



Death Pit

INSTRUCTIONS

Death Pit

GAME PROGRAMMED BY CLIVE TOWNSEND

With cover art by Tim Hayward,
used by kind permission.

With many thanks to Mark R Jones



Published by Monument Microgames
2018

Loading your cassette. Death Pit loads in approximately 4 minutes 35 seconds.

48k ZX Spectrum

Type LOAD "" press ENTER and start the tape.

Note: LOAD is obtained by pressing the J key after turning on your computer, or while the K cursor is flashing.

The "" are obtained by holding symbol shift and pressing the P key twice. There is no space between the "" marks.

128k ZX Spectrum

Please select TapeLoader option from the main menu and press Enter. The cassette should auto load.

There are no extra features for 128k machines.

Loading should be error free, though if the tape fails at any time during the LOADING process, then please rewind the tape and try again. If failure persists then please try the other side of the tape.

If for any reason the game fails to load after all efforts, then please contact Monument Microgames at: Microgames2000@yahoo.co.uk

Use the subject header: "Tape clinic"

Death Pit.

The stories spoke of an ancient secret, buried deep within the tunnels of a dank and tangled labyrinth.

The cavers who preceded you did not venture far. They returned with tales of spider infested corridors, of bats and ... There was a photograph, famous now, of some hideous, mutated form.

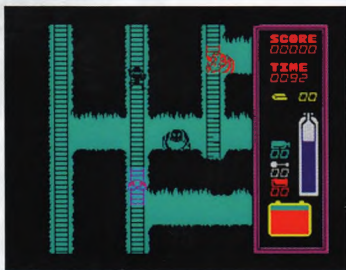
What else could you do, but stage a lone expedition yourself to unearth the treasures long since thought lost..

After all, you want to know what the secret is, don't you?

Don't you?

Keys

5= Left 8= Right 7= Drop 0=Use



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- [] - CATACOMBS OF BALACHOR**
- [] - ZOMBIE CALAVERA**
- [] - SID SPANNERS**
- [] - GENESIS DAWN OF A NEW DAY**
- [] - BALACHOR'S REVENGE**
- [] - EL STOMPO**
- [] - GAME ABOUT SQUARES**
- [] - CRAY_5**
- [] - FOREST RAIDER CHERRY**
- [] - FUTURE LOOTER**
- [] - SIR ABABOL**
- [] - PHAETON**
- [] - SAM MALLARD**
- [] - TRAXTOR**
- [] - ROAD TO DOJO**

"The garden is nice and busy this year!"

And that's all thanks to Grimbold and his unique style of horticulture.

He's often seen parading around on his space hopper, armed with a shotgun, and blasting away at anything that moves.

Under the Town and Country Planning Act 1990, he's been given seven days to tidy up his garden or face prosecution. And you wouldn't want that, would you?

Either way, it's not really up to you, as all you'll be responsible for is a computer simulation of these events, brought to you by the wonderfully accomplished programmer, Jonathan Cauldwell.

The game is called, "NEXTIPEDE" and it's the very first game for the brand-new ZX Spectrum Next. It'll also run on regular Spectrums, so have no fear in purchasing when you see it, to have some garden-blasting fun.

It's published by Cronosoft and Monument Microgames, so visit their websites right away to find out more.



www.CRONOSOFT.co.uk

www.MONUMENTMICROGAMES.com

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**THANK YOU FOR PURCHASING THIS
WONDERFUL GAME.**

LONG LIVE REAL-MEDIA