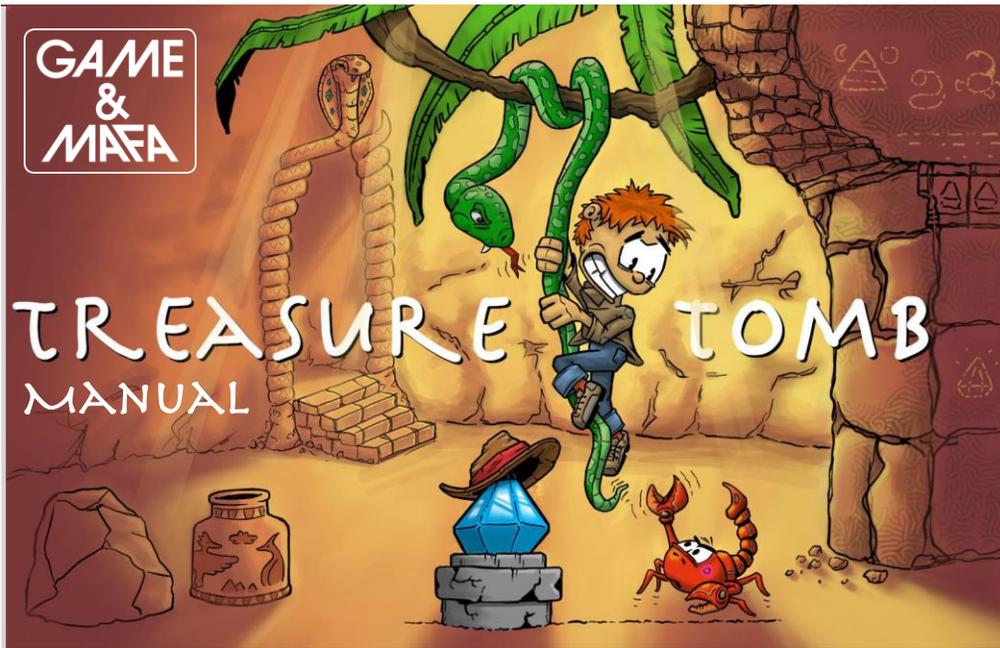


GAME  
&  
MAFA

# TREASURE TOMB

MANUAL



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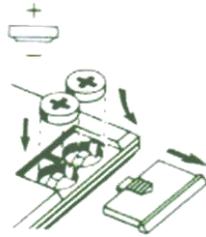
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## STORY

Our hero found an entrance into the pyramids, and decided to explore it for its treasures. Little did he know what dangers he would encounter along the way. Unaware of the risks, he tries to find his way through the labyrinth passages of the pyramids, using movable platforms and avoiding the scorpions that live there. He searches for gold rocks and giant diamonds, guarded by a big snake, that will attack to protect the diamond. Unfortunately some exits to other parts of the labyrinth or the outside of the pyramids, are guarded by big spiders, who send smaller spiders to attack the hero and stop him...

## INSERTING THE BATTERY (REPLACEMENT OF BATTERY)

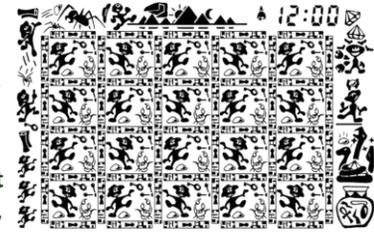
1. Remove the battery cover from the back of the unit sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.
  - This game uses two LR44 or SR44 batteries.
  - When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (if exhausted battery is left in the unit, it may result to damaging the game.)
4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later AM 12:00 will be displayed.
  - Carefully read the instruction on the battery package.



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## TIME SET

1. When ACL switch is pressed with a sharp-pointed instrument and released, after 2 or 3 seconds, the display shown in the diagram will appear.
  - If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM key.
2. When left/right of the  direction buttons is pressed, the hours can be adjusted. (24 hours notation)
3. When up/down of the  direction buttons is pressed, minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.



NOTE : ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.

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## ALARM SET

1. Push the ALARM key. The bell should appear left of the time,  if not, push the ALARM key again. ALARM is set if the bell is on screen.
2. When up/down of the  direction button is pressed, the hours can be adjusted. (24 hours notation)
3. When left/right of the  direction button is pressed, the minutes can be adjusted.
4. When Timekey is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, the hero appears and jingles the Alarm sound continuously for 60 seconds. To turn off alarm, push the TIME key.  
NOTE : When in the middle of a game at alarm time, the hero appears and jingles the alarm bell, but there will be no sound.
6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.

