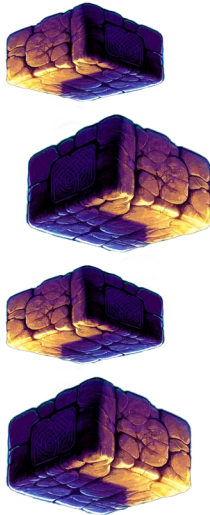




The game "Cavernia" was developed and published by Zeppelin Games Limited, offering a side-scrolling perspective in 2D. The game was available on 5.25-inch floppy disks and cassette tapes, which matched the media formats of that era. The game was also released in various regions, including the United Kingdom in 1990 and Poland in 1992.



"Cavernia" is an action game for the Atari 8-bit platform, released in 1990. Players take on the role of Taddy Arklethorpe, traversing sixteen levels located in a cavernous world. The game's objective is to collect all the treasures scattered across each level, acquire the key, and reach the exit to advance to the next level. The gameplay includes typical platformer elements such as jumping over gaps, riding on moving platforms, and climbing to catch edges. Players must also face various enemies, such as ghosts and mutants, and overcome dangerous obstacles, including spikes and falling stalactites, which lead to loss of life upon contact.

