

THE LOST ARK OF THE COVENANT

(c) 1984 by John Botti
A MICROSCAN Product.

HINTS

In this game, the player must try and locate the Holy Ark of the Covenant. The game is won by flying the abandoned airplane home with the ark on board.

Finding the ark isn't simple. It is hidden in a labyrinth below the ancient city ruins, in the holy tomb. The ark is inside a huge sarcophagus which is opened in a special way. This is to place various gems found in the adventure in holes, in proper order on the sarcophagus. There are seven holes in the side of the sarcophagus, and an eighth in the lid. The colors of the gems correspond to the colors in the rainbow; that is: red, orange, yellow, green, blue, indigo, and violet. These gems are placed in this order in the side, along with a black gem in the lid. At noon, a bright ray of light will shine through an unnoticed crack in the ceiling, hit the black gem, and a strange event will occur (you'll find out when you play); the gems and the sarcophagus will disappear, and the Holy Ark will appear.

There are many hints that the player will encounter during the game that suggest the order of a rainbow when setting the gems.

Finding each gem in the game is a separate objective. Some gems may be out in the open, and some may be concealed in the most unexpected places. To find out the where-about of each gem, consult the "Gem Sheet", included with this description.

Among other things, the game includes: time factors, a thirst factor, a 'lit torch' factor, many conquerable beasts, a forty-room maze of dirt tunnels (all alike), a bit of Tarzan, and over a 150-word vocabulary.

Key Routes Out of the Dirt Tunnels:

From the WINDING PASSAGE: E)EWESSSSWSWSW<---(you're now at the
/ dead end)
/
(rm #86, with canister)

From the DIRT CAVITY: S)WWNWSWSW<---(you're now at the
dead end)

Note: Each letter corresponds to the directions North, South, East, West-NSEW.

HINTS FOR GETTING TO KEY LOCATIONS.

To get into the OCEAN (#2) from the BEACH (#1), you must have the diving suit on. This is done by typing "WEAR SUIT". The JUG OF WINE is the only other object you may take into the water. This is used to get rid of the shark once you are in the ocean. By saying "EMPTY JUG", the alcohol comes out and repels the mako. Alcohol is a real shark repellent.

You might have noticed that the river is filled with piranahs, and any attempt to cross it would result in catastrophe. To cross the river for the first time, you need to be riding the HORSE (#18). To do this, the horse must first be tamed. This is done by feeding it the sugar cane plant (#19) to the horse. Then, and only then can you say "RIDE HORSE". Bring the horse (by moving normally) to the WEST RIVERBANK (#41), then go east. The horse will jump the river, leave you on the other side, then run away. To get back over the river, you have to shoot the vulture, then bring it in its dead form to the EAST RIVERBANK (#44), and drop it. The piranahs will devour it and swim away.

To get into the Pyramid, you must be holding the SPRAY CAN (#12), and say "SPRAY BEEHIVE". To get rid of the door, you must say the secret word. Type "SAY ABRAYOO", and the door will vanish.

To open the LOCKED GLOVE COMPARTMENT (#8), you must type "UNLOCK COMPARTMENT" (while holding the small rod taken from the skeleton in rm#47), followed by "OPEN COMPARTMENT". Since the rod is originally held by a skeleton, it is a "skeleton key".

To get over the BOTTOMLESS PIT, you must be carrying the whip and then type "WHIP BEAM". As you will see, this will "whoosh" you over the pit to the other side. To get past the beam of light, simply type "WHIP LIGHT".

To enter the subterranean complex under the ruins, you must have the shovel (#44) and the 60' vine. The vine is obtained by first rescuing JANE from the native camp (#100) by typing "WHIP NATIVE", and second, by going to JUNGLE #40 and waiting there until Tarzan swings out of the trees and drops you the vine (the time will be 99 when he comes). At the ruins, say "DIG SAND", "MOVE PLATE", "TIE VINE", & "TO PLATE". To enter the tomb, type "GO HOLE".

There is a secret passage in the SCROLL LIBRARY (#24) which leads to the HOLY TOMB (#26), where the ark is located in a huge sarcophagus. The door to this secret passage can be opened and closed by pushing or pulling the lever in rm #37.

