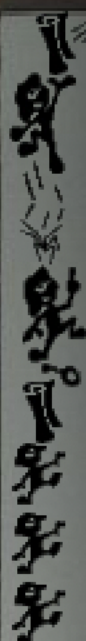# Treasure Tomb™

Treasure Tomb™

Version 1.0

Graphics & gamedesign by Andy_Rch

Programming & additional gamedesign by LuCiD Dreams

Email: missingsink@xs4all.nl

This a simulator of a game that never existed, but it was made within the technological limitations of handheld LCD's of those days.
A leveleditor is included and although it is far from perfect the levels can be imported into the game. Feel free to experiment.

This game is not finished yet by any means, but we will only further develop it when there seems to be enough interest in it, so feel free to e-mail us with your comments.

controls:

Arrow keys	Movement, activate switches & unlock doors
Up key	Activate map
Z	Jump / decativate map / throw stone
1	Start new game
ESC	Quit
Right-click	Activate popup menu

✓ Play