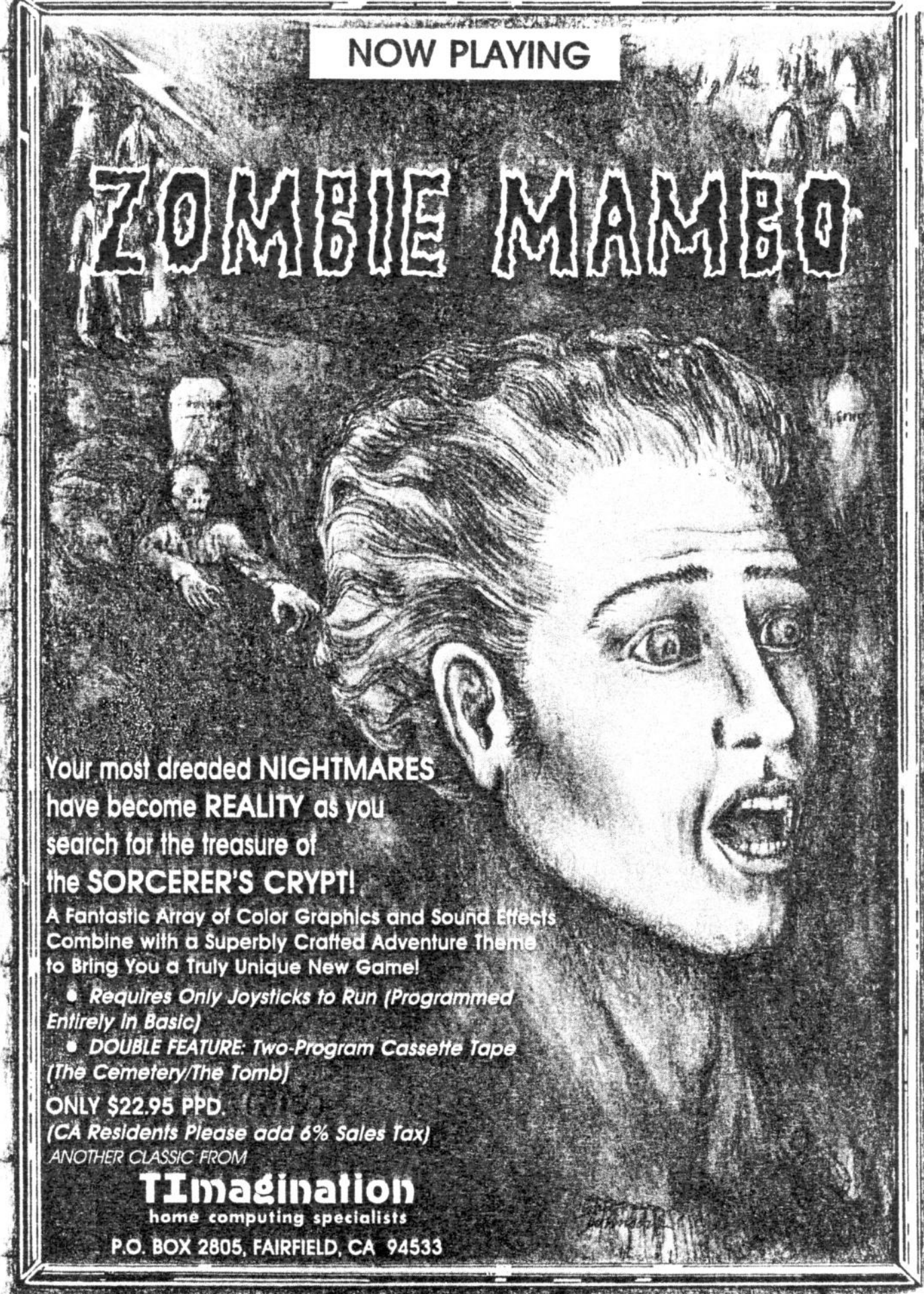
TI Joysticks Required



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★ ★ ★ THE SCENARIO ★ ★ ★

There once was a madman, known as Miser the Sorcerer, who used the fears and superstitions of others to cheat them out of their worldly goods. Upon his death, the Sorcerer's great wealth was entombed along with his body in a vast maze of chambers and tunnels beneath his private cemetery. The only entrance to the Tomb is through a solid gold door in the Sorcerer's Cript, which requires 3 keys to open. Each key is buried in one of the cemetery's many graves. All the other graves contain Zombies which, when unearthed, stalk and try to kill any intruder.

The Sorcerer's Tomb consists of an unknown number of interconnecting chambers. Each chamber contains 9 vaults, and each vault contains either money, a weapon, or one of the many strange and hideous creatures which guard the tomb. Each weapon is effective against just one type of creature.

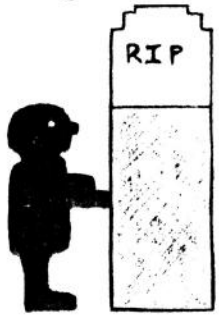
There is only one door leading from the Tomb to the outside world (the entry door can not be opened from inside the Tomb). An intruder must search the cemetery graves, recover the 3 keys to the Cript, enter the Tomb, explore for and collect as much money as possible, find the exit door, and escape alive in order to complete his mission.

