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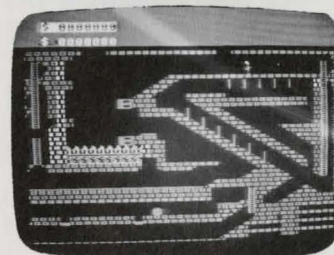
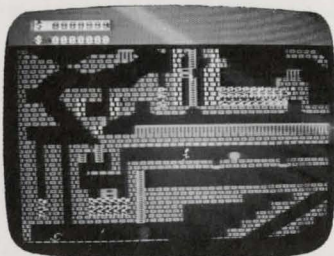
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COSMI 904 Silverspur Road, Suite 402, Rolling Hills Estates, California 90274

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INSTRUCTIONS



Caverns of Khafka

by Robert T. Bonifacio

OVERVIEW

Search for the fabled treasure of the Pharaoh Khafka. Deep inside the caverns of the tomb lurk untold dangers and challenges barring your path to all the riches of the lower kingdom. Find ways to unlock passages darkened for centuries; elude deadly crawling bats; avoid poisonous underground pools of acid; dodge boulders rolling through the Grand Gallery and, finally, reach the Kings Chamber where the wealth of centuries awaits.

But wait . . . more caverns lie beyond, more treasure, more challenges, more risks. Climb ladders into ascending corridors, duck under and leap over obstacles, but watch out for the moving walls and platforms. Caverns of Khafka is full of adventure and excitement with a never ending variety of challenges requiring strategy, planning, logic and quick reflexes. Definitely not for the "faint hearted."

SYSTEM REQUIREMENTS

- 1.) The Caverns of Khafka cassette or diskette.
- 2.) Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ computer.
- 3.) Atari® 410/1010™ cassette program recorder or Atari® 810/1050™ disk drive.
- 4.) One joystick controller.

LOADING THE PROGRAM

CAVERNS OF KHAFKA is a machine language game program and therefore does not use a BASIC cartridge. It is designed in 16K RAM and is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the cassette recorder to the PERIPHERAL jack of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
- 4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.

- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box.

DISKETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the disk drive to the PERIPHERAL jack of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.
- 4.) Turn on the computer. The program will automatically load and run in a few seconds.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of CAVERNS OF KHAFKA that you start with the computer turned "off" and with no program cartridges in the computer cartridge slots (left or right).

USING THE JOYSTICK CONTROLLER

Walking: The man will walk to the left if the joystick is pushed to the left. The man will walk to the right if the joystick is pushed to the right.

Ducking down: The man will duck down to allow you to dodge boulders, poisonous darts, cavern walls and bats. To duck down, pull the joystick back or away from the TV set. The man will only stay in a ducking position if the stick is pulled

back. The man will stand up automatically if the stick is pushed in any other direction. If you pull down at an angle in the direction the man is facing (135° or 225°), the man will jump while in a ducking position when the button is pushed.

Jumping: The man will jump straight up if the joystick button is pressed and the joystick is not pushed in any direction. The man will walk and jump to the right if the joystick is pushed to the right and then the joystick button is pressed. The man will walk and jump to the left if the button is pressed while the joystick is pushed to the left. If you push the joystick handle up at an angle in the direction the man is facing (45° to 315°), the man will jump from a stationary standing position when the button is pushed. (This is especially important when attempting to leap into small crevices or over bubbling acid. Walk your man to the appropriate position, stop, and then jump by placing the joystick at the necessary angle and then pressing the joystick button).

PLAYING CAVERNS OF KHAFKA FOR THE FIRST TIME

After CAVERNS OF KHAFKA has loaded in, you will see the title of the game. To play the game, press the START button. NOTE – the GAME OVER words will appear slightly to the right of the center of the screen when the game is over. Also, the game will switch back and forth from the title screen to the playfield if the game is over.

Your man will appear near the top left area of the screen. You may now move right, left or jump through the hole above you. (HINT: The first time you play CAVERNS OF KHAFKA it is worthwhile to jump through the hole and begin walking to the right. As the screen begins scrolling, you will be able to see the treasures and caves of the upper level; however, the lower level will still remain hidden from view. You will notice that in addition to the first hole there are two other holes with ladders which will lead you down to treasures. These holes and ladders may only be entered when properly aligned so that they are not covered by the printed words at the top of the screen.)

Obstacles: The obstacles in the game are: **Green walls** – hitting your man's head on the green walls will cause 10 bonus points to be subtracted from your bonus. The man cannot walk through or jump through the green walls at any time.

Blue walls – these walls will cause the man to face in the opposite direction if the man walks into these walls. Also, the man will die if he jumps into these walls. However, if the blue walls turn white, the man can then jump through these walls without any harm, but beware that several jumps may be necessary to completely go through the walls.

Ladders – If the man gets on a ladder, he may go up, down, left and right by moving the stick in the direction he wishes to go. NOTE: You cannot jump off of a ladder or duck down on one. In stages 2-4 the long double ladder contains a "Ladder Monster" which moves up and down and will destroy you. You must hide on the adjacent ledges when he passes by.

Acid pits – These pits are orange-red and will kill the man if the man's head touches the acid or the bubbling acid that appears on certain acid pits. His body is protected by an acid resistant suit.

Orange walls – are deadly if the man hits his head on them.

Moving floors – There are two types of moving floors. Floors that move up and down and floors that move left and right. Note that floors moving left and right can and will slip out from under the man's feet so watch out!