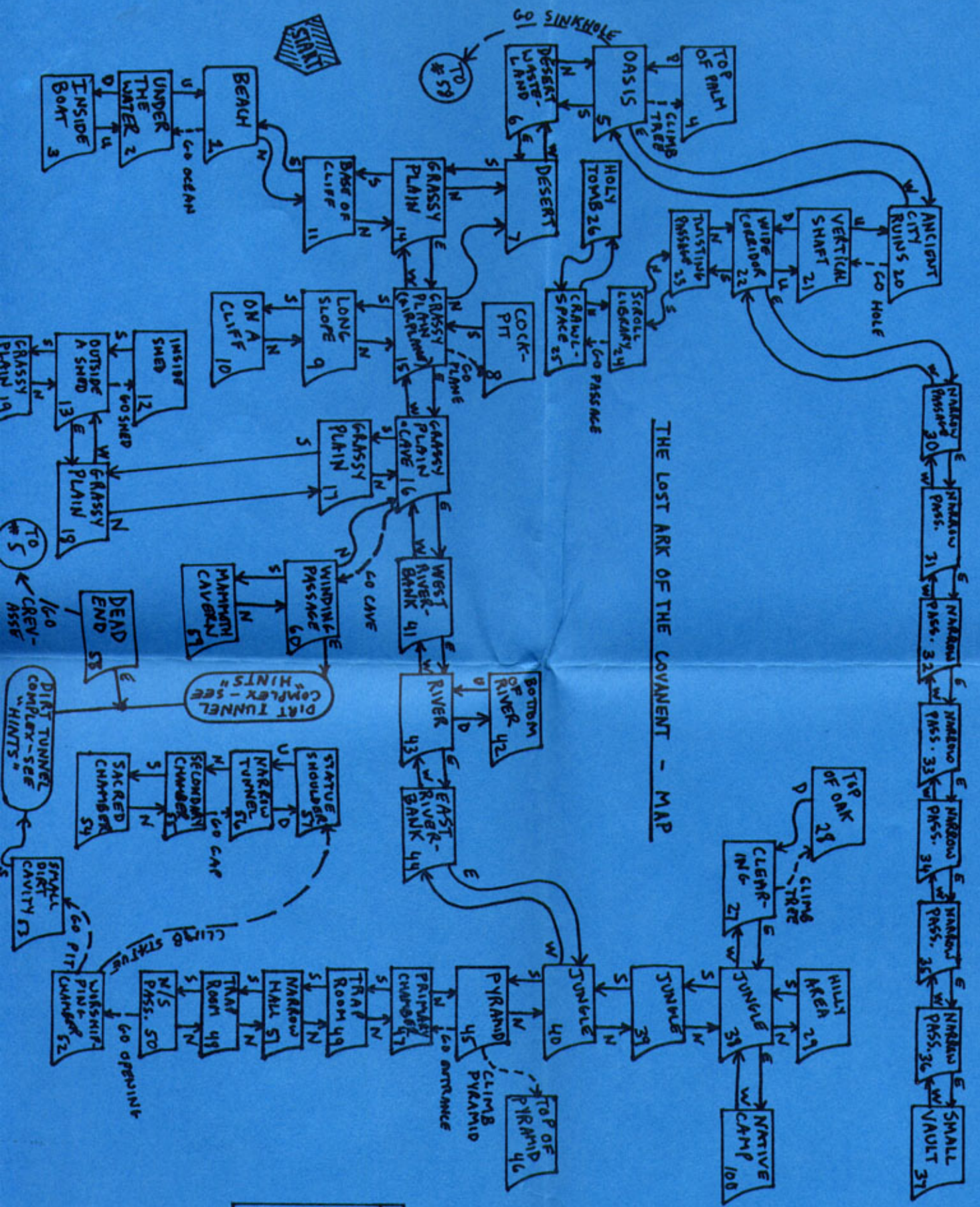
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GEM SHEET

GEM	ORIGINAL RM #	HOW TO OBTAIN
Red	59	shoot the bear, then take it
Orange	42	rid the river of the piranahs by shooting the vulture and then feeding it to the piranahs from the east riverbank; then go to the bottom and take it
Yellow	52	simply take it
Green	29	with the vulture dead, take the egg and smash it or break it; the green gem is inside the egg
Blue	54	take the golden head and break it with the pitchfork; the blue gem is inside the head
Indigo	6	shoot the rattlesnake, take the scimitar, and break it; the indigo gem was in the gem-encrusted pommel
Violet	28	shoot the boa, and it will cough up the gem as it dies
Black	4	take the coconut and throw it off the cliff; you will find a broken coconut at the base of the cliff, along with the gem

Note: In order to get out of the WORSHIPPING CHAMBER (#52), you must be carrying the Pressurized Canister and the Loaded Pistol when you enter this location. Place the Canister on the ground, then shoot it with the gun. This will destroy the canister as well as the Tall Statue, revealing a Pit in the floor. This is your exit.



THE LOST ARK OF THE COVENANT - MAP

LEGEND	
N	- NORTH
S	- SOUTH
E	- EAST
W	- WEST
U	- UP
D	- DOWN