



Games  
for Windows®

PC **DVD**

# Free



## ACTION BENEATH THE PYRAMIDS



Daring tomb raider Fred, the ever-intrepid adventurer, descends into the shadow-soaked catacombs beneath the tomb of long-slumbering Tootiecarmoon. Armed with courage, more than a sprinkling of greed, and his trusty gun — polished, loaded, and ready for whatever ancient nasties lurk in the dark — Fred strides forward with unwavering resolve.

Every corridor hums with danger, every chamber hides a new trap or monstrous guardian, but Fred isn't the sort to back away from a challenge. Not when glittering treasure, forgotten relics, and legendary riches lie just beyond the next twist in the maze. With a steady aim and an even steadier heart, he ventures deeper into the gloom, determined to claim the secrets buried for centuries.

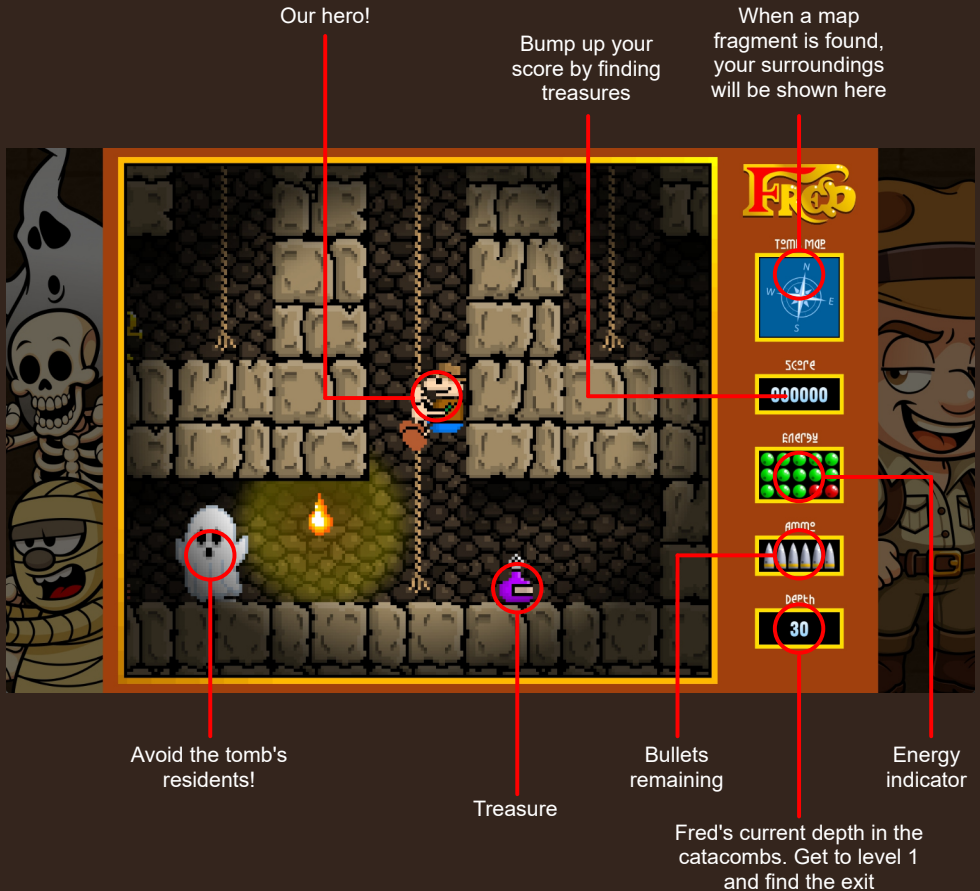
## THE GAME

Guide Fred on a daring dash through the six sprawling catacombs beneath the mighty Pyramid of Tootiecarmoon, grabbing every glittering treasure he can get his mitts on. No two adventures are ever the same — each maze reshuffles itself with every new game — but luckily for our hero, scraps of ancient maps lie hidden about, ready to give him a fighting chance at finding his way.

Of course, the tomb isn't exactly rolling out the red carpet. A whole parade of tomb-dwelling troublemakers is determined to stop Fred in his tracks. Fortunately, he's packing a trusty pistol and can blast most of these nasties straight back into the shadows where they belong. But take heed: Fred's ammo is limited, and once his bullets run dry he's at the mercy of whatever horrors the pyramid decides to throw at him. Keep your eyes peeled — extra ammunition can be found tucked away in the labyrinth, ready to keep Fred firing and fearless.

Conquer all six catacombs and you'll have a choice: dive back in from level one for another heroic romp, or start a fresh challenge where you decide exactly which monsters Fred will face next.

# THE PLAY SCREEN



## GAME CONTROLS

Fred can be controlled with most gamepads, or by using the following keys:

UP/JUMP	Q or ARROW UP	Additional in-game keys	
DOWN	A or ARROW DOWN	H	Pause menu
LEFT	O or ARROW LEFT	F	Toggle full screen or Window
RIGHT	P or ARROW RIGHT	C	Toggle between enhanced or Spectrum colours and sounds
FIRE GUN	M, CONTROL or SPACE	S	Toggle scanlines on or off

## A VISITOR'S GUIDE TO TOOTIECARMOON'S TOMB



**FRED** Our hero — fearless, bold, and forever hungry for treasure. A renowned tomb-raider with a sharp eye for ancient artefacts. Dives into danger with the unshakeable belief that somewhere in the darkness lies a relic worth a small fortune... preferably one he can flog on eBay before the dust has even settled.



**RATS** Speedy little scuttlers who dart through the labyrinth with reckless enthusiasm. The only way past is a perfectly timed hop — miss it, and Fred's ankles are in trouble.



**ACID DROPS** Bubbling blobs born from the questionable concoctions of ancient Egyptian magicians. They plop down with precision timing, so Fred must dash beneath them with nimble footwork and a touch of bravery.



**GHOSTS** Floaty, moody, and utterly unimpressed by walls. A quick shot will send them drifting off in a new direction — though they'll still look offended about it

**CHAMELEONS** These colourful characters cling to the ropes and love switching sides at the worst possible moment. They're unpredictable, they're dramatic, and they definitely *come and go* as they please — Boy George would be proud.



**MUMMIES** Forever tumbling down vertical shafts like they've forgotten how legs work. When they finally stop falling — or when Fred gives them a well-aimed bullet — they might teleport just to keep things interesting.

**VAMPIRES** Nasty little creatures who track Fred through the maze with not a care in the world. They can pause mid-flight or suddenly zoom off at breakneck speed. A shot will send them packing back into the shadows... best place for them.



**SKELETONS** Bony busybodies who chase Fred with relentless clattering. They never tire, never turn back, and never take a hint — only a bullet will convince them to fall to pieces.



**MAPS** A useful item that may or may not show you the way out.

**TREASURES** What we're all here for.



# GAME CREDITS

## GAME CODING

Richard Langford

## TITLE INTRO MUSIC

Ricardo Vieira

## TITLE AMBIENT MUSIC

Culture Capital

## IN-GAME AMBIENT SOUNDS

Elijah K

## ORIGINAL SPECTRUM GAME

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## LANGFORD PRODUCTIONS 2025

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TRAINING MODE. Some purists call it cheating. Fred calls it "strategic advantage." If you're feeling the heat, hop to the second "About" screen from the title menu and punch in 4 8 6 7. You didn't hear it from me.

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