

THE DARK PIT

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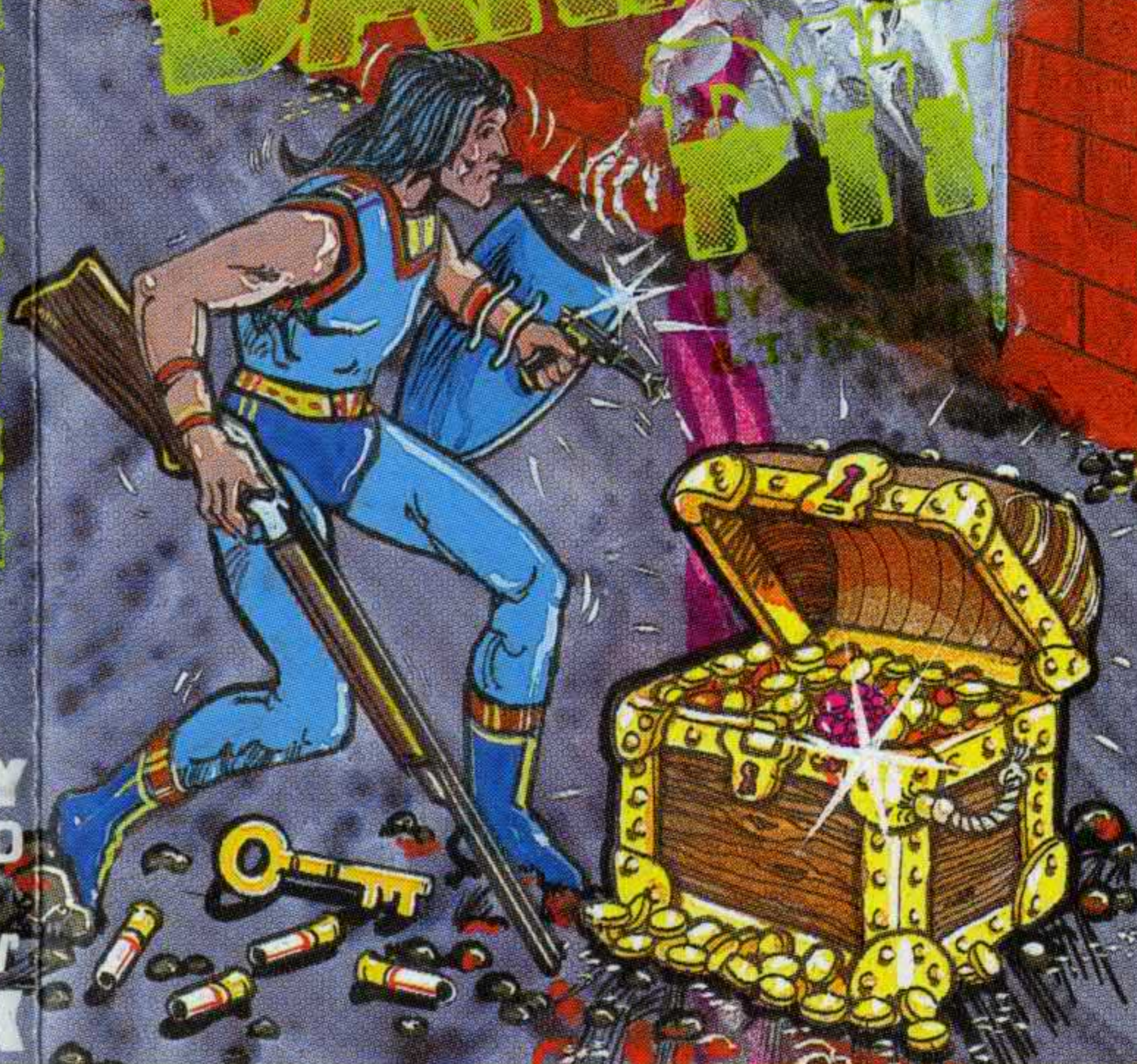
TANDY
TRS-80 32K
Colour
Computer
DRAGON 32/64

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MICRODEAL



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This game will work with the Tandy Electronic Book if you have one connected to your left joystick port. Some brief instructions are included in the game and can be seen by pressing 'I' during the title screen. Pressing 'H' during the title screen will take you to the high score screen.

Your man is controlled by the right joystick and weapon selection is either by the Electronic Book or the keys 1-6 on the keyboard (0 to disarm). Pressing 'P' will pause the game then either 'R' to restart or 'BREAK' to end the game.

The object of the game is to escape from the Dark Pit, a maze consisting of 64 complex rooms. In the Dark Pit there are locks of various colours that will need to be opened. This is done automatically if you have the right key! The first weapon you will find is the shotgun (No. 2 on the keyboard), this uses cartridges which are found in groups of 5. All other weapons and the shield use power, this is collected in the form of lightening bolts.

Displayed at the bottom of the screen are:

- Your score
- Your power level
- The number of shotgun cartridges
- The number of men you have
- The number of keys
- The number of weapons being carried
- The weapon in your hand

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To Load Type CL-JADM then press ENTER the game will start automatically.



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Recorded on both sides