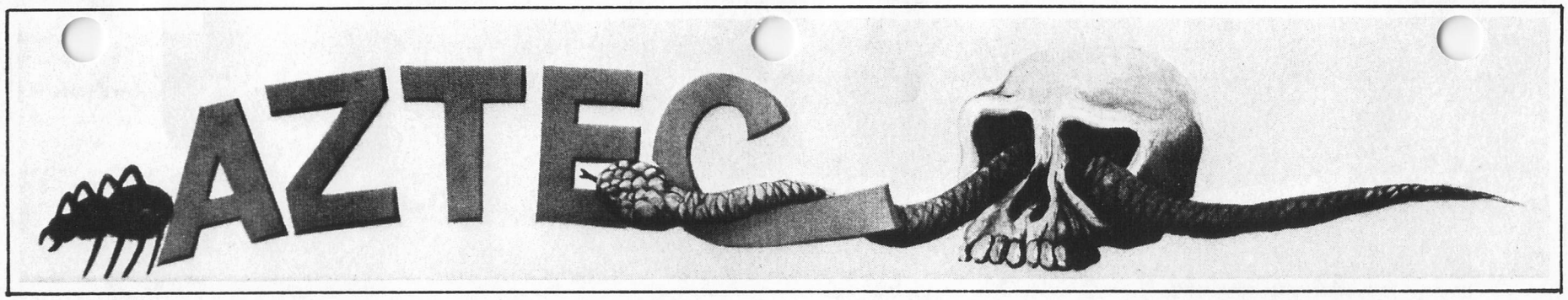

by Paul Stephenson

The timeless legends speak of the fabulous Golden Idol hidden within the mysterious lost pyramid. And rumor has it that the eccentric archaeologist Professor Von Foerster had finally located the temple . . . but never returned from his expedition. The rumors also warn that Von Foerster was insanely jealous of his discoveries and may have planted booby-traps to protect his finds from other explorers.

In addition, native taboos refer to the ancient Aztecs as having protected their temple treasure with a fiendish collection of traps and guardians.

By tracking the Professor's route you have discovered the Aztec pyramid, so covered with the debris and undergrowth of centuries that it is now underground. Your job is to descend into the temple, search the secret rooms, avoid the deadly traps, find the priceless idol and escape alive.

How to adventure

Aztec has various levels of difficulty to accommodate the beginner, the intermediate player and the expert. At all levels of play it is fair to the player. There is always a reasonable answer or a way out of any situation, though that does not mean any specific solution is easy!

When you insert the disk and the program boots, press any key and the screen will display information about Aztec and ask you to make various choices: to Start a New Game, or, to Resume an Old Game . . . to select the level of difficulty for your game from #1 to 8, etc.

Basically, any game you choose will contain 8 floors of 8 rooms, and each room can have up to 3 levels. The arrangement of floors varies from game to game and is randomly drawn from 32 possibilities! The opponents, human and otherwise, are selected according to the difficulty level chosen by you.

Scoring is based on the level of difficulty and the time needed to find the idol and get out alive. No extra points are given for wanton destruction or unnecessary killing.

General Notes: You begin with 3 units of strength and 3 sticks of dynamite. Certain opponents can deplete your strength. You need the special elixer to regain strength. There are 10 different types of opponents within the temple.

The Keys to Aztec

ESC. Will freeze the action, stop the timer and put a HELP Menu on the screen.

Regular Movement Keys

W = Walk
R = Run
J = Jump
G = Kneel (repeated presses lets you crawl)
S = Stop
A = turn to left
D = turn to right
C = Climb
P = Place and light dynamite. (If nothing immediately under the charge it falls until it hits something.) Only 1 charge can be lit at a time.
Z = Inventory

When near a box use these keys: O = open, L = look inside, T = take contents.

When near a rubble pile: O = remove one layer, T = take item.

Fight/Attack Keys

F = go into Fight mode. If you have no weapon you'll hear a beep. If you have a gun it will be drawn (but can't shoot without bullets!) If you have both a gun and machete the machete will be drawn.
S = spin around
A = move left 1 step
D = move right 1 step
G = draw gun
L = lunge with machete
M = slash downwards with machete
SPACE BAR = shoot gun

W, R or J Keys. Will take you out of Flight Mode and back to Normal movement.

A few hints

Start at a low level of play to get familiar with Aztec. Increase the levels as you gain experience. You can, under certain conditions, climb **anything**. Jumping can avoid little troubles. Dynamite is useful but deadly . . . it could destroy your way out. The effect of weapons may vary with the opponent. Sometimes the Open command may need extra help . . . experiment.

Now you're ready for AZTEC. Good luck. May you find the Golden Idol and escape . . . unharmed and alive.