

**Melbourne House**

M

**Gamestape 3**

# **Catacombs**



**For 16K Sinclair ZX81/Timex TS1000**

© J. K. Greye 1981

## "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 one of the many Monsters get you!

As you explore, a series of rooms and passages will unfold before your eyes. 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 its up to you to discover the secrets of the CATACOMBS.

Keys 1-8 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 5-8 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 (hold down the key), but they will chase you;

If your STRENGTH reaches 0 you're dead, so look for FOOD;

Each level can include up to 9 Rooms, 8 Passages, 7 Monsters, Food, Gold, Traps, Phantoms, and Exit and there is an infinite number of levels.

### GENERAL NOTES

LOADING time approximately 5 minutes;

CATACOMBS will AutoRUN on successful Loading;

ANY KEY means any key EXCEPT BREAK or SHIFT;

If BREAK is pressed, re-start with RUN;

Your ZX81 will take approx. 1½ minutes, in FAST mode, to set up each level;

Do NOT Delete or alter any part of the program, as it will crash if you do so.

**MELBOURNE HOUSE**  
SOFTWARE INC

**GAMESTAPE 1**, for 1K .... 10 Games. Probably the best value 1K tape available

"KLINGONS" ..... Wipe out the Enemy fleet, if you can!

"CRASH-LANDING" ..... Can you land the Spacecraft? A Simulation

"SIMON" ..... Match the colours, gets more difficult as you progress

"ARTIST" ..... Highly praised Graphic Designers Aid.

"UFO" ..... Fast & furious Space game, very popular.

"CODE" ..... Can you break the 4 digit code?

"ASTEROIDS" ..... How long can you dodge the Asteroids?

"BOMBER" ..... Dambusters on your ZX81.

"KALEIDESCOPE" ..... A Simulation of the well known toy.

"GUILLOTINE" ..... Find the word before you lose your head.

\*"BREAKOUT" ..... See how much money you can win.

**GAMESTAPE 2**, for 16K ..... 3 Superb games to suit all tastes.

\*"STARFIGHTER" ..... Brilliant Machine Code Space Battle. Your viewscreen shows you deep space, with stars going nova all round you. Can you hit the wildly dodging Enemy craft, the explosions are stunning if you can! Absolutely Superb Graphics.

"PYRAMID" ..... A Game to set you thinking!

The Pharaoh wants you to move the PYRAMID. Sounds easy until you realise you can only move it in stages, and then to only one of 3 bases. If you make one wrong move it will collapse! PYRAMID will keep you going for hours.

"ARTIST" ..... Super-Expanded Graphic Designers Aid.

Unleash your dormant Artistic ability. This program lets you use the screen as a sketchpad, then SAVE your drawings on tape. Incl. 10 Memories (1 screen each), 8 Directions, RUB OUT, MOVE, SAVE, COPY, CLS, etc.

**GAMESTAPE 3**, for 16K ..... A Game to keep you enthralled for weeks.

\*"CATACOMBS" ..... The Ultimate Multi Level Graphics Adventure.

You are alone and lost in the CATACOMBS, how much Gold can you find? How long can you survive before you starve to death or one of the many Monsters gets you! Each Level can include up to 9 Rooms, 8 Passages, 7 Monsters, Phantoms, Traps, Food, Gold, an Exit (to the next level) and there's an infinite number of levels!

This is one Adventure you won't get bored with!

**GAMESTAPE 4**, for 16K .... The Game to top all others!

\*"3D MONSTER MAZE" ..... Absolutely Fantastic 3D Graphics.

Can you find your way through the Maze? The Exit is there somewhere, but then so is a T REX and its after you!

You can use the cursor keys to move through the Maze, which is shown as you would see it in reality, complete with side passages, all in 3D! The T.REX will actually run toward you in full perspective, you have to see it to believe it! And its all in super fast Machine Code

**GAMESTAPE 5**, for 16K ..... The Ultimate Space Game.

\*"3D ORBITER" ..... Super Fast Machine Code 3D Version of the Arcade Favorite.

You have to save your home planet from the marauding Alien Spacecraft. This is all in 3D, your viewscreen shows you the view out your fighters cockpit window. The back ground moves when you turn, or fly up or down, just as if you were really flying it! But then YOU ARE! The Enemy craft will actually zoom towards you and shoot you, if you let them! A game not to be missed!

**GAMES MARKED \* INCL. MACHINE CODE**

Orders to: Melbourne House Software Inc., Dept. CS, 347 Reedwood Drive, Nashville, TN 37217.

**Gamestape 1: 13941** 1K 11 Programs \$14.95

**Gamestape 2: 13942** 16K 3 Games \$14.95

**Gamestape 3: 13943** 16K Catacombs Adventure \$14.95

**Gamestape 4: 13944** 16K 3D Monster Maze \$14.95

**Gamestape 5: 13945** 16K 3D Orbiter \$14.95

Please add \$2 per order for shipping, foreign orders add \$6.

Residents of AR, CA, KY, MD, NC, TN, please add applicable sales taxes. Visa, Mastercard accepted - write in with card number and expiration date or order by phone: (615) 3613738.

**Gamestape**

# Catacombs

**3**



Melbourne House's **Gamestape 3** for 16K TS1000/ZX81 is a multi-level graphics adventure that is not limited in its scope: Each level can contain up to 9 rooms, 8 passages, as well as monsters, food, gold, traps, phantoms . . . "An excellent addictive game which will keep you amused for hours" - **Computer & Video Games**