

SPELUNKER™

by MicroGraphic Image and Tim Martin

"Cave scavenging has been in my blood ever since I can remember. That's what Spelunkers do, you know. A cave's lure can be strong, especially when it's loaded with treasure, like this one. But be warned... this one is different. It has a reputation for swallowing people up."

"First of all, it was black as the ace-of-spades down there. Everywhere. And sticky-hot, with fire pits and steam shooting up out of volcanic vents. That lobster in less than 10 seconds. I steered clear of it. There's bats, too. Charming creatures - I carried flares to scare them off. I had a good supply of dynamite ready to blast the main shaft. I had to watch it, so I wouldn't blow myself to bits. Don't laugh - guys have done it!"

"Spelunkers before me left ropes, ladders and railway tracks. That helped me get around until I hit the underground falls. At that point I had no choice but to go over in a barrel. A fall I'll never forget."

"Deep inside the main shaft, there were artefacts and treasures everywhere. But the keys without the keys. I would have been trapped behind the doors in those musty shafts. Come to think of it, that might have been better for my health."

"You see, it all happened so fast. I could actually see the glow from the most priceless treasure of all - the Hidden Pyramid! That's when they hit me from behind. Spelunkers. It was a chance. So now, all I have is a sharp eye, friend. Because now I'm there unsuspecting Spelunker."

"Just waiting..."

- 6 levels of increasing challenge
- Intricate subterranean caverns
- Realistic sound effects



Joystick required
AS 12004

Broderbund™

SPELUNKER

AS 12004

SPELUNKER™

from Broderbund



Broderbund™

Fast Load
Chrome Tape

An action/strategy
program for the
COMMODORE 64
U.S. Top 20 HIT

ariolasoft

SPELUNKER™

To start

Turn on your computer. Insert cassette into cassette player. Press Shift and Run/Stop together. Press Play on tape. At 'found' press SPACE BAR. Your screen will remain blank during loading. Plug your joystick into Port 2.

To leave demo

Press the joystick button to start game action.

Player Controls

Player moves up/down/left/right according to joystick movements. Press the button to jump in the direction the player is facing.

The Game

Treasures of inestimable worth await you in a chamber deep within the earth. Between you and the treasure are traps and barriers, restless ghosts of Spelunkers who lost their way, and countless other dangers.

You begin the game with five lives. The cavern is 6 levels deep; each level offers new and unique challenges. After completing a level, you receive bonus points and earn an extra life. The deeper the level, the higher the bonus points.

To help you along the way

The Elevator provides your entry into the cavern. You begin the game inside the Elevator. Use your joystick to move it up or down.

Ropes and Ladders were left by Spelunkers who went before you. They'll be handy once you get the knack of jumping onto them. Use your joystick to move up or down.

Batteries must be collected along the way to recharge the energy pack that powers your Phantom Blaster. The Battery Charge is displayed at the bottom of the screen. Recharge often, as you will lose a life if your Battery Charge ever reaches zero.

Dynamite can be collected and used to clear away fallen volcanic rocks that block your path. The Dynamite you are carrying will also be displayed at the bottom of the screen. Press the "D" key to drop a lit Dynamite charge. Put the Dynamite right next to the pile of rocks and make sure to be far away when it blows!

Keys must be used to unlock the massive doors that divide the cavern. There are two kinds of Keys to fit two kinds of doors. The Keys that you collect will be displayed at the bottom of the screen.

Various Treasures await your discovery along the way. These riches range from mining equipment to ancient artefacts and even magic dust which may renew your life or transform itself into Dynamite or a Flare. The rarer the Treasure, the more points will be awarded.

To further increase the challenge

Restless Ghosts of spelunkers who have previously searched, but failed, now roam the cavern. They are the most deadly opponents. Ghosts can be blown away with your portable Phantom Blaster. Press the SPACE BAR to turn on your Phantom Blaster, but wait until the Ghost is close enough. Use this power wisely, as it quickly depletes the Battery Charge.

Bats inhabit many parts of the cavern and are very protective of their domain. Fortunately, they are at home only in the dark and fly away from bright lights.

Flares, which can be picked up and saved for use, are available throughout the cavern. The Flares you have in your possession are displayed at the bottom of the screen. Press the "F" key to send up a Flare.

Volcanic Vents and Fire Pits are everywhere. They pour out steam that can cost you a life, so watch your step.

Special keys

Make sure the shift lock is off.

Press the RUN/STOP key to stop the game action. Press it a second time to restart the game from the same position.

Press the RESTORE key to start the game again from the beginning. Press D to drop dynamite. Press F to send up a flare. Press SPACE BAR to use Phantom Blaster.

Scoring

Batteries - 750 points
Dynamite and Flares - 1,005
Keys - 3,000
Magic Dust - 3,510
Miscellaneous Treasures - 750-3,825
Bonus Points For Completing a Level - 10,000 points multiplied by the number of the level completed.

If your score is one of the top four, a high score screen will appear. Use your joystick to move through the letters of the alphabet and your joystick button to select your initials. If you make an error, use the back arrow and press your joystick button to remove the error.



ENERGY



DYNAMITE



FLARE



KEYS



MAGIC DUST

PLUS OTHER TREASURES