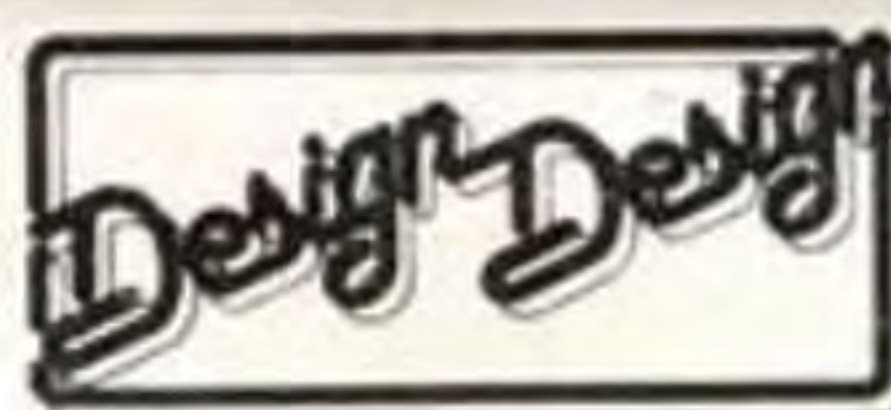


TUBE WAY ARMY



TANDY COLOUR 32K
DRAGON 32/64

267330

Fly your ship through the mountainous caverns, dodging or destroying the missiles, fireballs, and drone ships and if you can navigate your way through the solid rock tunnel you get a chance to destroy the enemy base. Tube Way Army is a superbly faithful reproduction of an arcade classic, with many new innovations to test your skill to the limits.

TUBE WAY ARMY



Custom Manufactured by



For **TANDY**
CORPORATION

BILSTON ROAD, WEDNESBURY, WEST MIDLANDS.

Playing TUBE WAY ARMY

The object of the game is to destroy the enemy base located behind near-impenetrable defences, placed in five groups. You must fly your ship through all five of these in sequence to reach and destroy the base. The first of these consists of rapidly varying terrain, defended by large numbers of surface to air missiles, over which you must fly to reach the entrance to the cavern. The second defence system, the cavern, is protected by aerial drone ships, programmed to block specific areas. These must be dodged or destroyed as your ship flies through the cavern. The third stage is defended by a rapidly moving matrix of fireballs, which cannot be destroyed by either bombs or laser bolts, and through which your ship must weave its way. If you survive this stage you must then manoeuvre your ship over the Wall. The Wall is the fourth defence system, which consists of a vast artificial structure extending upwards nearly to the ceiling, defended by surface to air missiles. After this there remains only the last system to defeat. This is a long tunnel cut in solid rock, which, though undefended, leaves very little margin for error, and must be navigated with extreme care. There now remains only the destruction of the base, which is located after the tunnel in a deep shaft, designed to prevent direct bombing. To destroy the base you must fly down the shaft to near zero altitude before releasing your bombs.

Good Luck!!

LOADING INSTRUCTIONS:

Tube Way Army will load into the DRAGON 32, DRAGON 64 or TRS-80 32K COLOR COMPUTER. First turn your computer off then on again; to load simply place the cassette in your recorder, rewind, type 'CLOADM' (ENTER) and press 'PLAY'. Tube Way Army will now load and automatically run when loading is complete.

LOADING PROBLEMS?

If the tape fails to load correctly, the recorder will stop and the screen will display the 'IO ERROR' message. In this case, switch off the computer, rewind the tape, then check your recorder is connected properly. If it is, then the volume setting is probably wrong (try higher); reset it and try again. See also page 36 of the Dragon manual or page 71 of the TRS-80 "Getting started with Color Basic" manual. If problems are still experienced please return the tape to us for replacement.

SCORING:

Static missile	50	points
Flying missile	80	points
Saucer	100	points
Fuel tank	150	points
Oil rig	???	points
Base	800	points

Bonus ship at 10,000 points

CONTROLS:

LEFT	1
RIGHT	2
DOWN	0
UP	*
LASER	=
BOMB	Space Bar

You may also use joysticks (see screen instructions).

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CRYSTAL COMPUTING

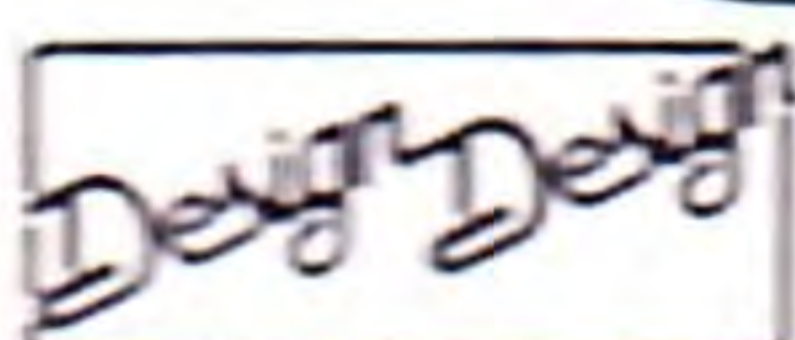
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TUBE WAY ARMY



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