

THAROLIAN TUNIST

Tharolia ... when other pilots speak of the place you imagine this vast, multi-tunneled nest of robotic termites, swarming with sharp-stingered fighter planes and dropping fireballs. Tharolia is the center planet of that dark sector of space known as the Metal Universe: a series of armored worlds and automated asteroid mines on the far side of Foster's Star. It has been theorized that the metal universe was once head-quarters for the Climen, the interstellar adventurers so famous in the holodramas and ship-songs. They burrowed into their worlds like insects, where they planted their industries and defense systems. Eventually all day-to-day functioning on their world was run by machines; it gave them more time for adventuring. Now all that's left is the machinery; the Climen have travelled beyond the accessible stars and into legend.

But now the metal universe has become a hazard, and obstacle in the way of further settlement in the area. Your task is to shoot down the fighters swarming around the main entrance to the tunnels, enter there, maneuver your way through increasingly smaller tunnels to the center of the planet where you will be in a position to blow out the main control boxes running the automatic defense system of Tharolia. Along the way you will be attacked by the three types of Tharolian fighters patrolling the tunnels, as well as by torpedoes released when a foreign flyer is detected. Luckily, previous agents have been able to convert the automatic docking systems to accept your ship. You can blast away pieces of the tunnels to make easier passage -- in fact as you maneuver through smaller tunnels it will be absolutely necessary -- but fuel will be at a premium in your mission --conserve it!

CONTROL

Paddle zero controls left and right movement of spacecraft. Button on paddle zero controls firing. In the last step of the mission, sabotaging the defenses, paddle zero button controls reverse thrusters and paddle one button controls forward thrusters. ConTRoL S toggles sound off and on.

ESC Pauses, ConTRoL B, while Paused, Reboots

ConTRoL S

MISSION

PART 1. Blast the Tharolian fleet guarding the entrance to the defense tunnel.

PART 2. Navigate your spacecraft through the tunnels. You can blast difficult areas, but conserve fuel!

PART 3. Dodge torpedoes and dodge or blast fighters in wide corridors.

PART 4. Docking with the refueler is automatic and gives you a chance to rest.

PART 5. Navigate your craft through the lasers and into the docking compartment that opens. A successful landing in the bottom of the open compartment will automatically turn off the defenses and complete your mission.

POINTS and FUEL

1000 for each fighter destroyed.

20000 for completing the mission.

Points will be awarded all the time you are navigating the tunnels. The deeper you get the more points you will have received. You will lose 10000 points when you lose a ship in the tunnels, unless you don't have enough to deduct 10000.

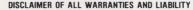
Your mission will start with 10000 units of fuel. You lose 100 units for each shot fired. Your fuel will click off for the engines at all times. Docking with the refueler will add 1000 units. You will have plenty of fuel to complete the mission unless you are "trigger happy." Try to conserve fuel, because it will be needed to navigate the blue tunnels.

CREDITS

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Printing: Phase III Printers

Cover Art & Production: SUNBURST ENTERPRISES 7435 Irving Westminster, Colo 80030



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Tharolia, thought to be original headquarters of those legendary adventurers the Climen, the center planet of the metal universe ... when other pilots speak of the place you imagine a multi-tunneled nest of robotic termites, swarming with sharp-stingered fighter planes and dropping fireballs. The Climen burrowed here like insects to plant their industries and defense systems. Now all that's left is the robots.

Your task is to enter Tharolia, maneuver your way through increasingly smaller tunnels to the planet's core where you must blow out the main controls. Along the way you'll be attacked by Tharolian fighters, as well as by torpedoes. And all this before your fuel runs out ...

Tharolian Tunnels is an arcade adventure game using paddles or joystick.

For Apple II or Apple III in emulation mode.

