

Matt Ford the Lost Kingdom Game Manual



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Programmed by Alfredo Arias

The Matt Ford the Lost Kingdom Game is Compatible with Atari 7800+ and Atari 2600+ systems. Requires RAM cartridge support. Not compatible with standard Atari 2600/7800 hardware.



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Players move Matt Ford through the scenarios, LEFT and RIGHT, with the "FIRE" button the explorer Matt jumps to jump over holes, obstacles and enemies.

In the Temple: Activate the whip.

In the Final Battle: Fires energy at the Moai.

UP: Jump (Crucial to avoid the Scorpion's pincers).

IV. SCORING RULES (High Score)

Your fame as an archaeologist depends on your achievements:

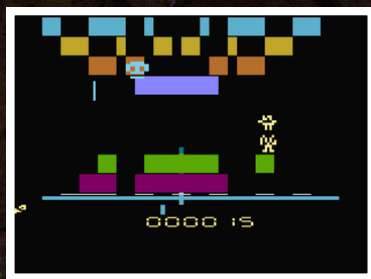
Common Enemies: 500 points.

Golden Relics: 3,000 points each.

The Grand Prize (Moai's Defeat): 50,000 points.

DANGER SIGNS (What to watch out for)

Background Colors: If the background shakes and changes to dark or vibrant colors, the collapse has begun!



Biplane Sound: The engine is the sound of your salvation. When you hear it, fly upward and forward!

Letreiros Finais: Após o desmoronamento, respeite o tempo de silêncio do templo. O letreiro "THE END" aparecerá para registrar seu triunfo na história da arqueologia.

TECHNICAL TIPS FOR THE PLAYER

Screen Limits: Matt Ford is a man, not a ghost! He cannot pass through the temple walls.

Perspective: In the final escape, as you fly over the ocean, a small square (symbolizing your biplane) decreases in size. This indicates that you are achieving your freedom, back to Civilization!

EXTRA FEATURE

You can choose to play with Matt Ford in his yellow color (original) or in his dark purple color (new), suitable for dark environments. For such magic to happen, just change the position of the Color / Balck and White switch on your Atari 2600 console at any time during the game. Have fun.



THE STORY

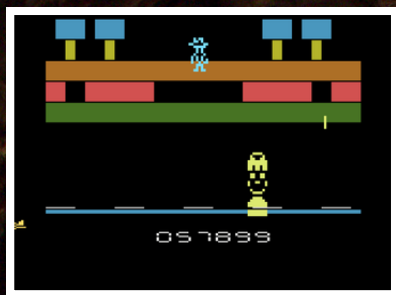
Matt Ford, the most daring archaeologist of his generation, has penetrated the Lost Kingdom. Legends say that four ancient guardians protect the secret of immortality. Ford isn't just here for the gold; he seeks the Philosopher's Stone, a magical artifact that is the heart of the Supreme Moai. But be careful: the temple is unstable and evil awakens as you get closer to the core!

MAIN GAME

3 Stages to be braved with courage and courage, with constant dangers and traps, counting on just one life to then finally be ready for a battle against the Four Guardians of the Apocalypse of the Forgotten Temple.

THE FOUR GUARDIANS OF THE APOCALYPSE

Your journey will be interrupted by four great challenges. Know your enemies:



THE FIRE WHEEL

Where: In the deep transition chambers.

Danger: A glowing wooden wheel with a skull under its command, forming a kind of aerial whirlpool with a centrifugal force that sucks everything around it for its voracious consumption.

