

---

P A R K E R   B R O T H E R S

---

# Montezuma's Revenge™

FEATURING PANAMA JOE™

---

R                      U                      L                      E                      S

---

ATARI 2600™ & COMPATIBLE SYSTEMS

---

MONTEZUMA'S REVENGE and PANAMA JOE are Parker Brothers trademarks for its computer game Software.  
Rules © 1984 Parker Brothers, Division of CPG Products Corp., Beverly, MA 01915.  
Printed in U.S.A.

---

PANAMA JOE™. That's what they call him 'round these parts; though no one knows his real name or where he comes from. But one thing's for sure, PANAMA JOE's a dare-devil from the word "go!" No risk's too great if the reward's large enough. Winning. That's what's the most important to him. And more times than not, that's exactly what he does. Because he's tough, clever—resourceful. And sometimes, downright pig-headed! Though occasionally (ah-hum), he's been known to get in over his head. Luckily, he's got a knack for getting himself out of hot water as quickly as he gets into it! Let's hope MONTEZUMA'S REVENGE is one of those times.

---

### **Object**

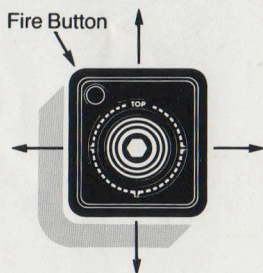
To help PANAMA JOE safely reach Montezuma's fantastic treasure by guiding him through a maze of death-dealing chambers within the emperor's fortress. Along the way, PANAMA JOE must avoid an array of deadly creatures while he collects valuables and tools which can aid him in mastering the evils of the fortress and eventually, escaping with the loot!

---

### **Setting the Console Controls**

1. Place the cartridge firmly into the cartridge slot.
  2. Turn the ON/OFF switch to ON.
  3. The first screen to appear will feature PANAMA JOE in the center of the first chamber. Now, you're ready to start the action.
- 

### **The Joystick**



Because this is a one-player game, plug the joystick firmly into the **LEFT** jack only.

Use your joystick to move PANAMA JOE through the emperor's fortress. To make PANAMA JOE walk left or right, move the joystick in those directions. To make him climb up a ladder or chain, push forwards on the joystick; to climb down, pull backwards on the joystick.

**NOTE:** you'll discover that a combination of left/right and backwards/forwards joystick movements will make guiding PANAMA JOE on and off ladders and chains easier.



---

## **The Fire Button**

---

Press the FIRE button any time you want PANAMA JOE to jump. If PANAMA JOE is standing still, he will jump straight up and down. If he is moving left or right, PANAMA JOE will leap in that direction.

---

## **Screen Displays**

---

At the top, center portion of the screen there are 5 hats representing your remaining number of PANAMA JOEs. Each time you lose a PANAMA JOE, one hat disappears. You'll begin the game with 6 PANAMA JOEs, including the one on screen.

In the space directly beneath the 5 hats is a box called the **INVENTORY WINDOW**. Each time PANAMA JOE collects a special tool (e.g., a sword, torch, or a key), that tool is displayed in the Inventory Window until he finishes using it.

In the space over the 5 hats is the **SCORE BOX**. Throughout the game, points will be accumulated and your score will be displayed in this space (see **SCORING** section).

---

## **Playing**

---

Once you start this game, you are PANAMA JOE—winding your way through MONTEZUMA'S fortress! That means you've got to be ready to handle lots of action. Like climbing ladders and chains. Jumping over (and under) deadly creatures. And grabbing precious jewels and special tools along the way. No sweat, right? You'll be ready for anything because, like PANAMA JOE, you thrive on the spirit of adventure and exploration. Maybe you'll need to back-track through certain chambers. Or perhaps forge ahead blindly. Even test your memory to remember the location of a room you fought through earlier. Just be sure to keep a cool head. Use your special tools wisely. And please—try not to let greed blind you as you snatch up MONTEZUMA'S fabulous treasures. Happy hunting, PANAMA JOE!

---

## **Inside Montezuma's Fortress**

---

As you guide PANAMA JOE through Montezuma's fortress, you'll encounter 3 major groups of elements. They are:

- Room Fixtures
  - Killer Creatures
-

---

- Special Tools & Rewards

Various combinations of these elements are found in all the chambers throughout the fortress. Each is described as follows:

---

### **Room Fixures**

---

**Laser Gates** Destructive laser gates intermittently appear and disappear in various parts of a chamber. PANAMA JOE must avoid these laser gates, and pass through ONLY when they disappear. IF PANAMA JOE HITS A LASER GATE, YOU LOSE HIM.

**Conveyor Belts** Conveyor belts force PANAMA JOE to speed up or slow down, depending upon the direction in which he is moving. In general, if you move the joystick IN THE DIRECTION OPPOSITE to which the conveyor is moving, PANAMA JOE will slow down while moving against the conveyor. If PANAMA JOE is heading in the SAME DIRECTION as the conveyor, he will speed across to the other side where, at times, you must safely jump him off. IF PANAMA JOE MISSES JUMPING ONTO OR OFF OF A CONVEYOR BELT, YOU LOSE HIM.

**Disappearing Floors** In some chambers, there are certain sections of the floor which look different from the rest. These sections intermittently appear and disappear. You must time PANAMA JOE's crossing of these sections just right or...IF HE FALLS TOO FAR, OR FALLS INTO A FIRE PIT, YOU LOSE THAT PANAMA JOE.