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## APPEARING CHARACTERS

- |   |                          |   |
|---|--------------------------|---|
|   | <b>The hero.</b>         | -- Our hero, who searches his way through the labyrinth looking for treasure.                       |
|  | <b>The scorpions</b>     | -- Scorpions live in many parts of the labyrinth. They can take our hero's life when he's vincible. |
|  | <b>The diamond snake</b> | -- Diamond snake protecting the diamond. Attacks our hero when he opens its chamber.                |
|  | <b>The big spider</b>    | -- Big exit blocking spider guards the exits. Attacks our hero when all the gold is found.          |

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## HOW TO PLAY

### CONTROL BUTTONS

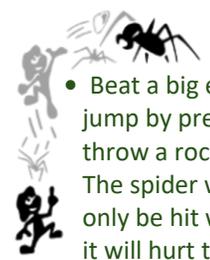
 **USE** Pressed for unlocking a wall above, jumping on/over obstacles, jumping for the map or attacking the snake or spider.

 **Direction** **LEFT, RIGHT, UP and DOWN** to move our hero around the labyrinth, unlock a wall or use lever to de/activate platforms.

### Game Start

- Press the Game A or B key. While the key is depressed, the Top score is displayed. When the key is released, the game starts. (Top score is erased when ACL switch is pressed or battery is removed.)
- Game A starts the game at the first level.
- Game B starts the game at the level of your choosing.

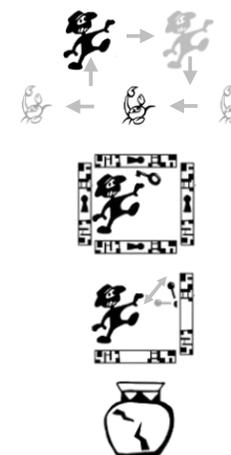
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- Beat a diamond snake by getting on the platform, press the USE button to throw a rock and hit the snake with rocks five times, getting 20 points. The snake will attack the hero in both directions, and can only be hit in the most left position. When the snake gets to the center, it can hurt the hero and get a "MISS" if the hero doesn't move to the left. 
- Beat a big exit blocking spider by getting left from the wall, jump by pressing the USE button, and press the USE button again to throw a rock and hit the spider with rocks five times, getting 15 points. The spider will attack by throwing small spiders at the hero, and can only be hit when the top leg is down. When a small spider passes it will hurt the hero and get a "MISS" if he doesn't move to the right. 
- If a map of the level is available, it will be seen in the top left corner.  Get left from the wall and jump by pressing the USE button to retrieve the map, which then will appear at the lower left, above the lives count. 

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### Game

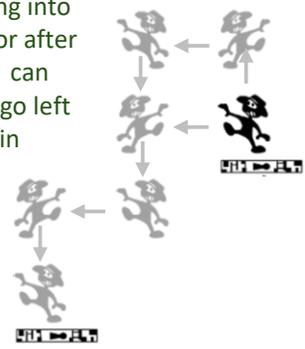
- Search and collect all the gold present on each level, beat the diamond snake if no gold is present and beat the exit blocking spider if present.
- Collect 3 points for every gold rock. 
- Avoid scorpions by jumping over them or jump straight up and let them pass underneath you. 
- When invincible, no scorpion can hurt the hero. 
- Collect keys to open locked walls. 
- Open locked horizontal and vertical walls with a collected key, by moving in its direction or use the USE button to open walls above. 
- Move levers of moving platforms by moving to the right next to a lever, and one or two moving platforms start/stop moving somewhere. 
- Crack the found vases, by moving in its direction and get invincibility  or an extra life 



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Press "UP" on solid ground to activate the map, and look around the labyrinth using the direction button. The map will blink to indicate it's active

Press "USE" to deactivate the map again and move on with the level.

- Getting under a descending platform will result in a miss. 
- When stepping into a lower part or after a jump, you can immediately go left or right, however, in the landing after a jump, you can only go left or right after a couple of descents. 

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## HOW TO OPERATE



**CONTROL Button :**  
Go Up, Down, Left & Right,  
open locked wall, set lever.

**Use Button :**  
Jump, attack a creature,  
open locked wall above.

**Game A Button :** Press this button to start full game.

**ALARM Button :** Press this button to change the alarm time, to set or cancel the alarm.

**ACL Button :** Press this button to set the time and reset scores.

**Game B Button :** Press this button to start game from chosen level.

**TIME Button :** Press this button, then release it to display the time.

The alarm time can be displayed by holding down this button.

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## BATTERY AND LIQUID CRYSTAL

### \*Battery

1. When battery is removed from GAME & MAFA, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet.  
Be careful not to carry two or more batteries in the pocket.
5. Do not use battery as toy. Use only as intended in GAME & MAFA.

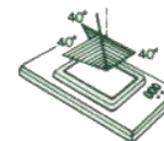
### \*Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

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## CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrates in the figure.



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## SPECIFICATIONS

**Accuracy of the clock :** Average daily differential within  
 $\pm 3$  secs. (under normal temperature)

**Battery :** Two Button type batteries  
(LR44 or SR44)

**Life of the battery. :** For clock display  
Aprox. 6 months on LR44  
Aprox. 12 months on SR44  
For one-hour-game a day  
Aprox. 5 months on LR44

**Working temperature :** 10°C to 40°C (50°F to 104°F)

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