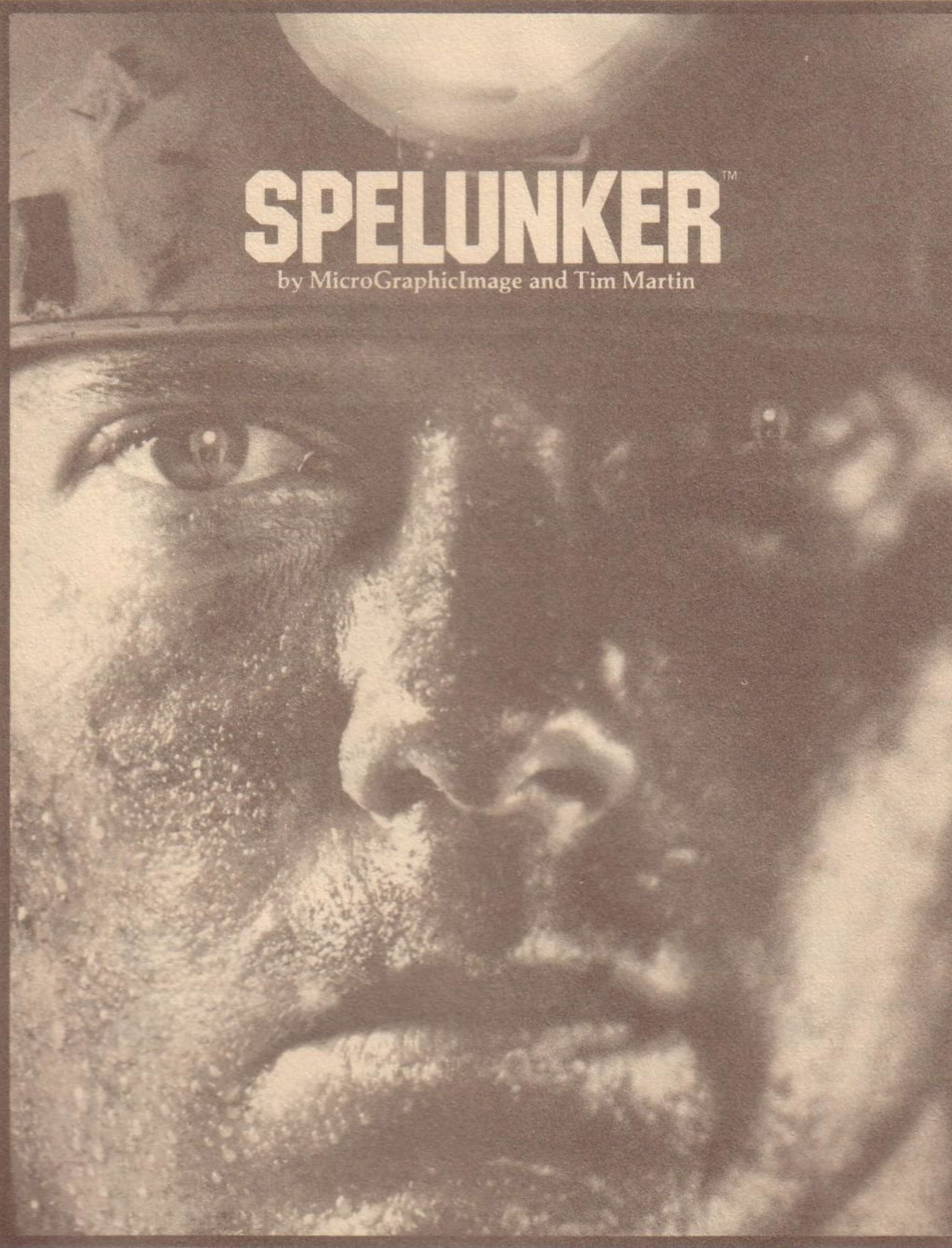




SPELUNKER™

by MicroGraphicImage and Tim Martin

INSTRUCTIONS

For the Commodore 64

GETTING STARTED

Turn on your disk drive and then your computer. After the disk drive busy light goes off, insert your disk and close the drive door. Type **LOAD "GAME"**, **8** and press **RETURN**. When your computer responds **READY**, type **RUN** and press **RETURN**. The program will continue to load.

In the final stages of loading (be patient, it takes a minute or more), your disk drive will make mechanical sounds. This is normal.

After loading, a title page sequence will appear on your screen, and you will hear the game's theme song. This will be followed by a screen showing the top four scores. (No scores will appear the first time that you boot the disk.) Immediately thereafter, a demo mode will begin. Press the joystick button to begin the game. (You can skip the demo and high score screen by pressing the joystick button as the title screen comes on and the music begins.)

CONTROLS

You will be using your joystick, in port #2, to move throughout the cavern. Your joystick will move your player up/down/left/right. Press your joystick button to jump in the direction you are pointing the joystick. The use of three special keys ("D" for Dynamite, "F" for Flare and **SPACE BAR** for Phantom Blaster) is described below.

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.

TO HELP YOU ALONG THE WAY

The Elevator provides your entry into the cavern. It is activated the moment you step into it. (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.

