

MASTER OF THE LAMPS™

INSTRUCTIONS

It was once a land of peace. But now, the King is gone, and a mischievous band of genies has escaped and ransacked the palace.

Now, you can help the young prince return three genies back into their lamps and regain his rightful place on the throne.

ACTIVISION
HOME COMPUTER SOFTWARE™

THE TASK BEFORE YOU

Luring those three genies back into their lamps is a two-part challenge:

1. Fly the magic carpet through twisting tunnels of diamond shaped gates that lead to the genies' dens.
2. Once there, match the tones and/or the colors sent forth by the genies.

Succeed at each level, and one piece of the genie's lamp will appear on the screen. There are seven pieces to each lamp. Each completed lamp will pull a genie back into its chamber. Complete all three lamps to regain the throne and win the game.

LOADING INSTRUCTIONS

- Insert disk, label side up.
- Turn computer and disk drive on.
- Type: LOAD "*", 8, 1 and press RETURN.

JOYSTICK SELECTION

Joystick in Port 1 is a flight simulator. Push forward to fly down, pull back to fly up.

Joystick in Port 2 is an arcade simulator. Push forward to fly up, pull back to fly down.

GAME SELECTION

At the game selection screen, you can choose Seven Trials (Beginner's Game), Throne Quest (Standard Game) or Magic Carpet (Flying Practice) by moving the Joystick up or down (we recommend that new players start with the Seven Trials). Once you have made your choice, push the red button to begin that game.

Seven Trials — The tunnels are easier to navigate, and you are aided by both colors and tones in the genies' dens. Mastery is achieved upon completion of one seven-piece lamp.

Throne Quest — Mastery is achieved upon completion of three, seven-piece lamps. Color and tones are given alternately:

In the Seven Dens of the First Genie — Color and tone are given, but colors disappear quickly.

In the Seven Dens of the Second Genie — No tones are given, and the colors disappear as quickly as above.

In the Seven Dens of the Third Genie — No colors are given, just tones. Play it by ear.

When, at last, the three lamps are completed, fly a final tunnel back to the palace. You will see the palace in ruins, ransacked by the mischievous genies. But, since you have now proven your abilities so well, striking the gong three times will bring pleasing results.

Magic Carpet — For flying practice only. Select any of the 21 tunnels used in Throne Quest (numbered 1 through 41, using odd numbers only). When you move the dot down to this selection, keep pulling back on the Joystick until the desired tunnel number appears. Once flown, the same tunnel will be repeated. (NOTE: The red button may be used during this level to restart or select a new tunnel.)

To restart the game at any time, hold RUN/STOP down and press RESTORE. Then press the red button on your Joystick to select game.

GETTING UNDERWAY

To begin, press the red button. Walk to your Magic Carpet by moving the Joystick in that direction, then watch the carpet rise.

Fly through the tunnel to the genie's den by maneuvering the Magic Carpet with your Joystick. If you miss a gate and fall off the carpet, you'll begin that tunnel again.

Once in the genie's den, you must match the tones and/or colors the genie sends forth. But first, practice moving and hitting gongs. You can hop quickly from gong to gong by pressing the red button and moving the Joystick in the desired direction. To walk from gong to gong, move the Joystick left or right. To hit a gong, push forward on the Joystick.

When you're ready to summon a genie, hit any gong three times. He'll materialize and blow colored tones into the air. When he is finished, the first note will move to the top of the screen and begin to drop. At this time, hit the gong which corresponds to the note which has risen. Match each successive note in the correct sequence. **Do not hit the gong before the note reaches the top of the screen.** But when it does, move quickly! If you don't match the tones in time, you'll be transported out of the den, back to the beginning of the tunnel. Then, you must begin the same journey again.

If you match all the tones in one den, you'll go on to the next tunnel and the next den, until all of the Lamps are assembled.

SPECIAL TIPS FROM A MASTER'S NOTEBOOK

The most important tip is to get to know the tunnels. There are 21 in the Standard Game, and they always move in the same manner. Some move up and down, some move left and right. So, if you always crash in tunnel 29, select "Magic Carpet 29" on the menu screen and practice.

Hot tip #2: A good navigator will keep his/her eye on the farthest diamond and try to keep it in the center of the screen. You really don't need to move around too much. Don't overcompensate when you're trying to get back on track.

You can also play *Master of the Lamps*™ with a friend, since both joysticks will work at the same time. For instance, while flying through tunnels, one of you can steer left and right while the other steers up and down. Or, you can match half the notes the genie sends forth and your friend can match the other half. Be careful, though — since both joysticks work simultaneously, you can cancel each others movements if you try to move in opposite directions.

Original concept and soundtrack by Russell Lieblich.

Design and graphics by Peter Kaminski.

Special thanks to Brad Fregger and Hugh Bowen.



Russell Lieblich



Peter Kaminski

LET'S GET TO KNOW EACH OTHER:

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DON'T FORGET THE PRODUCT SAMPLER!

On the reverse side of your disk is an exciting sampler of several new Activision products. Insert the disk into your disk drive label side down and type: LOAD "*", 8, 1 then press RETURN to review the latest and greatest Activision Home Computer Software!

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