

THE SPECTRUM GAME DATABASE

ABU SIMBEL PROFANATION

PUBLISHER

Dinamic soft.

AUTHOR

Victor Ruiz & Snatcho.

YEAR

1987

CATEGORY

Arcade

DESCRIPTION

Multi platform with 9x5 map. Big and coloured graphics.
Very difficult.

CONTROLS

O-left

P-right

Q-long jump

A-short jump

INSTRUCTIONS

Johnny Jones keeps on his personal challenge to the death and dips ladle into the passages and bends of a dark and antique pyramid in Egypt. This means: get the correct diamonds according to their colour, and open the doors with them. Avoid EVERYTHING but the flashing egyptian symbols on squares.

CHEATS

POKE 47693,0 Lives

POKE 47672,201 Immunity

POKE 47684,0 Easy game

In any screen of the game, hit all the letters in VICTOR at the same time, and the code is 9217. Only works with the real Spectrum.

SEQUELS/PREQUELS

Yet another mission for Johnny Jones, the personality of Dinamic. The first mission is Saimazoon, the second is Babaliba, the third is Abu Simbel.

INLAY CARD TEXT

For 3000 years, best explorers have tried to profanate Abu Simbel temple. Getting into the mortuary room of the is ; exiting alive is impossible. All who dared going into never returned. Now, Johnny Jones, our hero, is going to try it.

SCORES RECEIVED

URL

ftp.dcc.uchile.cl/pub/OS/snaps/zx_cotrina/profanat.zip

<ftp.nvg.unit.no/pub/sinclair/unordered/profanat.zip>

GENERAL FACTS

There was a bet about who would be the first person to finish it.

The prize was a pack of games.

NOTES

The game is very difficult, but nice to see.

A classic game. Ask any boy in Spain, and you will see.