COMMODORE® 64/128™

Caverns of Khafka

Search for the fabled treasure of the Pharoah Khafka. Deep inside the caverns of the tomb lurk untold dangers and challenges barring your path to all the riches of the lower kingdon. Unlock passages darkened for centuries; elude deadly crawling insects; avoid poisonous underground pools of acid, dodge falling boulders and reach the King's Chamber.

CELERY SOFTWARE
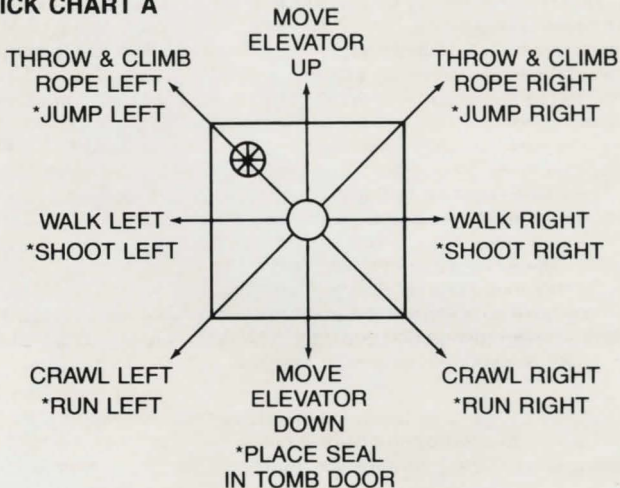
CAVERNS OF KHAFKA
CCP-004

LOADING:

Type: LOAD "CK", 8 and press RETURN key.
After READY reappears, type: RUN and press RETURN.

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO. 2. (The Joystick will not function in CONTROL PORT NO. 1). Hold the Joystick with the red fire button in the upper left corner facing the TV. The Joystick controls 13 separate functions depending upon whether or not the "fire button" is depressed. Learn these variations well!

JOYSTICK CHART A

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                        MOVE
                      ELEVATOR
   THROW & CLIMB         UP        THROW & CLIMB
   ROPE LEFT                        ROPE RIGHT
   *JUMP LEFT                       *JUMP RIGHT

          ⊛

   WALK LEFT ←      ○      → WALK RIGHT
   *SHOOT LEFT              *SHOOT RIGHT

   CRAWL LEFT      MOVE       CRAWL RIGHT
   *RUN LEFT     ELEVATOR     *RUN RIGHT
                  DOWN
               *PLACE SEAL
              IN TOMB DOOR
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When using the joystick in any operation the stick must be held in position until you wish to stop, or until the move is completed. The asterisks (*) on the chart above indicate the function performed by the joystick when the "fire button" is depressed.

PLAYING CAVERNS OF KHAFKA FOR THE FIRST TIME

You receive five players (tombstones at the top level will keep track of the number of lives you have lost) and your objective is to find the five sacred seals to the template on the door of the temple of the Pharoah Khafka, and upon placing them all into positon, enter the tomb and recover the fabled treasure.

You have many abilities (see Joystick Chart A) and should practice these while at the top of the caverns. When you are ready, walk right and hop aboard the rickety ancient elevator to begin your descent. You may disembark anywhere you like to go exploring for the glistening gold seals. Watch out for all the obstacles that may interrupt your journey. (See Menaces and Hazards.) As you search the murky labyrinth, listen for the siren-like music of lost spirits that will help lead you to the glistening seals (tablets). The seals are acquired merely by passing over them, which sometimes is quite difficult! If low, crawl to it (watch your head), if higher up you can jump for it or, with skill, catch it by throwing your rope. (See Chart A.) Once you have collected a seal you will receive a random period of time during which you are invulnerable. Use this "immortal time" expediently! Carry the seal to the very bottom of the caverns, and to the left of the elevator you will find the octagonal template between the two giant temple guards. Avoid the bubbling pools of acid magma and stand directly before the template, pull back on the joystick and press the red "fire" button. If you are properly centered in front of the template, the seal will automatically locate itself. Since your invulnerability is now definitely gone, you must hurry to find the next four seals. Remember, the elevator operates at all times, whether or not it is on the screen. You may "summon it" by using the joystick.

After all five sacred seals are placed in the template, a trap door in the temple will open and you will fall through the Grand Gallery to the Kings Chamber and the tomb of Pharoah Khafka. Once there, the immortal spirit guards of the tomb will fly out of the pharoahs sarcophagus to destroy you. If you can avoid the guards and touch the forehead of the Sphinx, you will claim the treasure of centuries. But, if the guards touch you five times, Khafka has you for lunch! The number of drachmas of gold you receive for successfully completing your quest depends upon the level you are playing, as well as the number of players you lost in the caverns and Kings Chamber. Scoring is accumulative, so continue as long you dare!

HINTS:

1.) If you bump your head, fall, or get hit by creatures, you will fall over and lay there until you move the joystick. Get up carefully if you are near solid rock, crawling if necessary until you reach a clearing.

2.) Should you fall over the side into a section of rock, you may climb out by using your rope. Any other maneuver will only knock you down again.

3.) Bats and scarabs can be shot, but your gun fires only straight left or right.

4.) Bats, scarabs, rolling boulders, fire fountains, and bumping your head must be done six times accumulatively before being fatal. Falling great distances, being hit directly by falling rocks or stumbling into magma and acid pits is instant death.

5.) In order to climb the rope, you must **continue** to hold the joystick in the diagonal position.

IMPORTANT NOTES:

1.) If you wish to pause the game during play, press the RUN-STOP key. Press again to re-start.

2.) Should you become trapped in an inescapable situation, press the RUN-STOP key and RESTORE key at the same time. The monitor will say "READY." Type SYS 4096, press the RETURN key and game will automatically reset.