**Doors** Throughout the fortress you'll encounter yellow or blue doors. These doors can ONLY be opened when PANAMA JOE approaches them with a key (displayed in the Inventory Window). YOU GAIN 300 POINTS FOR OPENING ANY DOOR.

**Fire Pits** Occasionally, PANAMA JOE will come across a blazing fire pit as he maneuvers through a chamber. Fire pits must be avoided at all costs! Time your crossing carefully, OR YOU'LL LOSE PANAMA JOE TO A PUFF OF SMOKE.

**Ladders** Ladders allow PANAMA JOE to travel up to, or down from one level to the next. Simply move the joystick in the appropriate direction.

**Chains** Much like ladders, chains offer PANAMA JOE a way to travel from one level to the next. Simply jump PANAMA JOE onto a chain and guide him up or down by using your joystick.

---

### **Killer Creatures**

---

**Skulls** In his travels, PANAMA JOE will come across bouncing and rolling skulls. He must jump over the rolling skulls, and walk under the bouncing ones. IF PANAMA JOE IS HIT



---

BY A SKULL, YOU LOSE HIM. But, if he has a sword (displayed in the Inventory Window), PANAMA JOE can eliminate a skull by simply walking through it. YOU GAIN 2000 POINTS FOR ELIMINATING A SKULL.

**Snakes** Watch out for the snakes! Though they don't move, they have a deadly bite. Whenever PANAMA JOE meets up with one, he must jump over it. Not even a sword will eliminate a snake. IF PANAMA JOE IS BITTEN, YOU LOSE HIM.

**Spiders** Unlike snakes, spiders do get around. IF ONE BITES PANAMA JOE, YOU LOSE HIM. So PANAMA JOE must either jump over spiders, or slay them with a sword (displayed in the Inventory Window). YOU'LL GAIN 3000 POINTS FOR SLAYING A SPIDER.

---

### **Special Tools & Rewards**

---

As PANAMA JOE works his way through the fortress, he'll encounter special tools and rewards—all there for his taking. When possible, PANAMA JOE should jump up and grab a special item, which will then be displayed in the Inventory Window until it is used. The Inventory Window can only hold 4 items at a time. Once it is filled, PANAMA JOE cannot collect any more special items.

The 5 special tools and rewards are:

**Amulet** This hammer shaped object helps PANAMA JOE evade killer creatures. Whenever he grabs the amulet, all killer creatures are disabled for several seconds—allowing PANAMA JOE to safely walk through them. He can even travel into another chamber during this time. Once this time is up, the amulet will disappear from the Inventory Window and the killer creatures will return to their nasty, normal-colored selves. COLLECTING AN AMULET IS WORTH 200 POINTS.

**Jewels** These dazzling beauties are worth 1000 points apiece! PANAMA JOE simply jumps up and plucks them as he goes by. However, if the Inventory Window contains 4 items, PANAMA JOE cannot collect more jewels—even though jewels are not displayed in the Window.

**Keys** To every door in the fortress—there's a key. And the only way to get these keys is by helping PANAMA JOE grab them along the way. Keys will be displayed in the Inventory Window until used. YOU GAIN 100 POINTS FOR GRABBING A KEY AND 300 POINTS FOR OPENING A DOOR.

**Sword** A SWORD IN THE HAND IS WORTH 100 POINTS—so be sure not to pass it up along the way. More important, a sword enables PANAMA JOE to eliminate a spider or a skull on contact.

**Torch** Don't underestimate the necessity of a torch. As PANAMA JOE travels deeper into the fortress, he may encounter dark chambers. Only with the torch can he illumi-

---

nate these hazardous rooms. Once PANAMA JOE has the torch, he keeps it throughout the current game level. Without the torch, there is no light at all—and you must rely on your memory to guide PANAMA JOE safely through these chambers. GRABBING A TORCH EARNS YOU 300 POINTS.

---

### ***The Treasure Room***

---

If PANAMA JOE safely navigates through all of the chambers in the fortress, he'll eventually reach his ultimate goal—the Treasure Chamber. Herein lies the fabulous treasure of the emperor, Montezuma!

Once inside, PANAMA JOE will see the infamous jewels flashing. In just several seconds, he must collect as many jewels as possible. When this time is up, you'll automatically advance to the next Difficulty Level.

---

### ***End of Game***

---

The game ends when you've lost all of your PANAMA JOEs. When this happens, PANAMA JOE will disappear and all action on the screen will stop.

To play again, simply press the RESET switch, or the FIRE button on the joystick controller.

---

### ***Scoring***

---

#### **Collecting Special Tools & Rewards**

Keys .....	100 points each
Swords .....	100 points each
Amulets .....	200 points each
Jewels .....	1000 points each
Torches .....	3000 points each

#### **Eliminating Killer Creatures**

Skulls .....	2000 points each
Spiders .....	3000 points each

#### **Room Fixtures**

Opening Doors .....	300 points each
---------------------	-----------------

#### **Bonus PANAMA JOEs**

You'll gain an extra PANAMA JOE for every 10,000 points scored. NOTE: the maximum number of PANAMA JOEs you can have at any one time is 6.

---

### ***Difficulty Levels***

---

In this game, there are 3 Difficulty Levels. Each time you successfully complete one Difficulty Level, and have a remaining PANAMA JOE, you'll automatically advance to the next Difficulty Level.

---



## 180-Day Limited Warranty

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

### CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

### REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Montezuma's  
Revenge  
PROOF OF PURCHASE

 **PARKER BROTHERS**