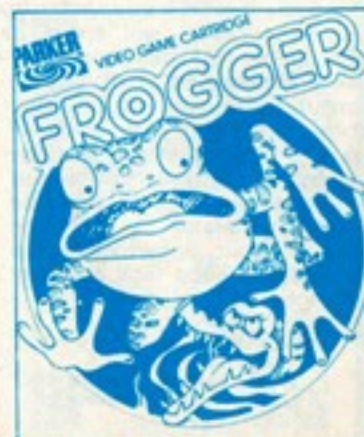
Otters: The river otters are fast swimmers, and will try to grab Frogger off the end of a log or a row of turtles. Keep Frogger as far from them as possible, or you'll lose him.

FROM THE RIVER TO HOME BAY: Successfully hop Frogger into a home bay, and he's safe and sound! You'll score points each time you bring Frogger home, and get bonus points each time you bring 5 frogs home. When leaping Frogger his home here are some things to watch for:

Jumping Home: Hop Frogger into an empty home bay when he's directly in front of it. If Frogger hits any part of the green shrubbery on the sides of the home bay, you'll lose him.

Alligator's Head: If an alligator's head is showing in a home bay, it's not safe for Frogger to jump in. However, if the head is just beginning to show, Frogger won't be harmed.

GAME DIFFICULTY: Each time you bring 5 frogs home, you'll hear a short tune. Then the game will continue at a more difficult level with your remaining frogs. The speed of the cars and trucks will vary from lane to lane. Traffic patterns will change. There will be fewer floating objects on the river and the speed of the objects will vary from slow to fast. Frogger-eating snakes will appear on the riverbank, there will be fewer turtles and logs, and otters will swim around in the river.



The graphics shown here are based on the Atari VCS. Graphic definition will vary from one system to another.

POPEYE

£9.95

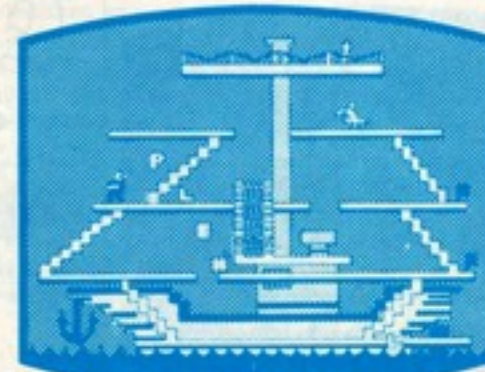
POPEYE

This cartridge has 4 games of different difficulty levels with 3 different screen variations for 1 or 2 players. In each of the games you are Popeye and your goal is to catch all of Olive's hearts, notes, and cries for help before they hit the water and sink - or before Brutus, the Sea Hag or a Vulture knock you overboard. Each time you complete a round, you will automatically proceed to the next and more difficult level.

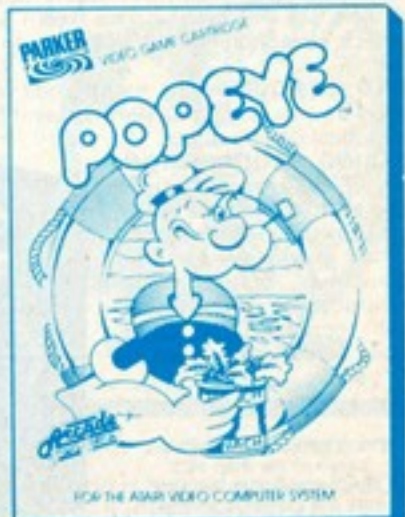
GAME PLAY: Throughout all the games you begin each round with a set number of Popeyes. (Games 1 and 2: 5 Popeyes. Game 3: 4 Popeyes. Game 4: 3 Popeyes). In each game there is a set of horizontal platforms for Popeye to travel around the screen on and depending on the game variation there are connecting stairs, ladders, ledges and see saws, which allow Popeye to move from platform to platform. As you move Popeye, you must catch Olive's various cries for Help without being knocked over by Brutus, the Sea Hag or Vultures. Throughout all the games Brutus will be trying to knock Popeye overboard with his fists and bottles, the Sea Hag with flying bottles and the Vultures by swooping on Popeye. Each time they hit Popeye he will lose a life. He will also lose a life each time one of Olive's tokens hits the water and sinks. However, Popeye does have a bit of help, throughout all the rounds spinach will randomly appear. He must move to the spinach in time to press the fire button; when you will hear the Popeye theme. This is your chance to catch up with Brutus and with your extra energy knock him overboard and gain bonus points.

