HesWare.

THE PIT

by Bill Huberich

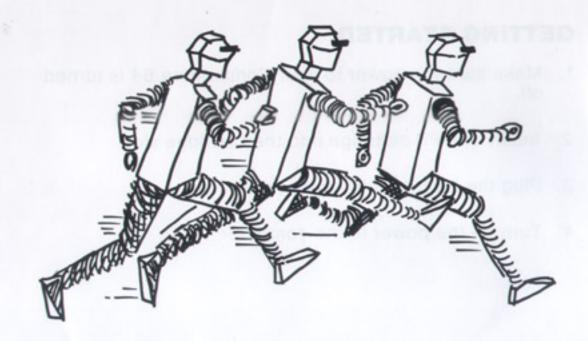


GETTING STARTED

- Make sure the power to your Commodore 64 is turned off.
- Insert The Pit cartridge into the cartridge slot.
- 3. Plug the joystick into control port #1.
- Turn on the power to the computer.

OBJECT OF THE GAME

As a miner of rare and ancient jewels, you must burrow your way through planetary rock to locate and pick up the gems. Robots continually patrol the pit and you must dodge them or kill them off to protect yourself. Gather as many gems as you can, but you must have at least one large gem before you can return to your spaceship. You start each expedition with 4 lives. Select one or two players at the start by moving the joystick—up for one player or down for two players.



ROBOTS

Robots chase you relentlessly through the pit, and their touch means instant death.

THE TANK

The tank on the planet's surface punches away at the mountain and you must return to your spaceship before the mountain is destroyed.

FALLING ROCKS

Rocks lodged on the cavern walls fall when you blast away the dirt supporting them. Beware of falling rocks—they are certain death if you are in the way.

THE GEMS

You will find two types of gems in the pit. The smaller gems are easier to grab. The larger gems are protected by deadly missiles in the lower pit. You have to be quick and clever to get through the lower pit without getting destroyed or trapped.

THE PIT MONSTER

If you have survived all these obstacles, you must return to your ship. But in order to leave the pit, you have to pass through the only remaining exit controlled by a force field. To make matters worse, a hungry pit monster swimming in slime guards the exit.

SCORING

Small Gem 1000 points
Large Gem 2000 points
Shooting a Robot
Return to ship with 1 large jewel 5000 bonus points
Return to ship with 3 large jewels OR 4 small jewels 10000 bonus points
Return to ship with all 7 jewels 15000 bonus points

ENTERING YOUR SCORE

Enter your initials on the list of scores moving the joystick to cycle through the alphabet.

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