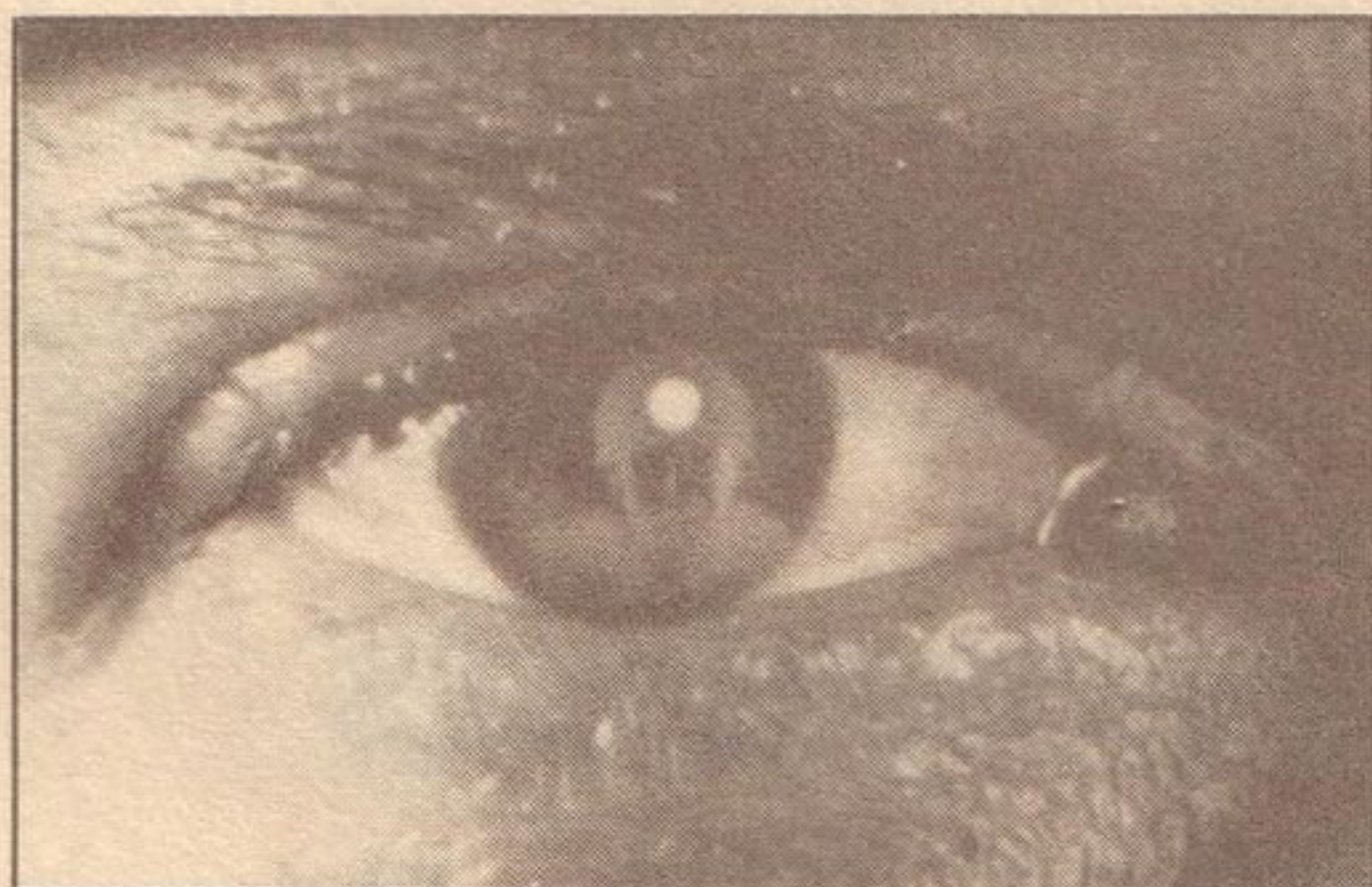
Dynamite can be collected and used to clear away fallen volcanic rocks that block your path. The Dynamite you are carrying will also be displayed at the bottom of the screen. Press the "D" key to drop a lit Dynamite charge. Put the Dynamite

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 artifacts 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.

PLAYER LIVES AND GAME LEVELS

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.

Note: After you complete level three, your computer will automatically load additional information from the game disk. Keep your disk drive turned on.

TAKING A BREAK OR STARTING OVER

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 over from the beginning.

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.

RECORDING HIGH SCORES

If your score at the end of the game 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, move through the letters until you see the back arrow and then press your joystick button to remove the error. After entering your last initial, your high score will be saved to disk and the game will automatically reload.

SPECIAL KEYS

Make sure that shift lock is off.

SPACEBAR - FAN

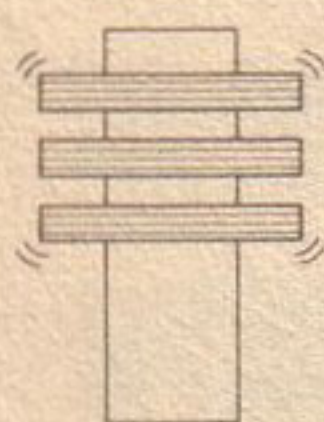
D - DYNAMITE

F - FLARE

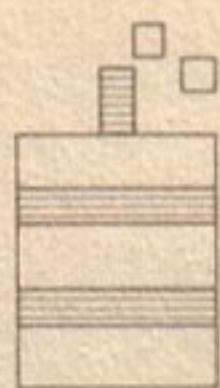
RUN/STOP - STOP ACTION

RESTORE - START OVER

SYMBOLS



ENERGY



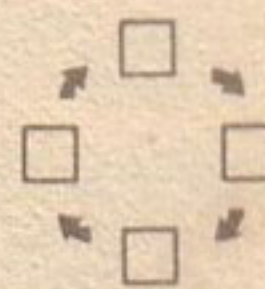
DYNAMITE



FLARE



KEYS



MAGIC DUST

PLUS OTHER TREASURES!



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