

SPELUNKER™



**COLLECTOR
VISION
Games**

Guide No. 099245

CARTRIDGE
INSTRUCTIONS

Thank you for selecting the Spelunker game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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WARNING FROM BEYOND THE GRAVE

As far back as I can remember, I was born to explore caves. This is probably the same with all cavers. The prickling in the tummy, even already when you see a cleavage in the rock, can be enormous and if you also have the suspicion that maybe, as in this cave, there could be treasures hidden, one cannot hold oneself back any longer.

But be warned, this cave is different from all the others, it has the reputation to devour spelunkers.

At first, it is so dark that you cannot see your own hand in front of you, and it is hot, because steam is shooting out of every crack in the volcanic rock. This steam cooks you in 10 seconds, then you look like a lobster. And then those bats, really disgusting creatures, they eat you neck and crop and can only be chased away with flares. Then you also need dynamite to bomb away the boulders that block the main shaft again and again. And I tell you, if you do not pay attention, you can sweep yourself away.

That this has happened to many before can be seen by the ropes that hang around everywhere, by the ladders that were attached and the rails. The stuff is helpful until you reach the underground waterfalls. There you need to use a barrel to go on. What a lunacy, I tell you!! I will never forget that.

Deep in the main shaft there are artifacts and treasures, but most important are the keys, without them you cannot proceed. If I had found none, it probably would have been better for me...

Then everything happened so fast... I saw the gleam of the fathomless treasure, I had found it, the hidden pyramid!! Then I felt a hit from behind, the ghosts of cavers that have lost their lives here!! This was it, I had no chance anymore.

And thus I can only warn you, keep an alert eye and a keen mind, because I am now also down here. Forever!! I am now one of them. And I also wait for only one of your mistakes...

GAME SETUP

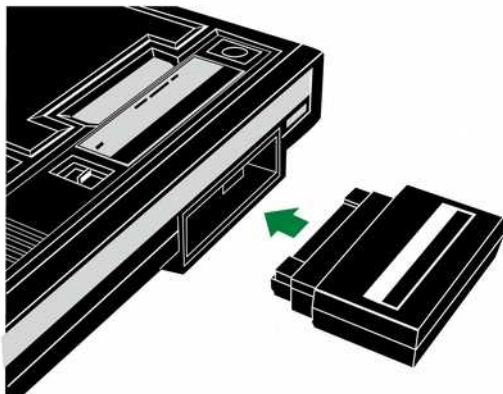
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with the Spelunker game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

This is a game for one player only, so plug a compatible hand controller into joystick port #1 (you can also play the game via joystick port #2). Any compatible controller should normally function with Spelunker, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play.

Insert the Spelunker game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

At the title screen, press either trigger button to start the game.

During the game, move the joystick left and right to make your spelunker walk in either direction. While your spelunker is standing on an elevator pad, you can move the pad up or down with the joystick. Likewise, while he is riding a mine cart or a water barrel, you can move it left and right using the joystick.

Press the left trigger button to jump straight up. To leap forward to the left or to the right, move the joystick in either direction while initiating a jump.

If your spelunker touches a rope or ladder, he will grab onto it automatically. While you are clinging to a rope or ladder, press the joystick up to climb, or press the joystick down to descend.

To disembark sideways from a rope, tap the joystick left or right (there is no need to press the left trigger button to jump) and your spelunker will jump off the rope in the given direction. **To disembark sideways from a ladder**, you must press the jump button while tapping the joystick left or right, or else you can fall off the ladder (which usually means dying needlessly).

Press the right trigger button to use your trusty Phantom Blaster. You will not be able to walk or jump while the Phantom Blaster is active.

If you hold the joystick up while pressing the right trigger button, you will fire a flare upward, but only if you currently have at least one flare in your inventory.

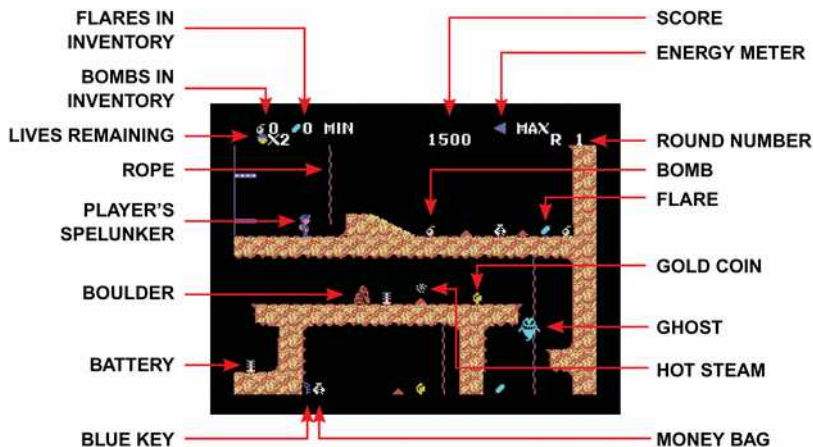
If you press down on the joystick while pressing the right trigger button, you will deposit a bomb on the ground, but only if you currently have at least one bomb in your inventory.

Note that you cannot use your Phantom Blaster, flares or bombs while you are jumping, or while standing on certain types of terrain.

Press the [*****] key on the numeric keypad to pause the game at any time. Press the [*****] key again to resume play. This works on both controllers. Note that the music will keep playing while the game is paused.

HOW TO PLAY

Treasures of inestimable worth await you in a chamber deep within the earth. Between you and the treasure are traps and barriers, restless ghosts of spelunkers who lost their way, and countless other dangers.