In Game 1 you must catch all 20 hearts from Olive, each time you successfully catch a heart a red brick will appear by the side of Popeye's house, collect all 20 and you will progress on to the next difficulty level. Game 2 is similar to 1 but has 16 love notes from Olive, all of which you must catch before they sink into the water and you can move on to the next level. This round also has the addition of through ledges and a see saw. Round 3 has Olive crying for Help and Popeye must catch all 16 letters. Each time he does catch a letter, an extra rung is added to the ladder in the centre of the screen. This level has a sliding platform which whisks Popeye across to the other side when he steps onto it. If he misses he falls onto the next platform. Vultures also swoop down on Popeye, if he is quick enough to punch one of these and knock it out he receives a bonus of 1000 points. The round ends once you have collected all of Olive's tokens and have a Popeye left, when you will advance to the next round.

The game is over when you run out of Popeyes. Popeye is a climbing game with lots of variations and action and it takes plenty of planning and some shrewd moves to outwit Brutus, the Sea Hag and the Vultures and at the same time to capture all of Olive's tokens.



Gameplay and screen detail are based on the Atari VCS version of Popeye and will vary from one system to another.



Q*bert™

£9.95

Q*bert is a comical character who hops across a pyramid-shaped block formation. As he hops he changes the colour of the block top. The object of Q*bert is to change all the block tops to the specified colour for that game level. While hopping, Q*bert must avoid coloured balls which fall from the top, and enemies UGH and WRONG WAY which appear at the bottom and 'fall' up and across the blocks. Most of all Q*bert must beware of 'Coily' the snake, who bounces down the blocks as a purple ball then hatches to chase Q*bert. Q*bert can escape any of these enemies by leaping from the pyramid to a whirling escape disc which lifts him out of danger to the top of the pyramid.

OBJECT: To score as many points as possible by changing the colour of the cubes on the pyramid from a starting colour to a destination colour. You'll do this by hopping Q*bert from cube to cube while avoiding the nasty characters who will try to stop him. Each time you complete a pyramid, you'll proceed to a new pyramid or round. Try to complete as many rounds as you can. There are nine game levels in all; four rounds per level.

PLAYING: You'll start the game with three Q*berts. The first Q*bert will appear on the topmost cube as soon as you hit ENTER. The remaining Q*berts are shown to the left of the pyramid. Try to hop Q*bert onto each and every cube, so that eventually the entire pyramid becomes the destination colour. The destination colour indicator is on the left of the screen. Be careful not to hop Q*bert off the sides of the pyramid or off the bottom row of cubes. If you do, he falls and you lose that Q*bert. When this happens, the next Q*bert will appear on the topmost cube ready to try again to complete the pyramid.

RED BALL: When Red Ball starts rolling, get Q*bert out of its path or it will squash him! If this happens, the next Q*bert will appear on the cube where the last one was squashed.

PURPLE BALL: Poses the same kind of danger as Red Ball, except that when Purple Ball reaches the bottom of the pyramid, it hatches Coily the snake!

COILY: He's the snake with the perilous pounce! The only way to get rid of Coily is to lure him off the pyramid by hopping into a flying disc. The best way to do this is to hop Q*bert onto the exit cube. (There is only one correct exit cube for each flying disc). Then as soon as Coily approaches the exit cube, hop Q*bert aboard the flying disc. Q*bert flies off to safety while Coily falls into space.

FLYING DISCS: When Q*bert is in trouble, he can board a flying disc that will whisk him off to safety at the top of the pyramid. The number of discs and their placement to the sides of the pyramid will differ, depending on the game level and round. Just make sure Q*bert boards the flying disc from the correct exit cube or else he'll fall off the pyramid.

UGG: Ugg appears on the lower portion of the pyramid and travels sideways and upwards, ready to jump on Q*bert. If he does, the next Q*bert will appear on the cube where the last one was jumped.

SLICK: Even though Slick can't catch Q*bert, he's still a very crafty fellow. He changes the cubes' colours back again so Q*bert's got to retrace his tracks. If Q*bert stops him, by running into him, you'll earn bonus points.

GREEN BALL: Green Ball is the other green character that can't catch Q*bert. But if Q*bert catches Green Ball, all the characters except Q*bert freeze for a moment, Q*bert can continue to hop, and you'll earn bonus points.

END OF ROUND: The round ends when you complete the pyramid. As long as you have a Q*bert remaining, a new pyramid will appear with a new destination colour.