Boulder – The boulder in one of the Grand galleries will kill the man if it runs over him. The only way to avoid the boulder is to run to one of the two small pits in the ground and duck down when the boulder rolls over.

Boat – The boat that goes back and forth over the acid grotto is used by walking on the boat and then walking with the boat in the direction the boat is moving. Not moving while on the boat will cause the boat to slip out from under the man and he will fall into the acid and die.

Bats – There are two types of bats. Blue bats which only appear on level 2 cannot kill the man but they can block the man while he walks past. To get past a blue bat you must either jump or duck while moving in the direction you wish to go. Be careful of bats near up-down moving floors and acid pits. Red bats appear in levels 3 and 4. These bats will kill your man if they touch his head but will not pre-

sent a problem as far as moving your man past them. All bats can be killed if the blue walls are white which occurs for a short period of time whenever you have gotten ten treasures. You receive 2,000 points for each bat you destroy.

Darts – There are darts at the higher levels that move across the screen horizontally. These darts will kill your man if they hit any part of the man's body except if the blue walls are white.

Treasures – Treasures are what your man tries to get in the cave. To pick up a treasure just get your man over the treasure and then that treasure will disappear. Every time you get a treasure you will receive the amount of bonus points remaining on the counter and the bonus will be reset to whatever level you are playing.

Scoring of treasures: 200 points for a key, 300 points for a skull, 400 points for a lizard head, 500 points for a snake.

Bonus scores are as follows: 2,000 points for level 1; 5,000 points for level 2; 10,000 points for level 3; and 30,000 points for level 4. You collect the bonus every time you get a treasure. If the bonus counts down to zero, you will lose one man. When the bonus gets lower than 100, the top of the screen will turn red.

Invincibility time – Each time you collect ten treasures, you will receive a short period during which you are invincible to the caverns dangers. The screen color will change, the blue walls will turn white (which allows you to pass through) and you will be able to destroy the blue and deadly red bats. Use this time judiciously and rid the caverns of as many bats as possible, but beware if you are in a fatal area when your time is up, you will be destroyed!

The screen area: The high-score appears in the upper left corner of the screen in black on white numbers. The regular player's score appears right below the high score. The number of players that you have appears next to the word LOSE. The bonus is next to the word BONUS. The number of treasures that you have to get is next to the word GET. Remember, for every 10 treasures that you get, you will receive some free time to be invincible to all acid pits, darts, boulders and you can also kill the bats in the cave. The Stage or level that you are at is right after the

word STAGE. There are 4 stages of Caverns of Khafka. When you complete one Stage, you will be awarded 2 extra players and then you will go up to the next Stage.

Free Player — A free player is awarded for every 20 treasures that you get in each level and up to 9 players can be collected in a game.

Hints – There are various spots in the cave that are secret passages that can be passed through if you duck down in the right spot. These are usually near up-down blocks. The man can also climb UP certain pits if he ducks down with his back to a wall and presses the jump button. Time the tenth treasure that you get so that you are near some bats so that you can use the full time of invulnerability to kill as many bats as possible.

STAGES

STAGE 1 – This is the easiest Stage. You must only get 40 treasures and the bonus starts at 2,000 points. There are no bats or darts or ladder monsters at this level.

STAGE 2 – This stage has deadly darts, Blue bats, and a ladder monster. You must get 60 treasures and the Bonus starts at 5,000 points.

STAGE 3 – This stage has deadly darts, Red killer bats and the ladder monster. You must get 70 treasures and the Bonus starts at 10,000 points.

STAGE 4 – This stage is the hardest for it has every type of danger possible plus darkness has set in on the cave and you can no longer see the green bricks. You must find your way through the cave by looking at ladders, acid pits, waves in the grotto for the boat, blue dots for the pits in the boulder area and bubbling acid for the way the up-down blocks are moving. You must get 80 treasures and the Bonus starts at a hefty 30,000 points.

COMPUTER KEYS

Function keys – The START key will start the game at whatever level you left off during or after a game is over. It will also go to the game screen if the title page is displaying. The title page will automatically cycle through if an ended game is

left on for a while. The SELECT key will end a game if it is pressed. this allows one to view portions of the screen for a longer time by moving your man to the spot you wish to look at and then pressing SELECT. The OPTION button, when pressed, will RESTART the game at STAGE 1.

The SYSTEM RESET key will show the title page if it is pressed. However, the SYSTEM RESET should not be pressed if your compter has only 16K of RAM.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check to make certain there are **no cartridges** in the computer cartridge slots (including the BASIC cartridge or any other program or game cartridges).
- 2.) Check your equipment carefully to be sure that all cables and connections are correct and tightly inserted to load again. On the cassette version a duplicate copy of the game is recorded on side 2. (The side without a label.) Turn the cassette over to side 2, rewind to the beginning and attempt to load again.
- 3.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
- 4.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 5.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 6.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 7.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the program or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – Robert T. Bonifacio

Robert's latest game is truly amazing! Most experts who have reviewed the game cannot believe that he has compacted so much action, animation, color, sound and scrolling screen size into a 16K RAM PROGRAM. Bob is used to amazing his contemporaries with his programming skill as he has already proven with his award winning AZTEC CHALLENGE and current "hit" THE E FACTOR. So far he has scored over 8,000,000 points on CAVERNS OF KHAFKA.

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