

# Cuthbert Goes Digging

Having failed to switch on all the lights on the Lunar Landing Pad, (Cuthbert Goes Walkabout) Cuthbert has been detailed to guard the site for the new Launch Pad. However the Moronians are still determined to get him. One touch and Cuthbert is electrocuted. The only way he can kill them, is to trap them in a hole and hit them with his insulated hammer before they escape. Full colour graphics and sound. Machine Language, Arcade Action Game.

**WARNING: Playing this game can become addictive!**  
Joystick or Keyboard Control.

TANDY  
TRS-80 Colour Computer

## Cuthbert Goes Digging

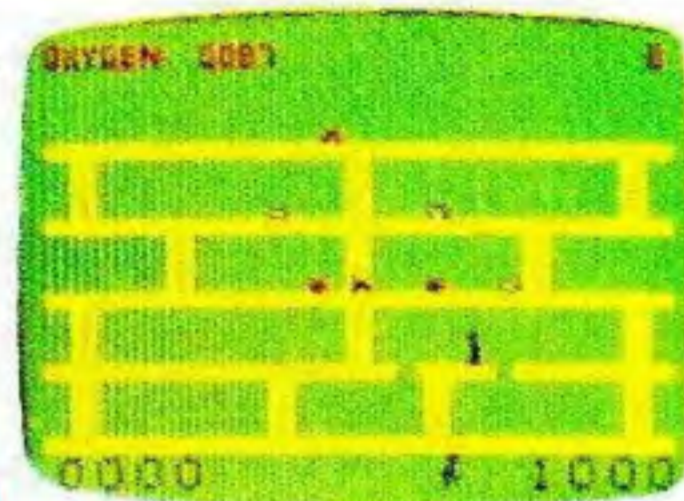


Custom  
Manufactured by **MICRODEAL**  
For **TANDY CORPORATION**

BILSTON ROAD  
WEDNESBURY  
WEST MIDLANDS

Actual picture of screen on Dragon 32

## Cuthbert Goes Digging



### OBJECT OF GAME

The object of the game is to kill all the Moronians on the site. To do this, Cuthbert must dig a hole, lure a Moronian into it, then fill the hole in again before it has time to crawl out. By digging holes vertically above other holes, it is possible to drop one through several floors earning extra points. Beware of the Chief Moronians which appear on the higher skill levels. These have to be dropped through at least two floors to kill them, but they score double points.

Normally the slightest touch from any of them will kill Cuthbert instantly, but there are certain parts of the scaffolding where they can't get him — it's up to you to find them! Be quick! Cuthbert's oxygen is decreasing all the time. When it gets very low Cuthbert will slow down. If it reaches zero Cuthbert dies.

The number in the upper left hand corner tells you how much oxygen you have left. The number at the bottom left of the screen is your current score, the number at the bottom right is the current High Score.

### METHOD OF PLAY

Cuthbert will demonstrate how to play the game. He is the little man on the bottom floor. You control him by means of the Keyboard or the Right Joystick, the choice is yours. If you don't have a Joystick, press key K (for Keyboard only).

### CONTROL

The arrow keys or Joystick control Cuthbert's movement. If you have a joystick connected use the right joystick port.

Use the Joystick Fire button or either of the shift keys to dig the holes. (three "digs" are necessary to make a hole) and the space bar to fill the hole in. Cuthbert will continue digging or filling in if you keep the Joystick Button, Space Bar or Shift Key depressed. He will continue moving in the same direction until you press a different arrow key.

Key 8 will stop the game, temporarily freezing the action until Key 5 is pressed. This can be very handy if you are interrupted during a game. No need to hurry. Cuthbert will wait forever until you return to continue where you left off.

### SKILL LEVEL

You may choose to start on any skill level from 1 to 8. Just enter a number from 1 to 8 when the prompt appears. The higher skill levels become very difficult, but the scores get much higher. The number in the upper right hand corner denotes the current skill level.

### HALL OF FAME

To enter your name in the Hall of Fame, move the joystick (or press the arrow keys) to the left or right then press the Shift Key or Fire Button when the appropriate letter is displayed. When you have entered your name, press the Shift Key or Fire Button when the '#' sign is displayed. You will only get this opportunity if your score is higher than the current high scores.

### NEW GAME

At any time during the title page, the Hall of Fame screen or the demonstration screen, pressing the space bar or Joystick Fire Button will start a new game.

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## CUTHBERT GOES DIGGING

To Load type  
CLOADM then  
press ENTER  
the game will  
start automat-  
ically

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