

"Cavernia" is a 1990 action game for the Atari 8-bit, in which players control Teddy Arkthroppe through sixteen cave-themed levels. The goal is to collect all treasures, obtain the key, and reach the exit. Gameplay includes jumping, riding moving platforms, climbing, and dealing with enemies such as ghosts and mutants while avoiding traps. Contact with hazards or foes results in losing a life.

CAVERNIA

ATARI 3

ZEPELZIN



Cavernia is a challenging 1990 platformer set within an underground cave system. On each of the 16 levels, the objective is to collect all treasures, obtain the key, and reach the exit. The gameplay combines gap-jumping, edge-grabbing, riding moving platforms, and avoiding hazards such as ghosts, mutants, spikes, and falling stalactites. Contact with an enemy or trap costs a life, making precision, memorization of the layouts, and staying calm under time pressure essential.

CAVERNIA

