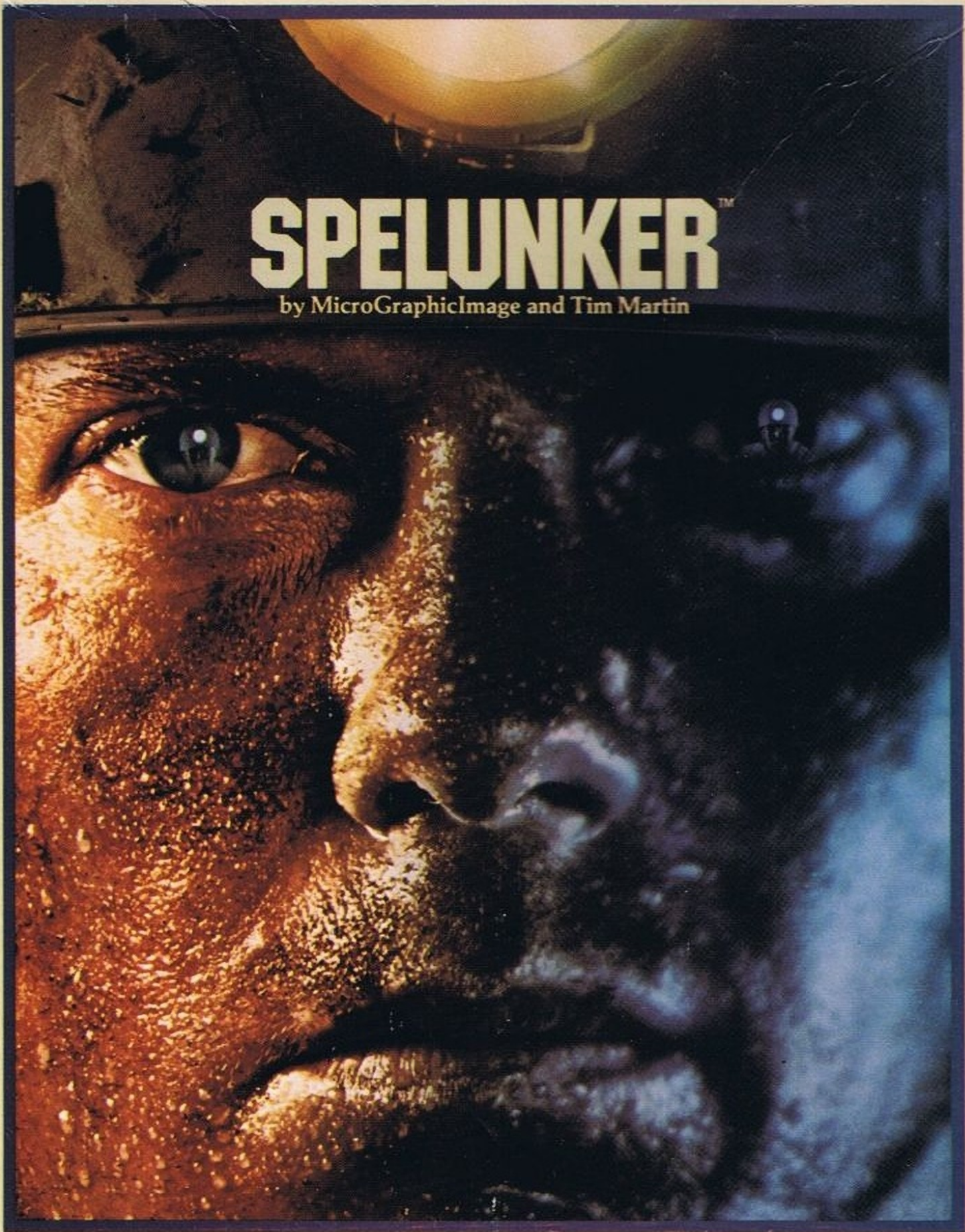




SPELUNKER™

by MicroGraphicImage and Tim Martin

COMMODORE 64

Disk • 1 Player

Joystick

SPELUNKER



Broderbund™

SPELUNKER™

by MicroGraphicImage
and Tim Martin

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

"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 steam can cook you like a 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 rock piles that sealed off 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 artifacts 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. Spooks! The Spirits of old Spelunkers. It was curtains for me—I didn't stand a chance. So now, all I can do is give a warning: Keep a sharp eye, friend, when you're down in that hold. Because now I'm there too. Waiting for some poor unsuspecting Spelunker.

"Just waiting..."

