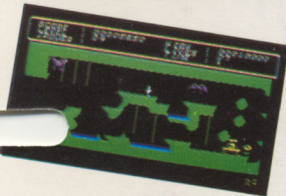
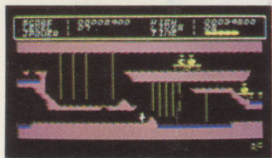
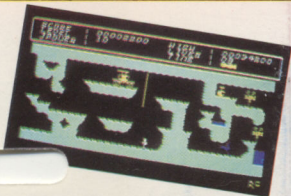


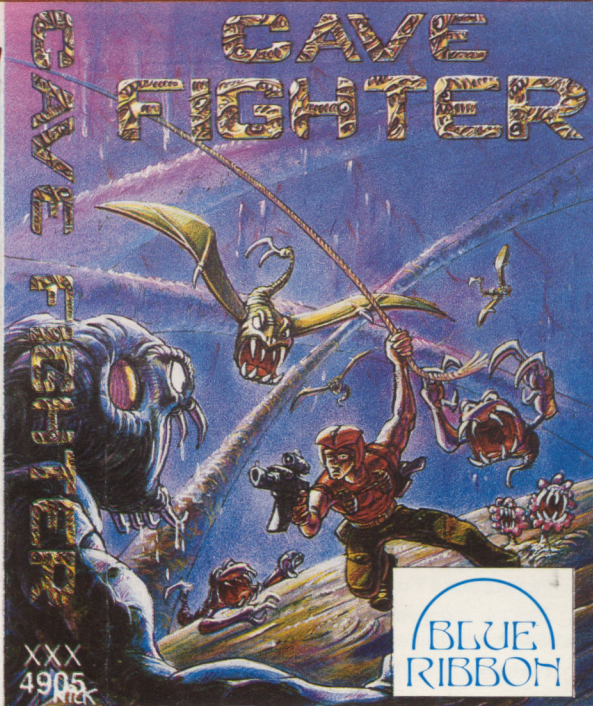
Pothole Pete is keen to extend his exploration skills and has found a huge cavern of over 30 chambers.

He didn't expect to find the many different alien creatures which regard the cave as their home and soon he is fighting for his life!

Can you help him escape from the Spitting Flowers and the deadly Rope Snappers? Only the incredibly brave should apply to be Cave Fighters!



BLUE
RIBBON



XXX
4905
nick

BLUE
RIBBON

	AMSTRAD	ATARI	BBC	BBC ELECTRON	C16 PLUS 4	C64	MSX	SPECTRUM
Artist Armstrong	✓		✓					
Astro Plumber	✓			✓	✓			
Castle Assault	✓	✓		✓				
Caterpillar Leapfrog								✓
Cavefighter					✓	✓		
Darts		✓		✓			✓	
Deathville	✓			✓				
Diamond Mine				✓	✓			
Diamond Mine II	✓			✓	✓		✓	
Gobble a Ghost 3D Painter								✓
Golf				✓				
Joey				✓	✓			
M-Droid							✓	
Moonlight Madness								✓
Nightmare Maze	✓	✓		✓				
Pool	✓							✓
Ravage				✓				
Return of R2				✓				
Rugby								✓
Steve Davis Snooker	✓	✓		✓	✓	✓	✓	✓
Spectrum Safari Winged Warlords								✓
Syntax	✓							✓
System 8 - The Poets Predictor	✓	✓		✓	✓	✓	✓	✓
Timebomb Magic Meanies								✓
Turf Form - Beat the Bookie	✓	✓		✓	✓	✓	✓	✓
Wizards Lair	✓					✓	✓	✓
Wulfpack	✓					✓		✓



CAVE FIGHTER

Potholing used to be such a lonely hobby. Dangerous but lonely! That's one of the reasons that Pothole Pete, who you control, took up the hobby in the first place.

All this changes when you find a new and challenging cave. You make good progress in the entrance hall but your light seems weak. Suddenly the stillness is swept aside by the calls and screeches of many hideous creatures woken by your lamp.

A rock fall means that the only way you can escape is by fighting through the chambers one by one. With only limited battery life, your journey soon becomes a race against time as you dodge and shoot the creatures which bar your way.

LOADING

Follow the instructions printed on the cassette label.

Controlling Pete

Pete is controlled by a joystick connected to Port 2. He can move left, right, climb ropes, jump and fire.

Climbing

To climb up a rope push the joystick up. To descend a rope pull the joystick back.

Firing

Press the fire button down and move the stick in the required direction.

Jumping

Long caving and climbing experience has enabled you to develop a technique of jumping to five different heights, controlled by watching the on-screen power bar. Pressing the fire button down without moving the joystick causes the power bar to increase steadily until it reaches its end stop. To make Pete jump simply release the fire button when the power bar shows the correct level. If you decide not to jump simply move the joystick in any direction and release the fire button.

Other controls

F7 pauses and re-starts the game

Restore aborts the game

Title Screen Controls

- * Change the number of lives you start with between 1 and 99

F1 increases and F3 decreases the number

- * Change the starting level between 1 and 31 F5 increases and F7 decreases the level

- * See the score value for each alien Press the Space Bar to see each page

- * Press fire to start the game