

An illustration of a man in a blue mining suit and helmet with a headlamp, holding a golden glowing orb. He is surrounded by dark, jagged rock formations and large, sharp, reddish-brown claws reaching towards him. The scene is lit with dramatic, low-key lighting, emphasizing the danger of the environment.

# Doom Pit

**INSTRUCTIONS**

# Doom Pit

Game by Alessandro Grussu  
With Clive Townsend and Graz Richards

Cover art by Mike Tenebrae  
Additional art by Patti Richards



Loading your cassette. Doom Pit loads in approximately 6 minutes 36 seconds.

### 48k ZX Spectrum

DOOM PIT IS NOT IMMEDIATELY COMPATIBLE WITH 48K SPECTRUMS.

### 128k ZX Spectrum

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



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](mailto:Microgames2000@yahoo.co.uk)

Use the subject header: "Tape clinic"

# DOOM PIT

Dangerous caves you say? Monsters and treasures and long-lost secrets? Count me in!

So here you are again, an aging archaeologist on an expedition to retrieve the artefacts left by an ancient and mysterious civilisation. And despite the advances in technology, you still like to do things the old-fashioned way. It's only right.

You carry a spade, which works as your primary weapon, though there's a pump-action shotgun in the corner shop that you've had your eye on for some time.

But, however you decide to proceed, it's nice to get off the couch and plunge yourself into peril. After all, there's not much on telly tonight.

Pick up artifacts by pressing the Up key or by pushing the joystick up.

Press the Inventory key (available when you are carrying at least one object or artifact) and select the artifacts you want to drop. You are allowed to carry a maximum of 100 units of weight.

Your spade and primary oxygen reserve are always with you and do not count towards it. Artifacts found weigh 30 units each except for the Gem, which weighs 80. Items of equipment weigh 20 units each. The Gem is always kept by a mighty Dragon spitting lethal flames.

Water will make your oxygen reserve drop. If you carry an oxygen cylinder, 100 units of oxygen will be added to it. If oxygen drops under 100 while carrying the cylinder, it will be depleted and you will have to leave it behind to make room in your inventory.

In levels 2 and 3, some caves will be filled with poisonous green vapors leaking from industrial waste drums, illegally dumped there by crime syndicates in previous years. You must wear a protective suit while proceeding there, otherwise your oxygen reserve will drop very fast.

You must leave the artifacts while standing beside the tent in the first screen. Once you drop all of them - 6 for the first level, 7 for the second and 8 for the third.

If you are killed while carrying one or more artifacts, they will be dropped on the spot, except for the Gem, which will be carried back to the Dragon screen, where it can be found again.

Equipment items will stay in your inventory. You gain 500 credits for each item, except for the Gem which is worth 1000, plus 200 for each life left at the time of ending the level and 10 for each unit of time left.

When time reaches zero you won't die but will lose that additional bonus. These credits will be made available as funds needed to purchase equipment before starting the following level. You won't get any credits by eliminating enemies.

In the equipment purchase screen, cycle between the different options with Space, and select one by pressing Enter. When you are satisfied with your choice, select the  sign to exit and proceed to the next level, or the  sign to start all over again. Prices for each item are on the right. You cannot spend an amount higher than your available funds.

The amount you spent will be deducted from your budget. Remember that items are not carried over from one level to another, therefore you will have to purchase them again if you wish to keep using them. The last item of the list, Hire a researcher, grants you an extra life – if you have the necessary money, of course!



# Doom Pit

- the number of lives left:
- the number of items brought to the tent:
  - the total weight of your inventory:
  - the units of oxygen left:
- the time left for the additional bonus:

♥	2
✓	0
📦	0
O <sub>2</sub>	86
🕒	29



## CONTROLS

You can control the archaeologist with the keyboard or with a Kempston or Sinclair joystick.

Default keys are: O= left. P= right.  
Q= up. A= down.  
M= fire.  
H= inventory.

Keys are fully redefinable in the Preferences menu.

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

**LONG LIVE REAL-MEDIA**