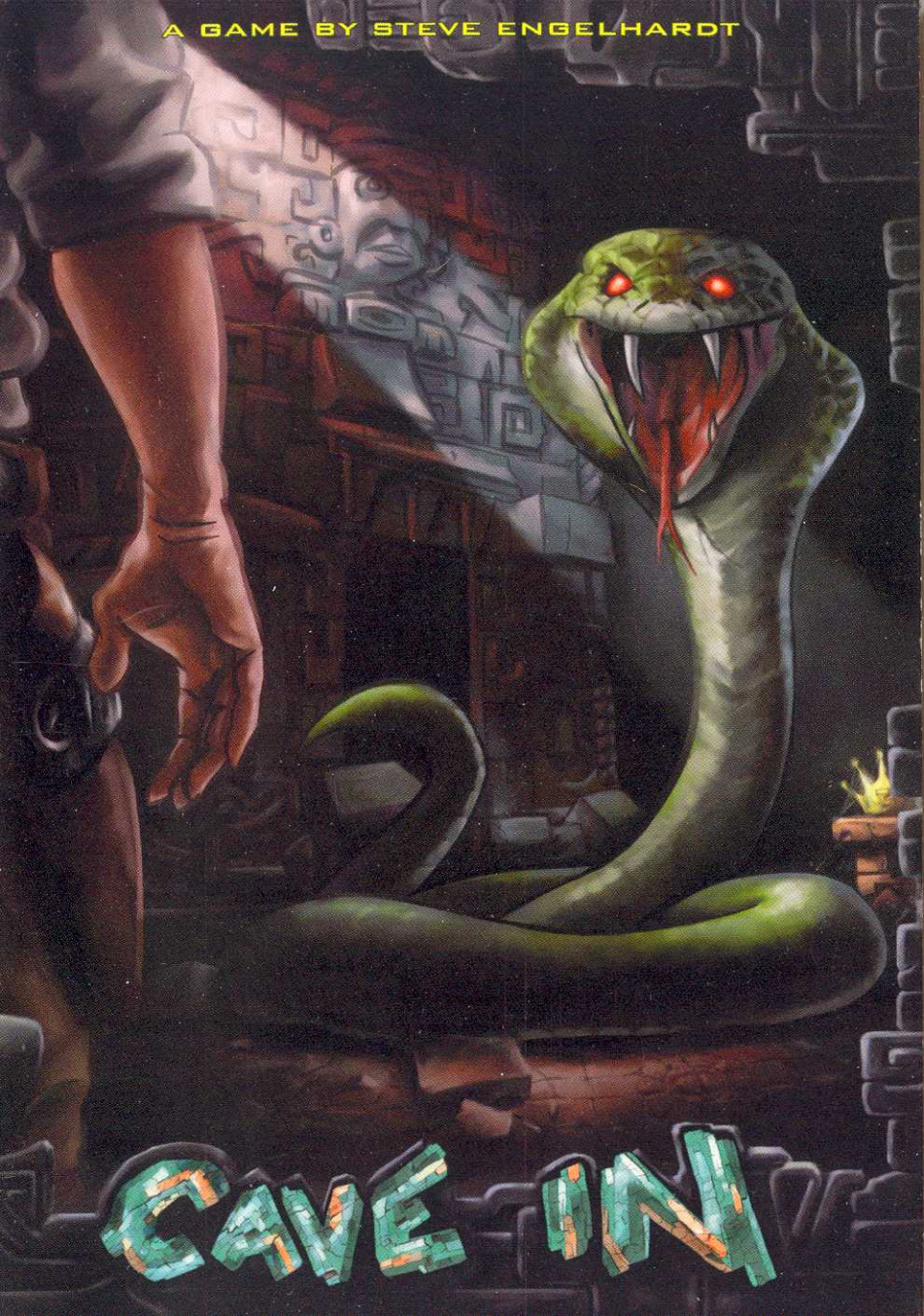


A GAME BY STEVE ENGELHARDT



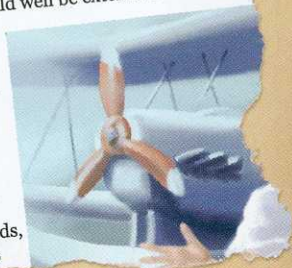
CAVE IN

latest exploit of this fearless adventurer will take him once again deep into the jungle on the quest for lost treasures. I took the opportunity to ask him a few questions at the airfield.
"So, where exactly are you headed this time?"
"Well, the Yucatán Peninsula. The Campeche region of Mexico. Can't be more specific than that, obviously."

"Obviously."
"Yeah, well, as you know, that's Mayan country. Now, a fair amount of their pyramid structures have been unearthed or, rather, deforested already. However, I've reason to believe that they may have also tunneled into some of that limestone and there could well be extensive underground labyrinthine networks.."
"Labyrinthine?"

"Well, you know.. maze-like."
"Got it. So what's hidden in these 'labyrinthine networks' then?"
It was here, dear reader, that he flashed that familiar winning smile, the one he reserves for his occasional lapses of honesty.
"Um...no idea. I'd better go check it out".

