

SOFTWARE

GAMESTAPE 3

for

16K ZX81

"CATACOMBS"

A Multi-Level

Graphics Adventure.

J.K.GREYE SOFTWARE

16 Park St., Bath, Avon, BA1 2TE

LOADING PROGRAMS:

1. Set Cassette Volume Control to MAX, Tone Control (if applicable) to MAX Treble;
2. Type LOAD "" (NO N/L);
NOTE..2 X shift P NOT shift Q.
3. Set Cassette Player running;
4. Press NEWLINE;
5. Wait till the start of the game program, then adjust the Volume Control until the horizontal black and white stripes are approx. the same width;
6. Stop the Tape Recorder & press BREAK on the ZX81;
7. Rewind the Cassette;
8. Repeat instructions 2, 3 & 4 using the filename "CATACOMBS".
If difficulties are experienced, refer to chapter 16 of the ZX81 Users Manual.

NOTE.....CATACOMBS takes approx. 5 minutes to LOAD & is recorded twice (once each side), on the Cassette.

"CATACOMBS"

You are alone and lost in the CATACOMBS, how much Gold can you find?...and how long can you survive?...before you starve to death or a Monster kills you!

As you explore, a series of Rooms and Passages will unfold before your eyes, and these may contain Food, Gold, Monsters..or Nothing! Occasionally you may even have to Tunnel out of a Room to find more Food or to escape from a Monster that is chasing you.

Strange things can happen,.....but it is up to YOU to discover the Secrets of the CATACOMBS.

Keys 1 to 8 move you in the direction indicated on the keys.

NOTE.....1-4 move you diagonally, direction as shown by the Graphics character on the keys.

Keys 5 to 8 with SHIFT, enable you to TUNNEL.

TACTICAL HINTS

There is always an EXIT on each level;
The Monsters cannot cross the Steps;
You can run away from a losing battle, but the Monsters will chase you;
If your STRENGTH reaches 0 you, re dead, so look for FOOD.

GENERAL NOTES

CATACOMBS will AutoRUN on successful Loading;
ANY KEY means any key EXCEPT BREAK or SHIFT;
If BREAK is pressed, re-start with RUN;
The CATACOMBS are generated Randomly and your ZX81 will take approx. 2 minutes, using FAST mode, to set up a new level;
DO NOT .. DELETE or .. ALTER the REM statements, as the Machine Code Routine uses these to store Variables.

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Under NO circumstances may the WHOLE, or any PART thereof the CATACOMBS Recording or the CATACOMBS program listing be Reproduced.

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