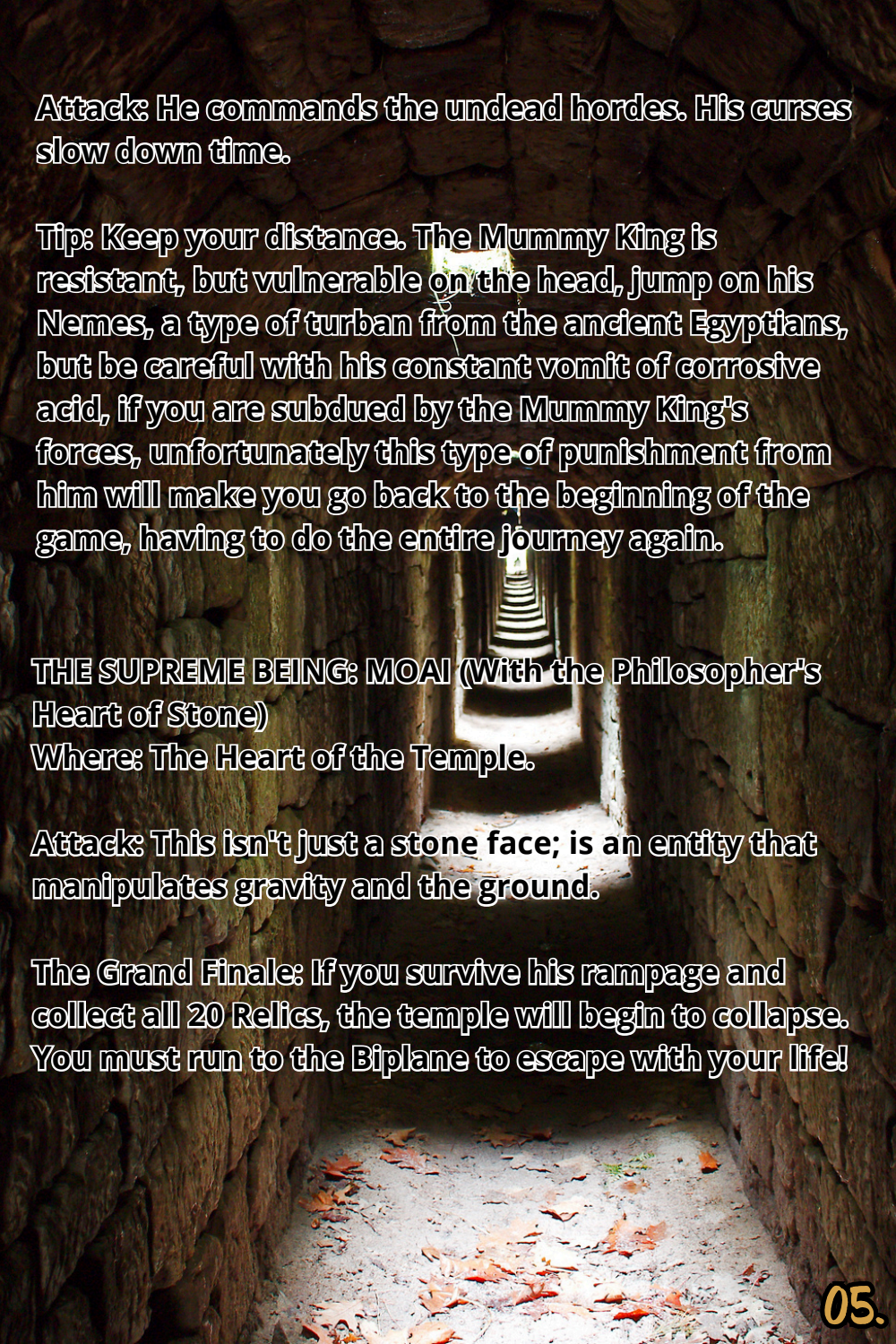
Survival Tip: Avoid being sucked in by the centrifugal force of the fire wheel, use all your strength to get out of the attraction field as it spins through the air. Matt can also be charred by the flames.

THE INFERNAL SCORPION (Scorpion King)

Where: At the Sanctuary of the Sands.

Attack: Fast and lethal, it protects the kingdom's Gold Bars.

Combat: Use your whip! After defeating him, the poison is replaced by Pure Gold. You will have little time to collect the 10 bars before the ceiling collapses.



Attack: He commands the undead hordes. His curses slow down time.

Tip: Keep your distance. The Mummy King is resistant, but vulnerable on the head, jump on his Nemes, a type of turban from the ancient Egyptians, but be careful with his constant vomit of corrosive acid, if you are subdued by the Mummy King's forces, unfortunately this type of punishment from him will make you go back to the beginning of the game, having to do the entire journey again.

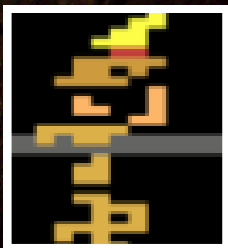
THE SUPREME BEING: MOAI (With the Philosopher's Heart of Stone)

Where: The Heart of the Temple.

Attack: This isn't just a stone face; is an entity that manipulates gravity and the ground.

The Grand Finale: If you survive his rampage and collect all 20 Relics, the temple will begin to collapse. You must run to the Biplane to escape with your life!

Credits



Programmed by Alfredo Arias
Designed by Alfredo Arias
Distributed by Olioni Games
Cover Art: Gustavo Miller

A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many people.

END.

2 Year Anniversary

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