So, the big questions still unanswered, we asked the British Archeological Society (remember, the British Empire, as it stands, still controls Belize to the North, where more Mayan structures



June 4th

Turns out it was true. My team opened up a small area of jungle where we knew there was a cave mouth. We weren't expecting the level of clearly Mayan decoration and architecture surrounding it. My people kept it quiet and have, thankfully, left it undisturbed until I can get there. Doesn't sound like anyone's been down there for a while, although there's evidence of some ill-advised attempts at gold mining by the Spanish to the north, but that's a few hundred years old.

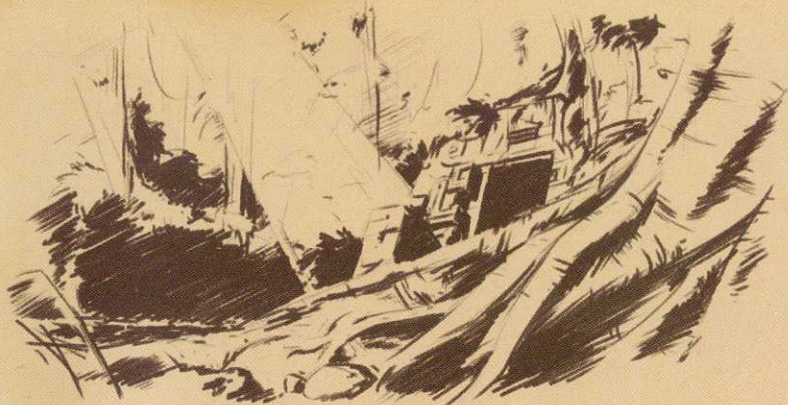
I'll reach the site tomorrow. It's going to be a hell of a day.

June 5th

So, let's separate the truth from the stories. Yes, there is a tunnel network. Yes, it may well be booby-trapped, although the primitive devices put in place almost certainly don't work any more. No, I don't think there are 'giant insects' or other cave monsters in there. Still, wits and a revolver are standard issue for a job like this.

Turn on your Atari 2600® console, and choose your difficulty level.

Cave In offers three levels of difficulty, selectable from the opening screen. Move the joystick up or down to select and fire to start. Page 6 details the difficulty options.



From what I've been able to pick up from the carvings in the cave mouth (they're exquisite), this would seem to be the cave I was looking for. The tablets found at Quintana Roo describe the resting place of a crown of some kind: of great wealth and power (social, not literal I assume), split asunder as three shards and locked beneath the jungle in chambers of stone, lest its power be used for ill. Their crude map would indicate that we're in the right place.

No idea if selling it to the Ashmolean Museum would count as 'used for ill'. It'd certainly make me feel a lot better.

June 6th

Spent the morning in this incredible place trying to decipher more of the glyphs carved into the cave surround. It's mostly warnings, the usual stupid folklore stuff about Guardian Spirits. However, there is a little more concerning the stone chambers where I assume the crown sections are stored; they seem to be 'locked' with what can only be some type of key. Now, of course, the Mayans had no access to iron, so if there are keys then this is a big deal. Anyway, I'm going in tomorrow so I guess we'll find out.

Here's the mosaic I found, detailing the 'keys':



Spider key

Evil eye key

Skull key

To search a chamber for a key, simply bump into the wall. Search well, however, as any wall section may surrender a key. If a key is uncovered, it will appear in your inventory. Each locked gate has its own specific key.

June 7th

A beautiful morning. Nothing like enjoying the sunrise over the jungle canopy by one's self. Don't know if I do this for the archaeology, or the solitude. Speaking of which, Joanie was mad as hell, what with me running out on her for another wild goose chase. Maybe I can bring back something shiny.

OK, cave opening looks pretty secure. Well, it's been good for a few million years, another couple days shouldn't hurt. In we go!

June 7th - additional

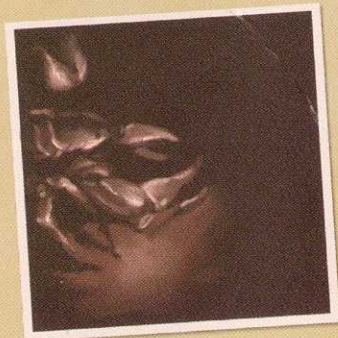
Not good! NOT good. That cave mouth was SECURE! I'm, what, twenty feet in and the whole thing comes crashing down like it was held up with matchwood! Plunges me into darkness, good thing I have my own light. I'm not a paranoid man but that was NO accident. Damn it! Still, there's air and there must be another way out; there are loads of sinkholes around these parts.

Better start looking, but not until I've got what I came for.

June 8th

No sign of a key yet, although they're almost certainly hidden in the ornate walls. I'm trying to stay focussed and be diligent in searching. Got enough supplies for a few days down here and I've found a sinkhole, or the remains of one. There was good fresh water but, just my luck, no way out as the hole above was blocked with tree roots.

Still, it was welcome after what I saw earlier; a scorpion, as big as a cat. Took a shot at it but it ducked out of sight. So it was true, there's some sizable fauna down here, no bigger than that hopefully.



