

This game is based on an old favorite—*Lost Ruins*—originally published in *HCM*'s forerunner, *99'er Magazine*. Enhanced by added sound and colorful graphics, even our long-time fans will greatly enjoy this much-improved version.

**W**hat is this planet, Earth? To this lonely blue pearl we now return as strangers. We have literally searched the heavens for a world only our distant ancestors have seen. And now this same Earth hides the very key to unlocking our past: *garbage!*

### Looking Back

Despite fantastic technological achievements, the human race has lost track of its origins. Even the location of the home planet, referred to in ancient space legends as "Earth," has been lost to antiquity.

Archeological expeditions are currently combing the heavens for the lost planet. Fame and fortune await the lucky explorer who brings back convincing evidence that the location of mankind's birthplace has been found.

You might be that lucky explorer—as commander of a computer-guided spaceship sent to explore a distant part of the galaxy. After a long, uneventful search, you have finally landed on a planet that fits the description of the ancient legends and songs. Could this be the planet of your ancestors? The answer lies beneath the surface.

With you are three huge archeological-exploration androids, known as Archeodroids, who do the dangerous and difficult excavation work; but *you* must direct their search. Your robots have been programmed to gather up the twisted remains of Chevies, junk piles, and fossilized skeletal remains, but they must return them to the ship, or all of the work will be in vain.

The lure of unearthing just a few more treasures keeps urging you onward. Suddenly, one of your three robots becomes trapped in a cave-in as your lucky streak abruptly ends. You immediately send down another of your precious Archeodroids to salvage what it can—only this time you make a solemn space-vow to be more careful with your two remaining links to fame and fortune.

### At The Site

The ruins that your robots will be rummaging through are a tangled mess of debris bordered by a hard-rock containment wall, which was built around the site by

# Archeodroid

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*The year is 9999. Interstellar travel is now commonplace. Civilizations have risen and fallen through the millenia as human beings have ventured into the distant galaxies. But what of mankind's past?*

fanatical natives who feared technology. You have a straight-on, cut-away view of the site that allows you to see where the artifacts are positioned. You must maneuver your Archeodroids toward deposits of artifacts by blasting tunnels through the ruins. The deeper you excavate, the more difficult it is to climb back out, due to the constant cave-ins brought on by your blasting. Thus, you must make your robots position their blast charges very carefully, or the artifacts that you seek will be damaged during the digging.

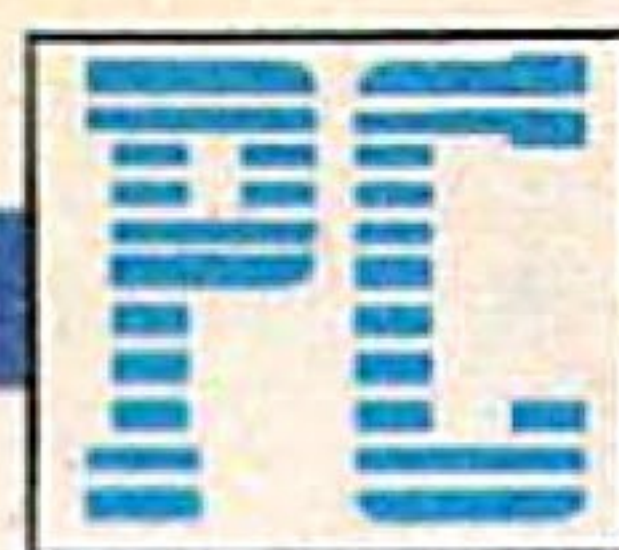
### Starting To Dig

As the game begins, you have just touched down on the planet and dispatched your three Archeodroids to the surface. You may use either the keyboard or the joystick to guide one robot at a time. Check your system's Control Capsule for the keys that fire the excavating blaster and move the robots up, down, left, and right.

Each robot can carry up to 10 charges in the blaster at a time. After all 10 charges have been used, they can be replaced by returning the robot to the mother ship. The number of charges remaining at any point in time is displayed in the lower-right corner of the screen.

The blaster is your only tool for digging new tunnels. Each blaster charge clears five squares of earth in the direction that the robot was moving when you gave the order to set off a charge. As your Archeodroid digs deeper and deeper into the planet's surface, the danger from cave-ins becomes more serious. Each charge you detonate causes the layers of rock and garbage above you to shift. It's easy to become trapped, so watch your escape route as you tunnel.

The blaster will not detonate if the charge would destroy an edge-piece of the excavation area. You must move out of range of the wall. Edge-pieces correspond to the hard-rock containment wall that was built around the site in ancient times. The only exceptions to this rule are the five edge-squares in the top-center of the screen; these are your only entry and exit points from the tunnels you create.



## Charging Up

The charges are not only used for blasting tunnels—they also provide the robots with power for movement and the means for gathering artifacts. When a robot runs out of charges, a small amount of residual energy enables it to return to the ship. If, however, it does not return fast enough, the robot's internal circuitry decays, and it ceases to function. Also, the more blasting the robots do, the greater their danger of being buried by a cave-in. On the loss of an Archeodroid, its last known position is marked with a cross, and any artifacts it has collected remain below. They can only be retrieved by another robot that reaches the location of the cross and brings the artifacts to the mother ship.

The Archeodroids can move freely through any tunnels already excavated, or through areas where artifacts are buried. Artifacts may be picked up from the ground or from inoperative robots by moving an active robot into the squares containing the items.

When an Archeodroid returns to the ship, you will receive points for what it has collected. If part of an object is destroyed by an explosion, you will still get partial credit for successfully retrieving what is left of it.

