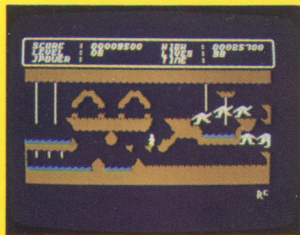


CAVE FIGHTER an all action jumping, climbing and shooting game with 31 different caves to explore and 16 deadly aliens to destroy. Beware of Spitting Flowers and Rope Snappers!

Requires a Joystick.

FEATURING NEW FAST 'BUBBLE LOAD'



INSTRUCTIONS ON REVERSE

**bubble bus
software**

87 High Street, Tonbridge, Kent TN9 1RX
Telephone: 0732 355962 Telex: 95151

MADE IN ENGLAND



CAVE FIGHTER

bubble bus software
COMMODORE 64

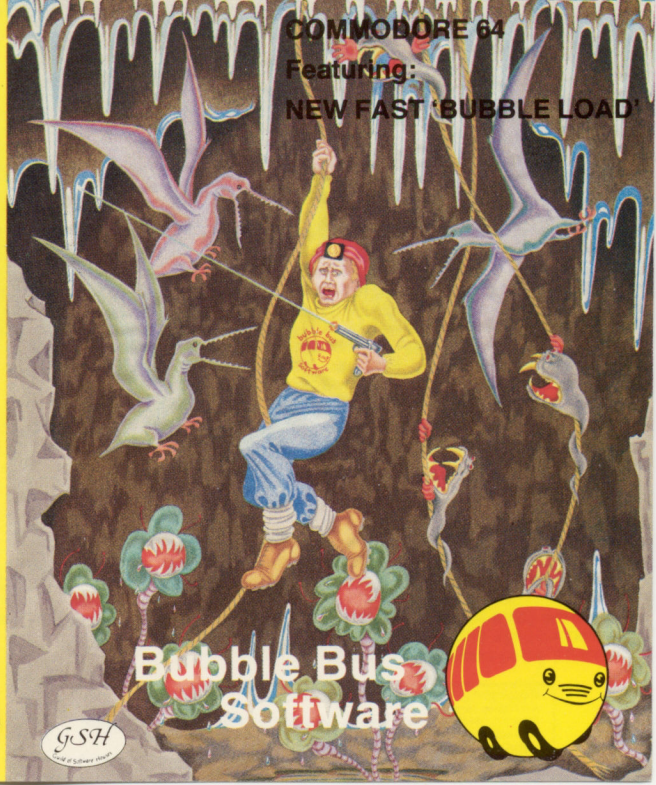


CAVE FIGHTER

COMMODORE 64

Featuring:

NEW FAST 'BUBBLE LOAD'



**Bubble Bus
Software**



INSTRUCTIONS

LOADING:

Turn computer on and insert tape. Ensure tape is rewound to start. Press and hold down shift key then press and release the run/stop key. Now release shift key and press 'Play' on tape. Cave Fighter will then be automatically loaded and run. Cave Fighter is recorded on both sides of the tape.

GAME OBJECT:

Your aim is to travel through as many of the 31 cave levels as possible. You have a time limit in which to finish each level. You will come across many different monsters which you have to dodge and shoot.

PLAYER CONTROL:

Your man can move left, right, climb ropes, jump and fire. Using a joystick in port 2, you can move the player left and right. To climb up a rope push the stick up, and push it down to climb down.

FIRING:

To fire, press the fire button down and move the joystick in the required direction.

JUMPING:

Your man has the ability to jump five different heights. Pressing the fire button without moving the stick will cause the jump power bar to increase. If the bar reaches the end it stops and power is at its maximum. To make the man jump simply release the fire button when the jump power bar is at the required strength. If you decide you don't want to jump simply moving the stick in any direction and releasing the button will cause the power bar to be reset.

GENERAL:

Completing a level gives you bonus points and you restart on a higher level. As the levels increase so will the difficulty of the caves and different aliens will appear.

To pause the game press F7. To restart press F7 again.

To abort the game at any time press the RESTORE key.

TITLE SCREEN MODE

In this mode you can change the number of lives you start with (1-99) by pressing F1 to increase and F3 to decrease the number.

To change the starting level (1-31) press F5 to increase and F7 to decrease the number.

To see the score value of each alien press the space bar. Press it again to see the second page and again to return to the title screen.

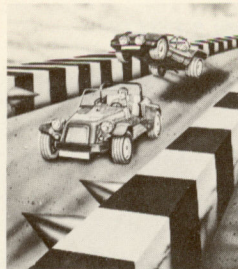
To start a game press the fire button.

Make sure to ask your dealer for the full range of bubble bus products which include games, business and utility programs. If you have difficulty buying any of our products you may order direct by adding 50p post and packing.

Credit Card Sales on 0732 355962.



DON'T MISS THESE TWO FOR THE COMMODORE 64!



BUMPING BUGGIES

Thrills and spills is what you'll get in this highly addictive motor racing game. You'll be driving over some pretty hazardous terrain having to cope with lakes, islands, rock formations and, not least, other cars which are intent on making you crash. Luckily you can vary your speed and line and you have one ace up your sleeve - when you maintain a sufficient speed you can jump over obstacles to help you out of trouble. The track gets progressively more difficult with 20 different patterns and you have to cope with driving conditions in the four seasons of the year. Like most bubble bus classics, Bumping Buggies has its own specially scored music and is in machine code.



FLYING FEATHERS

In this highly original game you are the gamekeeper on the lake trying to stop greedy eagles taking all the fish. Two different methods with 4 skill levels each are available for your shot gun. Specially scored music with freeze frame ability, and for the technically minded, 10 sprites (yes, that's right, there are only 8 on the 64). High scores kept. All machine code.

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