

3D TUNNEL

(New Generation Software)

3D TUNNEL: What lies in the depth of the TUNNEL? Flying bats, leaping toads, scurrying rats, crawling spiders, and perhaps more, all appear live in 3D TUNNEL.

Your objective is to reach the other end of the tunnel alive. You progress through the various stages by shooting the prerequisite number of animals. As your skill improves the tunnel will randomly meander. To retain lives you must avoid collisions with the walls of the tunnel and the approaching animals.

LOADING INSTRUCTIONS: The 48K version loads using filename "TUNNEL" (all capitals). The 16K version comes in two parts using filenames "TUNNEL 1" and "TUNNEL 2". All versions load a short BASIC calling routine prior to loading the main machine code program, and are recorded twice on the appropriate side of the cassette.

PLAYING INSTRUCTIONS: On a successful load, the program will auto-run, giving you the opportunity to: play by selecting the required speed; enter practice mode; select demonstration* and choose configuration of controls. Having selected the desired options the game will commence. The normal controls are as follows:

Any key Q-T = left+down ; any key Y-P = right+down
Any key A-G = left+up ; any key H-Enter = right+up
Any key on top or bottom row allows you to fire.

Select the arrangement of keys to suit your hands. It may help to think of your four direction fingers on the keyboard as a single joystick. To ascend pull towards you, to turn left push the "joystick" left, resulting in pressing on (left+down) and (left+up) and lifting off (right+down) and (right+up).

SCORING: The scoring is as follows: hitting a bat, 20 pts; a toad, 40 pts; a spider, 60 pts; a rat, 80 pts; and finally avoiding a LONDON UNDERGROUND TRAIN* 100 pts.

TACTICS OF THE GAME: Since each object moves in a different - yet random - manner, the tactics for each differs, and it is left to the player to find the best and safest method of achieving the goal.

* not available in 16K version because of limited memory.

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Cover artwork by Rob Pengilley, Bath.