

LOADING THE GAME

SPECTRUM: 48K owners must load the game from side A of the tape. type LOAD* (ENTER). 128K, +2 & +3 owners must load the game from side B, select the LOADER option from the menu.

AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER key.

664/6128: Type |(Shifted @) TAPE(ENTER) then type RUN* (ENTER).

COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure the machine is in 64K mode.

THE STORY

Pursued by a band of cut-throat Nomads, you stumble across an ancient faded map, showing the position of the mythical diamond mine the LOST CAVES.

For almost a thousand years explorers and archaeologists alike have dreamed of discovering the location of the legendary LOST CAVES and of gaining the riches it is said to hold.

The unlucky ones discovered its secret entrance. They perished within its maze of corridors, cunning traps and ancient explosives.

Now you are faced with a choice, enter this subterranean nightmare, or perish amongst the cold steel blades of a thousand Nomads.

THE GAME

You control the famous explorer, armed only with his trusty shovel. You must collect ten diamonds in each of the sixteen mines. Once these gems have been collected you must find the wooden door which leads to the next cavern.

Your explorer can clear the soft earth using his shovel, however the Nomads who have followed him into the mines are unable to do this. The explorer may also push boulders which will kill Nomads and detonate bombs, on contact.

The lost mines feature a number of different wall types: standard walls which can be destroyed by explosives, strong walls which can not be destroyed, disappearing walls, which disappear when a lever is activated and magical walls, which your character can walk through. Metal doors have the same effect as the magical walls, as do signposts, however these only allows travel in the direction indicated. Nomads can not move through these objects.

Be careful around bombs, dropping objects onto these, or dropping them onto other objects will cause an explosion. This explosion in turn may detonate other bombs. Lava works in a similar way, if you allow it to spill out it will spread around the entire mine. Lava will destroy everything that gets in its path.

Nomads will hide in cooking pots, so be careful when around them.

Other objects include, extra lives (they look just like your character), and potions which give protection against falling boulders, Nomads and explosions.

If you die on level two don't worry, you can restart on the level you last completed by pressing the up and down controls when level 00 is displayed.

LOST CAVES CREDITS

ORIGINAL DESIGN
AY MUSIC & PLAYER
C64 CODE & GRAPHICS
C64 MUSIC PLAYER
Z80 CODE
LOADING SCREEN

TAG COMPUTER GAMES
PAUL HILEY
B.C.P
SONIC GRAFFITI
ADAM WARRING
JABBA SEVERN

STORY, TEXTUALS & SHOTS
ARTWORK
LOGO
INLAY PRODUCTION
MASTERING
MAIL ORDER

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PETER AUSTIN
MIKE, PETE, SIMON, SI, JOHN & STEVE T
KEVIN PARKER FOR DATA DUPLICATION
BELINDA & SUNGLASSES McCANN

PRODUCTION

SIMON 'SOVIET SNOW-CAMO WARRIOR'
DANIELS

Duplication, Design & Print by Interceptor Limited
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SWORD SLAYER		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
SHANGHAI WARRIORS		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
SHANGHAI KARATE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PSYCHO CITY		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
EAGLES NEST		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TOMCAT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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BBC/ELEC SPEC CPC C64 C16

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LOST CAVES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WAR MACHINE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MUTANT FORTRESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MOVING TARGET	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
COBRA FORCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SPOOKED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STREET CRED' FOOTBALL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TASK FORCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SUBWAY VIGILANTE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STREET CRED' BOXING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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OUT SOON!
JOE BLADE III

LOOK OUT FOR.....

**LOS ANGELES
DRUGS BUST**

*Grab that UZI: This time you won't need
a search warrant*

ENTER THE MAGICAL WORLD OF THE

Elven Warrior

SAIGON

COMBAT UNIT

*THE HARDCORE MARINE CORP
BACK IN ACTION KICKING SOME BUTT*

OUT SOON ON PLAYERS PREMIER

JOE BLADE SAYS NO TO RE-RELEASES

OUT SOON!

JOE BLADE III

**In 1987 PLAYERS
brought you
JOE BLADE!**

**He was back
in 1988 with
MORE MUSCLE &
MORE ACTION**

**In November PLAYERS PREMIER
will launch JOE BLADE III
on an unsuspecting world.**



**"He's here, and
they've given him
his gun back"**

**WE DON'T NEED
RE-RELEASES WE'VE GOT JOE BLADE**

PLAYERS - Mercury House, Calleva Park,
Aldermaston, Berks. RG7 4QW.