THE MONUMENTS OF MARS!

Instructions, Hints, Tips and Cheat Mode!

Published by Apogee Software Productions
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In *The Monuments of Mars!* you'll explore the famous Martian structures that many NASA scientists believe were built by an ancient Martian civilization. Several best-selling national books were used as sources in the creation of this game, including The Monuments of Mars, by Richard C. Hoagland. The many monuments include the "City", the "Fortress", the "Pyramid" and the most famous monument, the "Face", which is a one mile long structure that looks exactly like a human face!

In the game, NASA has sent several manned missions to explore the mysterious monuments...but every mission has ended in disaster. Soon after the astronauts landed on Mars NASA lost contact with them—and no one knows why. You're the final hope. You have been chosen for a special mission to rescue the missing astronauts and to discover the secrets of the Martian monuments. The game begins just after your ship lands on Mars near the site of the "Cliff", one of the many monuments. Will you suddenly vanish like the astronaut explorers before you? Can you find the entrance to each monument and discover what secrets are hidden inside?

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While playing *The Monuments of Mars!* you must learn the purpose of every new object you discover. For example, you'll soon learn that you must acquire the access card before you can pass through a door. You can shoot the surveillance antennae to deactivate the laser gun defense system. And you'll need to activate various buttons, switches, computers and levers to perform many tasks required on each level.

Levers activate or deactivate the elevator platforms that move up and down. (Note: The platforms that move sideways are always activated.) If the lever is leaning to the right the elevators will be stationary. To activate the elevator you must be positioned next to the lever and press the [enter] key, which is the "action" key. You can use the action key on buttons, computers and switches also.

Another method to activate levers and buttons is to shoot them! However, you can only shoot a lever if it is leaning in your direction. You will need to shoot several levers and buttons that are out of reach during your exploration of the many Martian "monuments". For example, on level 11 of volume one of *The Monuments of Mars!* you will need to shoot the lever located on the left side of the screen. On level 20 of the same volume you must shoot the button on the right side of the screen.

Computers perform one of three functions: 1) Make secret blocks appear, 2) Make certain blocks vanish from the level, or 3) Make bonus pyramids appear for bonus points. The computer also performs a special function near the end of the game.

Here's how points are earned: Pyramids are worth 1000 points each; the letters "M", "A", "R", "S" are 2000 points each, and an extra 10,000 points if you collect them in order. Aliens are either 250 or 500 points. Collecting an energy module is worth 250 points. Shooting the antennae is 1500 points. Rescuing the astronauts is worth 50,000 points! And advancing to each new level is worth several thousand points.

—— The Cheat Mode! ——

There is a special "cheat mode" available in *The Monuments of Mars!* that will let you advance to each level by pressing the "Pg Dn" key. You'll also start with 15 extra laser shots. To activate cheat mode you must press "Caps Lock", then press the "greater than" key (>) from the main menu screen. In other words, from the main menu option screen press the "Caps Lock" key, then press and hold down the shift key while you press the period key. This will start the game for you. You can then press the "Pg Dn" key to advance to the next level!

SEND ALL QUESTIONS TO: APOGEE SOFTWARE · P.O. BOX 476389 · GARLAND, TX 75047-6389