The values of the three types of artifacts depend on their archeological significance:

TYPE	VALUE
Skeleton	10
Car	6
Junk Pile	2

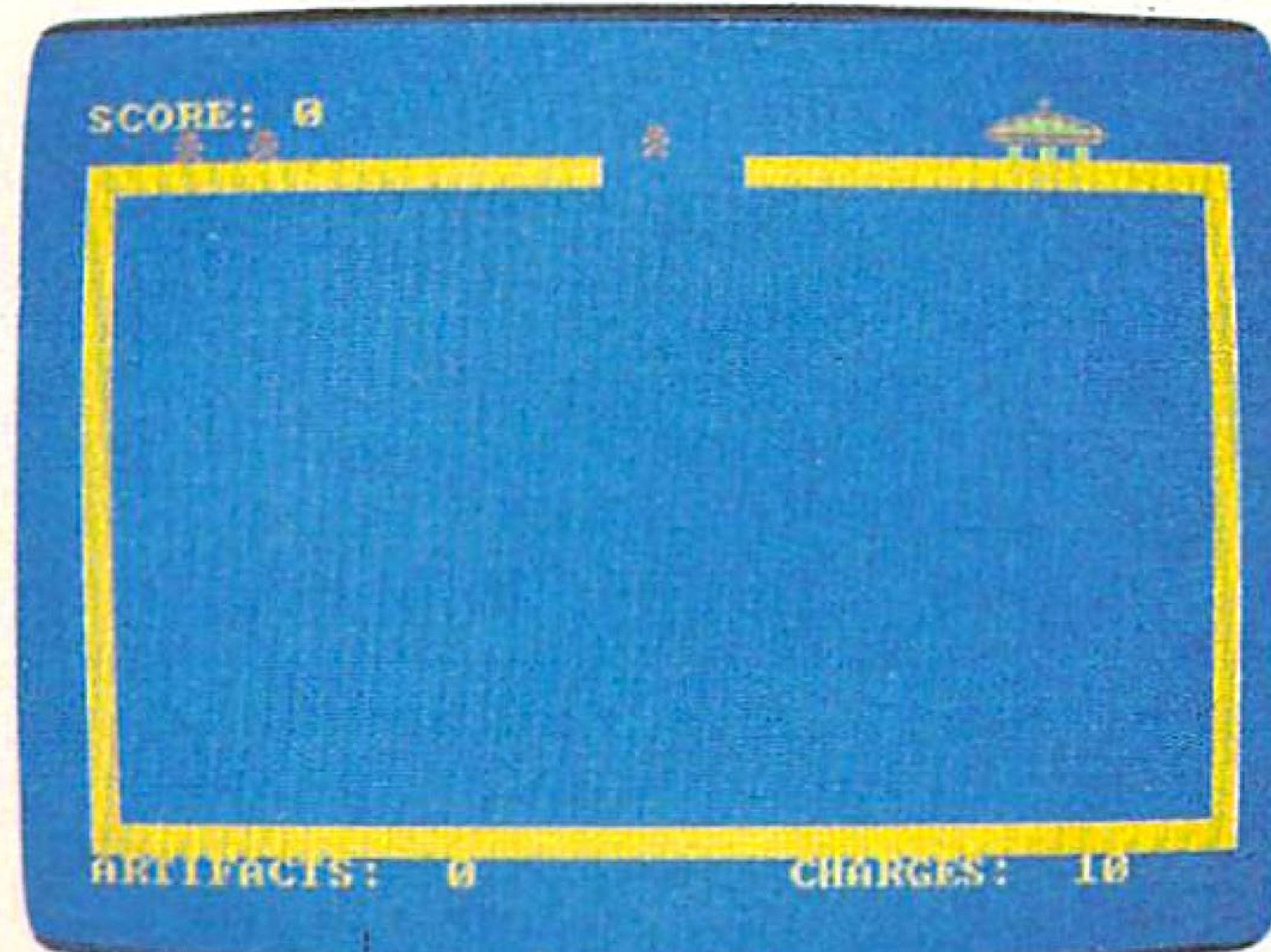
A running total of these values is displayed in the lower-left corner of the screen.

The more charges remaining in the robot, the more points you receive for its artifacts. You can return an Archeodroid to the mother ship at any time and deposit artifacts—but you can only get a new set of charges when your Archeodroid has used all of its previous charges. So, as you run low on charges, be sure to plan an escape route to prevent a cave-in from trapping your robot below ground.

When you've made a clean sweep of one area (one screen), you are transported to another unexplored region and challenged to unearth more evidence that you have found mankind's ancient birthplace.




This photo from the IBM version shows an Archeodroid in the center of the site, and gives you an indication of how much excavation is necessary to retrieve the artifacts.





This photo shows the site after all of the debris and artifacts have been removed. At the top of the screen you can see the 5 squares that are your only entry and exit points. Around the perimeter are the indestructible edgepieces that form the site's containment wall.

*“With you are three huge archeological-exploration androids, known as Archeodroids, who do the dangerous and difficult excavation work; but you must direct their search.”*




**CONTROL CAPSULE  
ARCHEODROID**

KEY	FUNCTION
I	up
J	left
K	right
M	down
space bar	blaster


**CONTROL CAPSULE  
ARCHEODROID**

KEY	FUNCTION
↑	up
←	left
→	right
↓	down
space bar	blaster



**CONTROL CAPSULE  
ARCHEODROID**

KEY	FUNCTION
V	up
G	left
H	right
B	down
K	blaster



**CONTROL CAPSULE  
ARCHEODROID**

KEY	FUNCTION
E	up
S	left
D	right
X	down
Y	blaster