

- To turn the explorer at the end of a corridor, make him run to the end, then give a "LEFT" or "RIGHT" command.
- To turn the explorer left or right *before* the end of a corridor, use that direction command when the figure appears to be next to a wall before he reaches the end. The side passageways are travelled only by the monsters. If the explorer cannot turn at that point, he will not obey your command.
- LEFT and RIGHT commands just make the explorer turn in the new directions, walk a few paces, then stop. To continue in the new direction, use an "UP" command after the scene changes.
- You lose an explorer if:
 - He runs out of air.
 - He runs out of time.
 - A monster sneaks up and attacks him from the rear or side, or if you don't shoot a monster approaching from ahead.
- If you have any reserve explorers remaining, he will appear after a brief delay with a full air supply, and you'll get a short look at the map.
- When your explorer reaches the escape door the secret number needed to open the door appears. Even if you haven't gotten all the numbers, you may have the one you need. Otherwise, your explorer will have to keep on moving until he finds the right key.
- When the explorer has the right number the escape door will open automatically and you'll get bonus points added to your score. Then you'll start again in another cave. Keep going as long as you have any explorers left!

SCORING

Each secret number (key) found 100 points
 Each monster destroyed 500 points
 Each successful escape 3,000 points
PLUS 10 points for each unit of time remaining!

TO PLAY AGAIN

- When every player has lost all explorers, wait to see:
GAME — OVER
RT — KEY
- Press **[RT]**, then wait to see a picture of a map. Then the computer will ask for the number of players in the next game. Press **[1]** or **[2]**, then pick a skill level. Wait for the new cave map to appear and try to remember as many details as you can before moving your explorer. Try to beat the HI SCORE!

90 DAY LIMITED WARRANTY

Tomy warrants to the original consumer purchaser of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with the proof of the date of purchase to either the retail store where purchased or, postage prepaid to:

**Tomy Corp., Home Computer Division, Repair Center
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**TOMY
 TUTOR™**

HOW TO PLAY CAVE CRAWLERS™



OBJECT OF THE GAME

Direct your cave explorer to find the secret number that will open the escape door. Shoot attacking monsters along the way, and reach new air supplies when needed. Go to transfer points to move the explorer to different places in the cave. Check the cave map when you need to, but try to remember the best routes as much as you can! You must get from the top left corner to the bottom right corner of the cave.

GET READY

Be sure your computer is hooked up correctly. See your owner's manual for details.

- Insert **CAVE CRAWLERS** game cartridge *before* you turn the computer on. Make sure the label is facing you.
- Turn the computer and TV set on.
- When color bars appear, press any key. Then press $\downarrow$ twice, to make the finger point at "CARTRIDGE."
- Press $\square$.

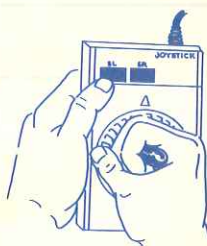
HOW TO START

- Press $\square$ or $\square$ on the keyboard to set number of players.
- Press $\square$ or $\square$ on the left controller to set the skill level.
 - $\square$ is for the "Amateur" (easy) game.
 - $\square$ is for the "Pro" (hard) game.
- Wait for the new cave map to show you where everything is located, then start moving your explorer.
 - In 1-player games, use the *left* controller.
 - In 2-player games, the player with the *left* controller has the first turn.

HOW TO USE THE CONTROLLERS



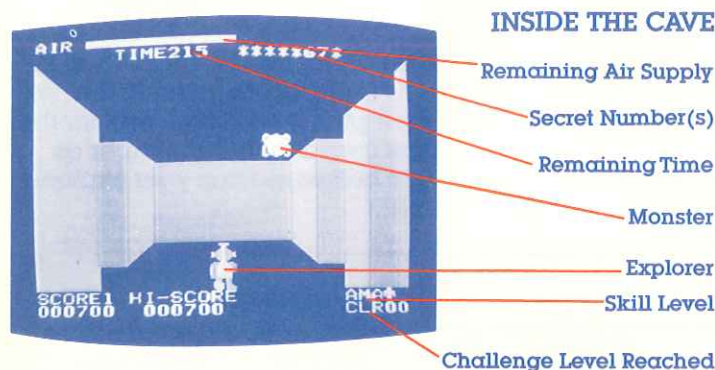
JOY CONTROLLERS



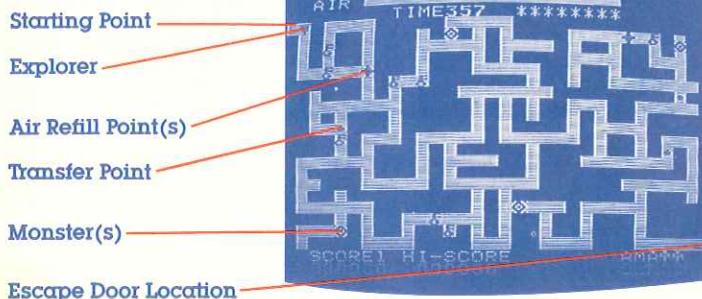
JOYSTICK CONTROLLERS

- Press Disk edge or move joystick in direction you want your explorer to turn or move—left or right, "UP" to go forward, "DOWN" to turn around.
- To look at the maze map, press $\square$. (But remember, the explorer uses more air every time you look at the map!)
- To shoot at cave monsters, press $\square$.

PLAY ACTION



MAP OF THE CAVE



- You start with 3 explorers, one in the top left corner of the cave and two in reserve.
- Look at the cave map to see where you want your explorer to go from the starting point.
 - Press $\square$ any time to look at the map again. (But *remember*: every time you see the map your explorer uses more air than usual!)
- The flashing red arrow shows your explorer's location and the direction he is headed.
- To make the explorer run straight ahead, use an "UP" direction command; to make him turn around, use a "DOWN" command. Turn him left or right with a "LEFT" or "RIGHT" command.
 - Whenever you change direction the scene changes so you can see the explorer's view from behind.
- The escape door (your final goal) is at the bottom right corner. To reach it, you'll encounter...

F Up to 8 keys. One of them is the secret number needed to open the escape door. The explorer is "frozen" for a couple of seconds after finding each number.

 Air refills. The explorer stops and appears to get a "shower" of air whenever he reaches one of these points. The bar at the top of the screen gets longer.

 Transfer points. When the explorer reaches one of these locations he is lifted up, surrounded by a mass of colored squares—and set down *anywhere* in the cave. Press $\square$ to learn his new location.

 Monsters! These are the only things that move around in the cave, always chasing the explorer. If they get too close or sneak up on him from behind they look very big—before they swoop down and destroy the explorer. Check the map to see where they are, then shoot them when they're in front of the explorer! (Press $\square$)