

Cuthbert Anthology



MICRODEAL

GAME BOY
COLOR

Cuthbert



Goes Digging

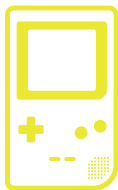
MICRODEAL

An actual picture of screen
on Game Boy Color

Cuthbert Goes Digging



CONTROL



- UP - Climb Up
- DOWN - Climb Down
- LEFT - Go Left
- RIGHT - Go Right
- A - Digging
- B - Jump
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

The object of the game is to kill all the Moronians on the site. To do this, Cuthbert must dig a hole and lure a Moronian into it. You can only keep one hole open at a time, so be careful where you place it. Normally the slightest touch from any of them will kill Cuthbert instantly, but there are certain parts of the scaffolding where they can't get him - it's up to you to find them! Be quick! Cuthbert's oxygen is decreasing all the time. If it reaches zero, Cuthbert dies. The number at the top of screen is your current score.

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The Game Boy Color port of the original game is similar in many ways to the original game released by Microdeal, but it has been modified in several places.

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An actual picture of screen
on Game Boy Color

Cuthbert in Space



CONTROL



- UP - Ascend
- DOWN - Descend
- LEFT - Go Left
- RIGHT - Go Right
- A - Fire
- B - Fire
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

Cuthbert has been sent on a looting mission. You must collect the fuel pods and return them individually to the mother ship.

Once all the pods are collected you can go on a looting mission for extra points. After the looting mission you depart for another planet but sometimes your ship malfunctions and you must go for vital spares before the bomb detonates. Each time you go for spares your spacecraft reacts differently to the controls. GOOD LUCK.

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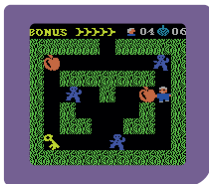
Cuthbert in the Cooler



MICRODEAL

An actual picture of screen
on Game Boy Color

Cuthbert in the Cooler



CONTROL



- UP - Go Up
- DOWN - Go Down
- LEFT - Go Left
- RIGHT - Go Right
- A - Drop Bomb
- B - *(not in use)*
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

The object of the game is to collect the various objects on each screen and get out of the top again while avoiding the guards, etc. You can guide CUTHBERT around with the D-Pad. You will have 5 CUTHBERTS to start. Each object you pick up will increase your score. You will also receive a time bonus for completing a sheet quickly. You also start with 5 bombs. These can be laid, one at a time, by pressing the „A“ button. Once laid, they can be detonated by pressing the „A“ button for a second time. These will destroy anything they touch while exploding - except Cuthbert. An extra bomb is awarded for each sheet completed.

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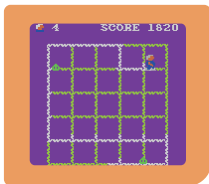
Cuthbert Goes Walkabout



MICRODEAL

An actual picture of screen
on Game Boy Color

Cuthbert Goes Walkabout



CONTROL



UP - Climb Up
DOWN - Climb Down
LEFT - Go Left
RIGHT - Go Right
A - (not in use)
B - Jump
SELECT - Reset Game
START - Pause Game

OBJECT OF GAME

To make Cuthbert light up the lunar pad, he must walk through the entire path. When all the paths are lit up, the whole pad is ready, and you can advance to the next level.

Each step scores 10 points. To move Cuthbert use the d-pad buttons for direction and the „B” button to make him jump. Cuthbert can walk or jump on horizontal lines but he can only climb up or down vertical lines. Note that he will not walk blindly off the edge but it is possible to jump him over it - to certain death - so be careful! Button „Start” will stop the game, temporarily freezing the action until button „A or B” is pressed. This can be very handy if you are interrupted during a game. No need to hurry, Cuthbert will wait forever until you return to continue where you left off.

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Guthbert Enters the Tombs of Doom

MICRODEAL

An actual picture of screen
on Game Boy Color

Guthbert Enters the Tombs of Doom



CONTROL



- UP - Go Up
- DOWN - Go Down
- LEFT - Go left
- RIGHT - Go Right
- A - Fire
- B - *(not in use)*
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

In the year of 6502 BC. I JESMOND HYS, a native of ye far away city of Nodlon, dyscovered ye ancient tombs of Ledromica, some three decaydes past, whilst on a trek through ye rich pastures of TATSECLUS. I entered into the tombs and from thence I spent many years exploring the myriad of chambers and gained much knowledge as to ye ways, ye promises of great unimaginable treasures and ye straynege inhabitants of ye many coloured caverns. From ye many carving and scriptings on ye walls I have come to know of an even greater goal. It would seem that somewhere in ye tombs was a temple, dedicated to ye worship of Rah. Anyone reaching this temple would be given a gift far greater than any treasure! My notes should help ye, my successor, in reaching a far away goal. May the force be with ye.

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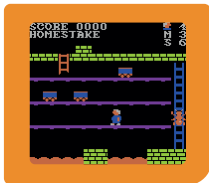
Cuthbert in the Mines



MICRODEAL

An actual picture of screen
on Game Boy Color

Cuthbert in the Mines



CONTROL



- UP - Climb Up
- DOWN - Climb Down
- LEFT - Go Left
- RIGHT - Go Right
- A - Fall Off
- B - Jump
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

Cuthbert, and friends, have been captured by the Moronians and put to work in the mine. The only means of escape is a small hole in the ground (at the top of the screen). Guide Cuthbert to safety using D-Pad, running along the rails and jumping (up or down) from one to another.