★ ★ ★ LOADING AND RUNNING ★ ★ ★

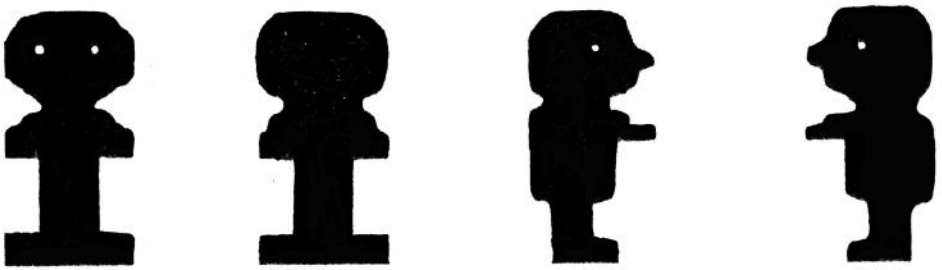
Both parts of **ZOMBIE MAMBO** are programmed in BASIC and will run on the TI-99/4A* computer after loading from the supplied cassette tape. This requires only the cassette cable option and a suitable cassette recorder. To load, use the BASIC command **OLD CS1** (loading takes about 3 minutes). After DATA OK is displayed, use the command **RUN** to start the program. At this point, make sure to release the ALPHA-LOCK on the keyboard (the UP direction on the Joystick won't work otherwise), and make sure the Joysticks are properly connected and available to the player (the cable on the Joystick connector which is closer to the front of the console goes to the LEFT Joystick; the RIGHT Joystick is not used in the game). This will start the first part of **ZOMBIE MAMBO** (THE CEMETERY). The second part is recorded directly after the first, so the procedure to load and run **ZOMBIE MAMBO** (THE TOMB) is the same as above, except that the cassette tape is not rewound before pressing PLAY on the recorder.

★ ★ ★ PLAYING THE GAME ★ ★ ★

In **ZOMBIE MAMBO** (THE CEMETERY), the object is to find the 3 Keys needed to open the door and enter into the Sorcerer's Cript. The Player must dig up the graves located about the cemetery by aligning himself on either side of a grave and then pressing the "FIRE" button on the Joystick.

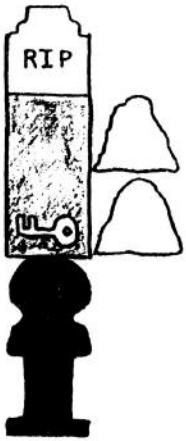


To maneuver, the Player must be facing the desired direction of movement. By using the Joystick to rotate him in ¼-turn steps, the Player can move anywhere on the field as long as there is enough room for him to fit (he won't be able to get behind the top row of gravestones for that reason). To move in the opposite direction that he is facing, the Player must first turn in two ¼-turn steps.



It takes 8 shovels of dirt to completely uncover a grave's contents. After the 8th shovel, either a Key or a Zombie will be revealed.

The unearthed Zombies will jump from their graves and begin stalking the Player. If a Zombie catches the Player, he is killed, and the game automatically restarts. The 3 Keys are hidden randomly at the start of each game. To retrieve a Key, the Player must stand directly below and facing the opened grave and then press the "FIRE" button.



After all 3 Keys are retrieved, the Player must stand directly below and facing the cript door and press the "FIRE" button. When the Player has walked completely into the Cript, the door will shut behind him and the first part of the game will be completed (you will be given the option to replay or go on to part 2).

After loading the second program, the Player will be inside the Sorcerer's Tomb. Each Chamber in the Tomb contains 9 Vaults. The Player can move from one Chamber to another by walking through one of the open passageways in the Chamber walls.

To open a Vault, the Player must stand along-side and facing the Vault and then press the "FIRE" button to pull the Vault handle. After the Vault door opens, either a "$" (money), a weapon, or a monster will appear. The monsters will jump from their Vaults and begin stalking the Player. To retrieve money or weapons, the Player must stand directly beneath and facing the

open Vault and press the "FIRE" button. The new total will be displayed each time money is retrieved (the Player starts with no money and no weapon). Because the Player can only carry one weapon at a time, a previously held weapon will be exchanged for a weapon being retrieved. Note that each weapon is effective only against the monsters in one Chamber (and never the same Chamber as where it is found).

The weapons function by standing along-side a Monster and pressing the "FIRE" button. If it works, that Monster will disappear for the duration of the game. If the Player leaves a chamber with any monsters loose and later comes back, he will be killed as soon as he enters; however, the monsters will not follow him from one Chamber to another.

To get out of the Tomb, the Player must find the Exit door, stand alongside and facing the door, and press the "FIRE" button. Once through the doorway, the Player will have escaped the Tomb and receive a score equaling the total amount of money retrieved.

The contents of each Chamber will be the same at the start of every game, but will be placed randomly among the Vaults of each Chamber. There is a secret pattern which must be uncovered in order to make it out of the Tomb with all the Sorcerer's money. The user should try drawing a map of the various amounts of money, types of weapons, and monsters found as he explores the Chambers.

There is a difficulty option at the start of both parts of **ZOMBIE MAMBO**, called ADVANTAGE. This value determines how many moves the Player can make for each one the Zombies or monsters make. The highest value (9) is the least difficult. The user should count his moves while Playing so that he can better judge when the next Zombie or monster move will be (all the loose Zombies or monsters will move one at a time whenever it becomes their turn).

U.K. distribution:
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