Along the way, you must find and collect items that will keep you going, and you can also collect treasure such as money bags and gold coins. You score points by picking up items and treasures (by simply walking over them) and by getting rid of ghosts and bats that get in your way periodically.

The cave you are exploring is divided into 4 main areas. At the end of each area is a checkpoint hidden away behind locked doors. When you unlock a checkpoint, you'll earn bonus points, and extra life and a full refill of your energy meter. The path to the next area will then open up before you.

The checkpoint of the last area is actually the chamber of treasures which you are seeking. If you manage to reach it, you will earn bonus points, and then you will start over from the beginning for another round of play (the round number at the top right corner of the screen will be incremented by one).

ITEMS TO FIND IN THE CAVE



RED AND BLUE KEYS: These are the most important items in the game. They are used to unlock the massive red and blue doors that block your path to the lower levels of the cave. Finding these keys will be your primary reason for exploring every nook and cranny of the caves. Once you have a key in your inventory, you can remove a locked door which is the same color as the key by simply touching the door.



BOMBS: These are used to remove large boulders. Place a bomb at the base of a boulder, then run away as quickly as you can to escape the blast radius of the bomb.



FLARES: Used to scare off bats. See page 9 for more details. If you value the life of your spelunker, steer clear of a flare's falling light!



MIRACLE STARS: When you pick this up, you earn bonus points, and one random item is added to your inventory, such as a bomb, a flare or an extra life. You could also receive a full refill of your energy meter.



MONEY BAG: Earn points from picking up this treasure.



GOLD COIN: Earn points from picking up this treasure.



BATTERY: Recharges your energy meter.

Aside from the items listed above, there are other secret items to find in the game. They remain invisible until you walk over (or jump straight up in) specific locations within the cave. When you find such a location and trigger it, the secret item that will appear nearby will be chosen at random. The secret item can be an extra life, a multiplier that doubles earned points, shoes that make you run faster, or a special miracle that makes you invulnerable to ghosts. Aside from the extra life, all these secret items last only for a short time, so make good use of them while you can.

SO MANY WAYS TO DIE

Your spelunker is not a very sturdy fellow. If he falls from even slightly too high, you will lose him. He will also die if he falls into a hole, if he touches hot steam, if he is touched by a ghost or a bat (or a bat's gruesome droppings) or if he hits his head on a cave ceiling while jumping off a rope or ladder.

You can also lose a spelunker if the energy meter at the top of the screen drops down to zero, or if your spelunker drops a bomb and is standing too close to the blast when the bomb explodes. You will discover several other ways to lose spelunkers as you travel further down into the caves.

You start the game with 3 spelunkers. The first one stands on the elevator near the entrance of the cave, while the two others are kept in reserve. When you lose a spelunker, you will restart with the next spelunker near the location where the previous one died.

When all your spelunkers have been lost, your final score will be displayed along with the recorded high score, and then you will be returned to the game's title screen automatically.

SO MANY WAYS TO DIE (continued)

TERRAIN HAZARDS

Watch out for the hot steam that comes out of volcanic rocks. Jump carefully over holes, and also steer clear of water, as your spelunker cannot swim.

THE PESKY GHOSTS

When you hear the music change to an ominous tune, look out for a ghost that will appear and home in on your spelunker's position. One touch of a ghost and you can kiss your spelunker good bye!

Thankfully, you can get rid of ghosts by using your trusty Phantom Blaster. Just stand still and press the right trigger button to activate it. The range of the Phantom Blaster is limited, so wait until a ghost is close enough.

The Phantom Blaster uses energy which is measured by a meter at the top of the screen. The energy drains away slowly even when you are not using the Phantom Blaster, and if the energy drops down to zero, your spelunker will die of despair! Look for batteries in the caves to replenish your energy meter! Note that your energy meter is replenished each time you lose a spelunker.

THE BATS

Bats hover around their designated territory and defend it by releasing toxic droppings that will kill a spelunker on contact. Of course, touching a bat itself is also deadly.

You can scare away a bat temporarily by firing a flare upward. However, the bat will return as soon as the light of the flare goes out, so get on with your business as quickly as you can!

SCORING

Picking up a battery	100 points
Picking up a flare	300 points
Picking up a bomb	500 points
Picking up a money bag	500 points
Picking up a gold coin	1000 points
Picking up a miracle star	100 to 1000 points
Picking up a blue key	1000 points
Picking up a red key	2000 points
Blasting a ghost	2000 points
Scaring a bat away with a flare	1000 points
Reaching the chamber of treasures	50000 points

When you pass a checkpoint, you get 20 bonus points for each energy unit left in your energy meter. You will then be rewarded with a full refill of energy and an extra life.

TIPS AND HINTS

Flares will not explode if they hit a ceiling before they can detonate.

To step into a mine cart or a water barrel, simply walk into it. Attempting to jump or fall into these objects can produce bad results.

Ghosts are afraid of bats, so you will never see a ghost and a bat together on the screen.

Once you reach round 2 and above, the game will be slightly more difficult. Ghosts will appear more frequently, and keys will be invisible!

TEAM PARTICIPANTS

- Mystery Man : Software programming and beta-testing
- Luc Miron : Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Troy Whelan : Software beta-testing
- Dale Crum / Doc4 : Game manual layout (<http://doc4design.com>)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Reinhard Traunmüller, Dan Michaels, Christian Martin, Kendal Mertens, Jim Notini, Albert Yarusso, and all AtariAge forum members.

Team
Pixelboy
COLLECTION

by

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