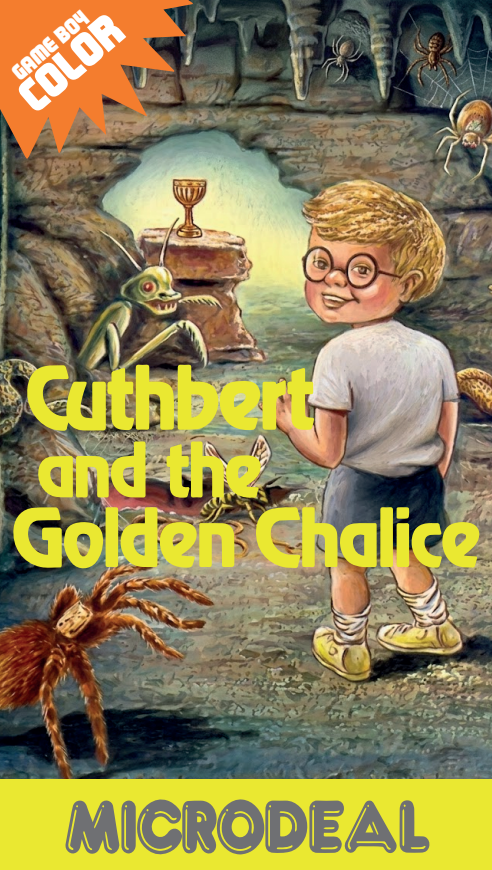
If Cuthbert is hit by a truck while standing on a rail he will be knocked off and fall to the rail below. If he falls from the bottom rail, he will drown in the river.

The Demon Ant doesn't like attempted escapes from his mine and is constantly on guard. If he sees anyone trying to escape, he will spit out a deadly fireball - to be avoided at all costs.

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Cuthbert and the Golden Chalice

MICRODEAL

An actual picture of screen
on Game Boy Color

Cuthbert and the Golden Chalice



CONTROL



- UP - *(not in use)*
- DOWN - *(not in use)*
- LEFT - Go left
- RIGHT - Go Right
- A - *(not in use)*
- B - Jump
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

Legend tells of a fabled GOLDEN CHALICE that can bring wealth and long life to whoever it belongs being placed at the end of a deep cave. Having heard these tales Cuthbert sets off to try and collect the chalice, but will he succeed where many others have failed?

The cave is filled with deep pits that will mean instant death should he fall in. Other hazards include poisonous snakes, swarms of fast moving bees and giant deadly spiders.

Will you be able to take on the challenge
and guide Cuthbert to the GOLDEN CHALICE?

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King Cuthbert



MICRODEAL

An actual picture of screen
on Game Boy Color

King Cuthbert



CONTROL



- UP - Climb Up
- DOWN - Climb Down
- LEFT - Go Left
- RIGHT - Go Right
- A - *(not in use)*
- B - Jump
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

The Gorilla has kidnapped Cuthbert's girlfriend and it's up to Cuthbert to save her. A player starts out with three Cuthberts per game.

Whenever Cuthbert is hit by a fireball or barrel, he is eliminated. Use the D-Pad to make him run right or left and to climb up and down ladders.

The „B” button makes Cuthbert jump. It is easier to jump over obstacles when you are running towards them.

In the ramp (barrel) screen, Cuthbert must climb the top ladder near his girlfriend. In the fireball screen, Cuthbert must knock out all six rivets in the floors. He does this by jumping over them. If he runs over the empty space where a rivet has been knocked out, he is eliminated, but he can jump over these holes.

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A colorful illustration of a young boy named Cuthbert with brown hair and glasses, wearing a red and white striped shirt and blue shorts. He is standing in a stone dungeon, holding a glowing yellow orb. In the background, a large golden key sits on a pedestal. To the left is a green insect-like creature with red eyes. To the right is a large white skull. Above Cuthbert are two pink, blob-like creatures. In the bottom left is a large hairy spider, and in the bottom right is a large black beetle. The floor is lit with several glowing yellow circles.

Cuthbert goes Gobbling

MICRODEAL

An actual picture of screen
on Game Boy Color

Cuthbert goes Gobbling



CONTROL



- UP - Go Up
- DOWN - Go Down
- LEFT - Go Left
- RIGHT - Go Right
- A - *(not in use)*
- B - *(not in use)*
- SELECT - Reset Game
- START - Pause Game

OBJECT OF GAME

Guide our brave hero, Cuthbert, through perilous, ancient labyrinths packed with mythical monsters from a bygone era! Your primary mission is to navigate the winding corridors and collect every single glowing egg scattered across the screen while carefully avoiding the deadly creatures on your tail. Once the maze is completely cleared of eggs, the hidden key to the labyrinth will finally reveal itself. Snatch the key and reach the exit gate to unlock the passage, allowing Cuthbert to escape and advance to the next, even more challenging level!

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This Game Boy Color title is built upon the existing Cuthbert library, functioning as an intentional retro Easter egg in the collection that preserves the classic look and feel.



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Cuthbert Anthology

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