

# RAIDERS OF THE LOST ARK™

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ZX SPECTRUM 48K adaptation of the ATARI 2600 adventure

## INSTRUCTIONS

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In this adventure game you must make your way past obstacles to find the Lost Ark of the Covenant. Along the way you'll acquire adventure points, which will be scored at the end of the game.

The Ark of the Covenant is hidden somewhere outside the Egyptian city of Cairo. The Valley of Poison is studded with towering mesas, one of which holds the Well of the Souls and the Ark. Each time you restart the game, the Well of the Souls is placed randomly inside one of the mesas. Therefore, the Ark will probably not be located in the same mesa from game to game.

To reach the secret Map Room, you'll first need to enter the cavernous Temple of the Ancients, where you'll pick up objects to help you on your journey. The journey is a dangerous one; you are given three lives to play.

Good luck, Indy!

## CONTROLS

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SIDE A - includes Kempston joystick and keyboard controls compatible with a cursor joystick:

LEFT = 5 / RIGHT = 8 / UP = 7 / DOWN = 6

FIRE = 0 / INVENTORY SELECTION = 1

SIDE B - includes Sinclair Interface 2 joystick and different keyboard controls:

LEFT = O / RIGHT = P / UP = Q / DOWN = A

FIRE = Space / INVENTORY SELECTION = 1

## INVENTORY STRIP

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Some objects just need to be selected, others need to be used pressing the fire button.

If you need to use the whip or shoot with your revolver (having purchased the bullets), Indy must be in motion.

To purchase an item in the Marketplace, select the bag of money and move over the item, then press the fire button.

## HELPFUL HINTS

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Move carefully from a room to another; for example, the route of the Marketplace leads to the Mesa Field: to avoid falling into the ravine, walk close to the route borders.

The Merchants in the Black Market are deadly: you have to give away a bag of money to the Raving Lunatic before walking over the merchandise.

In the Mesa Field, a moving cursor represents a grappling hook. Press the fire button when the grappling hook is over the mesa you want to reach.

## ADVENTURE POINTS

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When the game ends, the steps from the pedestal measure the adventure progress. How well did you do?

## OBJECTS DESCRIPTION

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	<b>SHOVEL</b> Can be bought in the Black Market. Obviously, useful for digging.		<b>COINS</b> Start with a basket of coins, more can be found in the Treasure Room.
	<b>WHIP</b> Indy must be in motion and fairly close to a target to strike it.		<b>GRENADE</b> Grenades are found in baskets and can be used to blast some barriers.
	<b>REVOLVER</b> Needs bullets which can be bought in the Black Market.		<b>KEY</b> Can be found in baskets, needed to access the Treasure Room.
	<b>HEAD OF THE STAFF OF RA</b> A Temple treasure. Through its ruby, the sunshine shows a light.		<b>PARACHUTE</b> Can be bought in the Marketplace, use it to jump from the Mesa.
	<b>CHAI</b> Another Temple treasure, the Chai, represents the Hebrew symbol of life.		<b>MAGIC FLUTE</b> Can be bought in order to make the snakes harmless.
	<b>HOURLASS</b> Can be picked up in the Temple Entrance. But what is it used for?		<b>ANKH</b> One of the Temple treasures, is the Egyptian symbol of life. And it just might save yours.



These instructions give a step by step solution to the **Raiders of the Lost Ark** adventure for the **ZX Spectrum 48K**.

Take in mind that this adaptation differs from the original cartridge made for the **Atari 2600** in some steps. This is just a quick reference to end the game in victory; after you've mastered this one, experiment to discover the functionality of all objects/artifacts.

Good luck, and have fun!

# **RAIDERS OF THE LOST ARK™**

## **ZX SPECTRUM 48K SOLUTION SHEET**

### **1. ENTRANCE ROOM**

This is the starting location, pick up the whip near the rock. Exit at the bottom of the screen and reach the Marketplace.

### **2. MARKETPLACE**

Walk through the baskets until you pick up a grenade, a revolver and a key (be patient, you need to stay over the baskets few seconds to get the objects). The revolver won't work without the bullets, but you can go on without using it. The Black Merchant sells a flute (useful to make the snakes harmless), but let's move down to the White Merchant without touching him, otherwise he'll push you towards the ravine and the Poison Valley. Move carefully over the parachute, select the bag of coins in the inventory strip and press the fire button to purchase it (follow the same steps for any purchase from the Merchants, making sure the basket of coins in the inventory strip isn't empty).

