



# **SPELUNKER™**

by MicroGraphicImage and Tim Martin

## **INSTRUCTIONS**

*For the Atari Home Computers*

## GETTING STARTED

Turn on your disk drive. After the busy light goes off, insert the game disk and close the disk drive door. Turn on your computer. 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 START key or joystick button to begin the game. (You can skip the demo and high score screen by pressing START or joystick button as the title screen comes on and the music begins.)

## CONTROLS

You will be using your joystick, in port #1, 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 ESCAPE key to stop the game action. Press it a second time to restart the game from the same position.

Press the RESET 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.

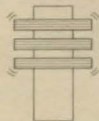
## SPECIAL KEYS

Make sure caps lock is off.

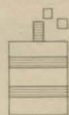
SPACEBAR - FAN      F - FLARE      D - DYNAMITE

ESC - STOP ACTION      RESET — START OVER

## SYMBOLS



ENERGY



DYNAMITE



FLARE



KEYS



MAGIC DUST

PLUS OTHER TREASURES!

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