ROUND PROGRESSION:

As you progress from round to round, Q*bert's speed, the speed of the other characters and the frequency of the other characters' appearances will increase. The game ends when you run out of Q*berts.



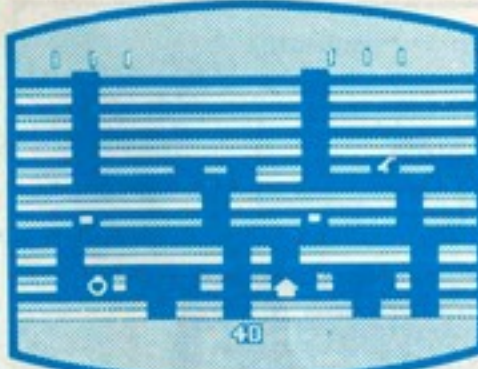
The graphics shown here are based on the Atari VCS. Graphic definition will vary from one system to another.

Tutankham

£9.95

TUTANKHAM

In this exciting adventure game based on the legends surrounding the tomb of the ancient Egyptian ruler Tutankhamun, you wander through King Tut's Tomb in search of treasure. You must find the keys to unlock passageways to the treasure which is protected by the evil guardians of the tomb: fearsome snakes, griffins and scarab beetles. You have laser guns and flash bombs to help you defeat the guardians of the tomb and to escape with the treasure.



GAME PLAY

When the game begins, you're an archeologist with three 'lives', in the first of four burial chambers inside King Tut's Tomb. As you traverse the chambers, these are the things you must do:

FIND THE KEY: Inside each chamber is a key. As soon as you see it, go after it. You'll need it to get into the next chamber. The key will always appear in the archeologists hand.

WATCH OUT FOR CREATURES: Throughout the maze are creatures' nests. Creatures of varying speeds and species can spring from them at any time. Just before they do however, you'll hear a 'slurp-like' sound. When you hear it, get ready to fire at the approaching creature!

TO FIRE YOUR LASER GUN: Press the fire button while you move your joystick either left or right, depending on which way you want to fire. You cannot fire up or down. If you are in a tight spot and you can't fire your way out, then hold your fire button down, and move your joystick UP. The laser flash which this will cause, will make all the creatures on the screen disappear just long enough for you to escape. You'll start the game with three flashes, so be sure that you don't waste them. Use them wisely!

PICK UP TREASURE: Various kinds of exotic and priceless treasures are located throughout the maze. You'll find them tucked away in alcoves. Just remember that you don't have to go after each one - especially if it's too risky. As the astute archeologist knows, some treasures are more valuable than others and it's up to you to decide which ones you most desire.

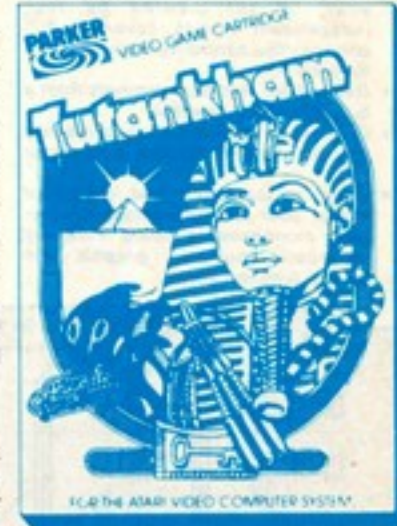
FIND THE SECRET PASSAGEWAYS: There are several different secret passageways which let you zip from one chamber to the other, letting you escape dangerous situations. Sometimes it is the only way to continue through the maze. Because a secret is a secret, it's up to you to find out where each passageway is located in the chambers.

WATCH THE TIME BAND: The time band at the bottom of your T.V. screen monitors the amount of ammunition in your laser gun. The longer you try to remain in the maze, the faster the ammunition is used up. So, try to complete the maze as quickly as you can. Your ammunition supply replenishes as you progress to each new chamber.

OPEN THE DOOR: At the end of each maze, you'll find a door. As long as the archeologist has a key in his hand, he'll unlock that door when he reaches it. Behind the door lies another fabulous treasure and the entrance to the next chamber.

LEVELS OF DIFFICULTY

There are four levels of difficulty, each comprising four chambers. You progress from one level to the next automatically, so long as you are successful. As you move through the levels, the creatures appear more frequently and your ammunition depletes faster.



Game description is based on Atari 2600 gameplay. Details will differ on other systems.