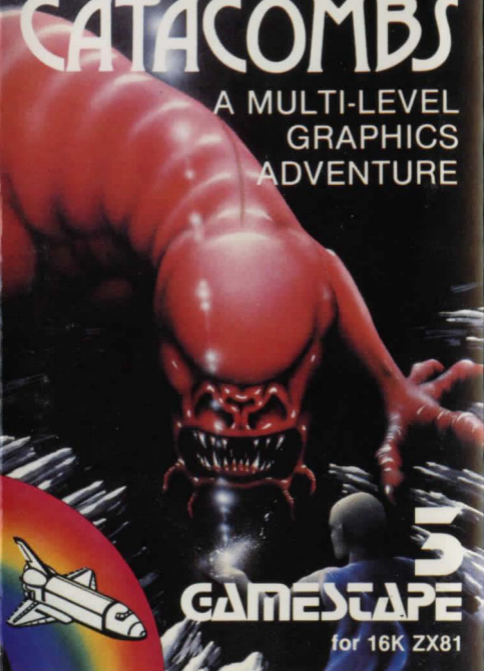


J.K. GREYE ENTERPRISES LTD.

# CATACOMBS

A MULTI-LEVEL  
GRAPHICS  
ADVENTURE



5  
GAMESCAPE

for 16K ZX81

**Refer to ZX81 Manual Chapter 16 for LOADING instructions.**

**Each program 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 one of the many Monsters gets 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, an 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.

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**Artwork: Rob Norman**

**CATACOMBS**

**GT3**

**U1**

**16K**

**ZX81**