Exit upwards, to the Entrance Room.

### **3. ENTRANCE ROOM**

Use your grenade to blast a hole in the right wall. Select the grenade in the inventory strip and press the fire button. Before the grenade explodes, run down to the marketplace to avoid the blast. Then walk back to the Entrance Room and through the hole.

### **4. TEMPLE ENTRANCE**

Walk through the Temple Entrance Room, pick up the hourglass in the center and exit to the lower right of the screen.

### **5. ROOM OF THE SHINING LIGHT**

Select the whip and shoot enough holes in the wall until it's possible to walk outside the dungeon. Stay away from the Shining Light! Find the exit to the upper right of the screen and enter the Temple Treasure Room selecting the key.

### **6. TEMPLE TREASURE ROOM**

The treasures in this room change with every visit. Pick up the coins and the other artifacts, visit the room more times until only the coins remain. Your inventory strip should now contain: a basket of coins, a whip, a key, a parachute, the Ankh, the Chai and the Head to the Staff of Ra.

Select the Ankh and press the fire button to reach quickly the Mesa Field (use this trick if you need to transport yourself back to the Mesa Field, e.g. to escape quickly from the Poison Valley).

### **7. MESA FIELD**

In the Mesa Field the view is from the above: the yellow paths are the terraces, moving over the blue space is a leap into the void! The moving cursor represents a grappling hook. Press the fire button when the hook is over the path you want to reach. Let's proceed moving to the bottom, toward the Map Room.

## **8. MAP ROOM**

The map reproduces the whole Mesa Field which expands over two screens. Walk through the yellow strip next to the pedestal below the map. Select the Head of the Staff of Ra, stay in the center of the pedestal and wait for the sunrise. A blinking light will appear over the map when the sun will be high: it's the secret Ark location in the Mesa Field!

The exit at the bottom of the screen is now opened.

## **9. THIEVES ROOM**

The Thieves are deadly. Proceed to the bottom maintaining the left side of the screen, the exit leads to the Black Market.

## **10. BLACK MARKET**

Watch out, the Merchants here are deadly! In order to earn their trust, you have to give away a basket of coins to the Raving Lunatic on the left side. Select the basket of coins in your inventory strip, move over the Raving Lunatic and press the fire button. Now the Merchants are harmless! They sell bullets and a shovel. Move over the basket on the right side and wait few seconds to pick up more coins. Since the gun isn't required to complete the adventure, let's prefer to purchase the shovel: move over the shovel, select the bag of coins from the inventory strip and press fire.

To buy other merchandise (e.g. the bullets), you must return to the Treasure Room and pick up more coins.

The exit from the Black Market is located at the top right corner.

## **11. MARKETPLACE**

The exit from the Black Market leads to the Marketplace, where it's possible to buy the parachute if you didn't purchase it before (if you need more coins, return to the Treasure Room). All you need now is the parachute and the shovel.

Make sure the parachute is selected!

Reach the Mesa Field below the Marketplace. Warning! Walk on the side of the market road (left or right) in order to reach a terrace instead of falling into the void. You can also choose to use the Ankh to safely transport to the Mesa Field, just take in mind you have to select the parachute once there.

## **12. MESA FIELD**

Remembering the spot marked by the blinking light in the Map Room, reach the mesa containing the Ark. Once there, move a bit over the mesa in order to find out the exact spot. Make sure the parachute is selected and jump off the mesa.

## **13. RAVINE**

Indy's parachute will open. You must steer Indy under the branch maintaining the left side and reach the opening below the branch. If you are in the wrong mesa, you'll fall into the Poison Valley. Otherwise, if the Ark path in the mesa was the right one, Indy will enter the Well of the Souls.

#### **14. THE WELL OF THE SOULS**

Reach the dust at the bottom of the room and select the shovel. Press the fire button more times to dig. Your search is complete, the Ark is yours!

## **SECRETS**

#### **ALTERNATE ROUTE TO THE BLACK MARKET**

In the Marketplace, give away the Chai to the Black Merchant in order to quickly transport to the Black Market.

#### **EASTER EGG**

In the Mesa Field there's a large path similar to a flying saucer. Reach this path and stay in the center, then select the hourglass. A Yar icon will appear!

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ZX SPECTRUM game program © 2017 **Luca Bordini**, rev. 1

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