Designed and programmed by Dale Low. Reproduction prohibited.

LOADING INSTRUCTIONS

To load, Rewind tape fully to SIDE A, enter :INPUT GO, with a phone cable from 'EAR' to the jack on your AB cart.The programs are recorded consecutively, starting with Tunneller. If after 1 or 2 seconds, the cursor returns with a question mark (?) ,stop the tape, reset the computer, retype :INPUT GO and press play. This may be due to static at the beginning of the tape.If necessary, adjust volume and tone to achieve a perfect load.

Program Description

2 versions of Tunneller are on the tape, Tunneller Super DELUXE for one player only, and Tunneller (1-2 Players) using joysticks #1 and #2. Star Wahs utilizes Keypad and Joystick #1 use at the same time. "WAR" is a demo graphics program included as a bonus.

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TUNNELLER

You are Milo, the man, whose object is to gather up all parts of a key, and enter the door on the far right of the screen. There are Five different aliens whose purpose is to stop you! You may not enter the door unless you have all pieces of the key. You statistics are displayed at the top of the screen:The depth you have reached, you present score, and beside the " " is the number of key pieces that you still have to pickup. Finally, the number beside the asterisk is the number of men are remaining.

If you are playing the 2 player version, action will switch when one player is pounced on by one of the aliens.
The number of players is selected with Joystick #1 knob and trigger. To restart pull trigger #1.

In the Super Deluxe, one player version, free men are obtained every 2,000 points.Also, there is a bonus screen every now and then, the object of which, is to propell the dot at the far left of the screen, all the way through the tunnel, without touching walls. You will receive a large bonus for doing so.

STAR WAHS

See attached instruction sheet for complete details.

WAR DEMONSTRATION

This program uses the graphic capabilities of the Astrocade to illustrate the bombing of a city.
    Stages:
    1-Drwaing of graphic city and landscape.
    2-Setting of the sun with traffic sound effects.
    3-Falling of five bombs.
    4-Spaceship is released to save population.
    5-Explosion of the city.
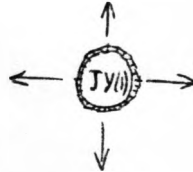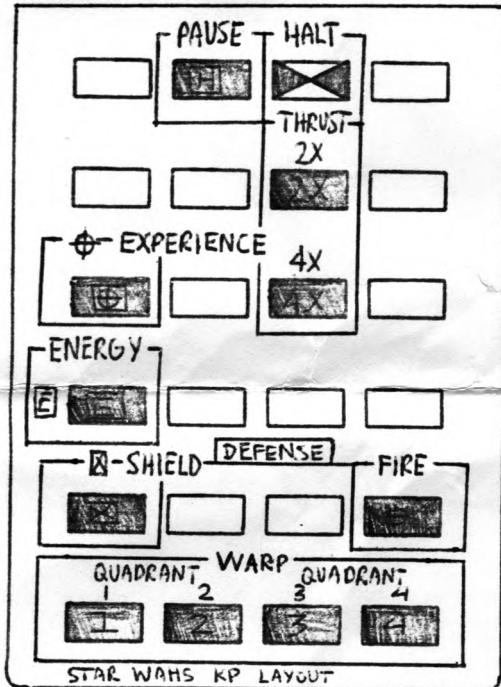
To view again press any key on the keypad.

KEYPAD LAYOUT

STAR WAHS by ASTROGAMES
COMPUTER GAME

Star Wahs is a COMBINATION Joystick-Keypad game, requiring skill and quick reflexes. It is for one player only, though it can be a two player game if one monitors the keypad and the other, the joystick.

LOADING:

Rewind tape fully to side 1, RESET your computer and type :INPUT GO, and press play on your tape recorder. Make sure the phone cable is from the EAR jack to the jack on your AB Cart.
If loading is unsuccessful, rewind tape adjust volume and tone, and try again.

In Star Wahs you must successfully destroy all forms of alien life. You are the commander of the Starship Wah, which is armed with B-618 photon lasers. (Able to destroy all aliens from close range). Also you have Type H 3 second defense shields which can block any enemy fire providing it is activated at the correct time. Note: Playing this game requires both joystick and keypad use simultaneously!

YOUR CONTROLS:

Joystick #1 - Use to guide aliens into your crosshairs. TR & KN are not used.

Keypad   - 8 keys are used during gameplay and 4 others are used occasionally.

Key name*	Function
WARP (keys 1-4)	Used to warp from one quadrant to another. Use to transport after destroying all aliens in any quadrant.
Fire (Defense)	Use to destroy aliens when in 'range'.
Shield (Defense)	(Use to block enemy fire)
THRUST 2X,4X	Use to get enemy within firing range.
Energy	Use to get printout of energy remaining.
Experience	Use to get printout of experience points obtained.
Pause	Hold game for later. Press any key to release.

NOTE: You lose energy whenever you activate shields (-1%) or when you absorb enemy fire (-10%+) depending on how close you are to it.

The sign "DANGER-ACTIVATE SHIELD" will appear about 5 seconds before the enemy fires. The screen will turn red a split second before it does fire. If you are quick, activate your shield then.

* See keypad layout above.