You will be able to monitor your progress in the game with the status bar, located at the bottom of the screen.



You start out with 8 blocks of health on your meter. Each block is a 'hit-counter' representing 10 subdivisions, so you have essentially 80 points of health in all. So, for every 10 health points you lose, a block disappears. When you get down to only 3 blocks of health, you will be injured and move more slowly.

- 1 point loss for every hit by an enemy
- 1 point loss from every second of contact when hit by an obstacle (rock, arrow, boulder)

Note: An enemy can only hit you a maximum of 7 times, after which it dies.

In an encounter later on in the game, the bottom left of the status bar will become a health meter, but for what?

June 9th

Making some headway. Have been reading some more carvings. Seems there are four chambers, not three. This fourth chamber is something I really want to see. Apparently, it is locked but has no key. It holds the power to make the crown whole again and, rather incredibly, it only opens in the presence of the three crown shards. After that the glyphs just descend into the usual Guardian Spirit mumbo jumbo.



Speaking of big evil creatures, I bagged one of the scorpions. Darn thing leapt right out at me, barely had time to unholster my gun. Still, at point blank range, I'm afraid there wasn't much left. What worried me more was the result of my gun discharging in that cave; the whole place shook!

June 10th

Note to self - must tread carefully! I'm walking along, luckily at a fair pace, when I hear a whistling sound behind me. Clever Mayan devils; they had a pressure triggered arrow firing mechanism built into the wall. Poison tipped too! Though I doubt the venom is fatal after all this time, I'd rather not put it to the test.

More importantly (than an attempt on my life?), I got a key. It was hidden in the wall as expected. Looks like the 'Evil Eye' key; and it's not iron, it's quartz!

Also, killed a spider the size of a small dog. It was guarding something. Turned out to be a small bag of supplies; don't know who dropped it and when. Any food had rotted away long ago but there were still useable medicines in there.

June 11th

Found out who dropped it. Stumbled across remains of what looked like, from the clothing, a British explorer. Maybe he was an unlucky loner, maybe the Empire's onto this place. Either way, that opens up new possibilities into who sealed the cave.

Found what looks like a stone switch in the wall. Didn't summon up the courage to push it, might be more arrows.



*Mysterious switch.
What's it for?*



A Medicine Pack will replenish your health slightly
Finding the sinkhole and entering it's waters will refill your health bar entirely



*Looks to be one third of the crown.
Beats me how it fits together.*



*The chamber door.
Solid quartz and
some eight feet tall.*

June 12th

This is astonishing, just astonishing. The key DID open a door, and what a door; an ornately carved giant of a thing made of solid quartz, which opened into a circular chamber roughly fifty feet wide by thirty-five feet tall. The walls were also peppered with fragments of quartz and topaz which reflected and seemed to amplify my humble light right towards the center, illuminating a gold crown shard. At last, paydirt!

One down, two to go. However, while I was admiring my treasure, another of those blasted scorpions came right out of nowhere. I fired off a shot and the whole place nearly came down on my head! It killed the scorpion but ruined some beautiful stonework.

Finally, and I don't know whether I should be writing this, there was the curious feeling I got on picking up that crown piece. A presence; something undefinable but.. huge, real huge and, well, evil if you believe in that sort of thing. Maybe it's just the darkness playing tricks. Maybe these creepy crawlies aren't at the top of the food chain around here.

Somehow, I get the feeling that I'm just two keys away from finding out.



The walls of the cave are very unstable, and bumping into the walls or firing your gun will cause a slight tremor in the room. The locked caves, however, are extremely unstable. Shooting an enemy here will start a cave-in. Watch out for the falling rocks!



A shield can be found within the caverns. When you're holding it, enemies cannot harm you. In fact, you can flatten enemies with it, should you not have a gun. If you hit a wall or enter a locked cave entrance room, you lose the shield and it returns to its original location. You can keep it in the invisible maze rooms, but it too will be invisible.

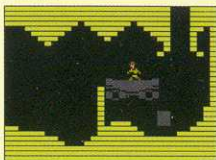
SOME OTHER CAVE FEATURES

Hot Lava:



Lava Rooms have extremely hot cave walls that will injure you if you touch them. Walk very carefully through these rooms!

Ride the Rail Car:



Find the rail car to ride the abandoned mine railroad! Avoid the falling boulders and broken rails. NOTE: The boulders will only do damage when they hit you whereas they will just bounce off the car.

Lights Out:










You only have your limited range of torchlight to guide your way in here. Because you're holding the torch, your gun will be holstered, though there are no enemies in this section.

Underground Tunnels:



These operate like warp zones; you'll enter one of the tunnels and reappear at the other end of the tunnel, which is on the other side of the cave.

Difficulty Settings	Game 1 Beginner	Game 2 Intermediate	Game 3 Advanced
Enemy speed	Normal	Normal	Fast
Enemy fast attack		Occasional	
Health reduction when changing rooms		1 point when less than 3 blocks health	1 point
Key locations	Static	Randomized	Randomized
Gun at start of game			
No gun at start			
Lose gun on depletion of health block			
Double speed falling rocks in locked caves			

Cave In was written by Steve Engelhardt

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