

Tunnels of Armageddon™

Reference Card

Apple® IIgs® Version

■ Getting Started

Tunnels of Armageddon is not physically copy protected. You should make a copy of the game disk before beginning to play, set the original aside, and play off the copy. Leave the copy unprotected, as the game will occasionally write to the disk. You can also copy the game to your hard disk and play from there.

■ Booting the Game

You can boot the game two ways on the Apple IIgs. One way is to insert the disk into Drive A and turn on your computer. The game will start automatically. If you have 512K of memory, you must start the game this way. Another way to start the game is to boot your computer using your system disk. When the desktop appears, insert the game disk. Double click on the Tunnels application and the game will begin. You need at least 768K to run the game this way.

■ Protection Check

Before the game starts, you will be asked to input a color from the Protection Wheel. You will be given 2 colors and a number on the screen. Find the first color on the larger, outer wheel, and then rotate the inner wheel until the second color is just below the first. Inside the box with the number given on the screen will be another color. This is the color which you need to enter. To enter the color, move the cursor over the box next to the correct color and click the mouse button.

■ Main Menu

You can make a selection on the Main Menu in either of two ways: you can use the mouse to move the cursor over the desired item and click, or you can use the cursor keys to select the desired item and press return.

The following options are available:

- Start a New Game allows you to begin play.
- Recall Saved Game allows you to recall the saved game on the disk.
- View High Scores allows you to see the listing of high scores on the disk.
- Quit exits the game and returns you to the operating system.
- Randomize Tunnels will appear after you have successfully completed the game. This feature will randomize the configuration of the tunnels so that the complex will be different for the next game.

■ HERMES Movement

You control the movement of the HERMES by dragging the mouse in the following directions.

Mouse direction	Action
Left	Hermes veers left
Right	Hermes veers right
Forward	Hermes moves up
Backwards	Hermes moves down and slows

■ Types of Tunnels

The easiest but longest tunnels are gray, the moderate tunnels are green, and the hardest but shortest tunnels are red.

■ Transitions

Between every two stages you will enter a transition. A score screen will appear, and in some transitions you will be able to save the game. Once the stage number has changed, you can continue by pressing any key.

■ Scoring

In every transition you will see a score screen which lists your current score, how long it took you to get through the last stage (in seconds), and the best time recorded for the last stage. The more objects you shoot and the faster your speed, the higher your score will be. If you shoot an object that you are already carrying the maximum amount of (a bomb, for instance), you will still get points for the object although you will not be able to acquire it for use. If you successfully complete the whole game, you will get additional

points. The score screen will remain up until you press a key or the mouse button.

The high score list will appear if your score is in the top 9. If so, you will be able to enter your name. If you don't want to save the score, press the ESC key.

■ Saving the Game

You can save the game (called "sending information") at the end of every zone (every 4th stage). The SEND window will be highlighted when this option is available. There can be only 1 saved game on a disk. You can recall a saved game from the Main Menu.

■ A Note to Players

Playing Tunnels of Armageddon with the sound coming through a headset increases the intensity of the game.

■ Active Keys

Generally, you can play the game by controlling the mouse with your right hand and by placing your left hand on the keyboard. Please see the manual for a description of the items that the various keys control. Note that some keys are not active until you acquire the object which they control.

You use the following keys to play Tunnels of Armageddon on the Apple IIgs.

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Pressing this Key	Causes this Action
D	Decreases speed one increment (from max speed of 4 down to speed 3, then to 2, then to 1, then to stop)
E	Explodes Bomb when acquired
F	Increases speed one increment
M	Toggles music on and off but does not alter sound effects
P	Pauses game
R	Toggles Autopilot on and off when acquired
S	Saves game when SEND signal highlighted

- T** Transfers energy to structure when stopped
- W** Toggles Destructive Force Shield on and off when acquired
- +** Increases volume of music and sound effects
- Decreases volume of music and sound effects
- Escape** Ends the current game and returns you to the Main Menu
- Space bar** Toggles Superbooster on and off when acquired
- Mouse button** Fires best ammo currently available

