

BLOCKOUT REFERENCE CARD FOR THE APPLE IIgs AND COMMODORE 64/128

Apple IIgs

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 from the copy. Leave the copy not write-protected as the game will occasionally write to the disk. You can also copy the game to a 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 only 512K of memory, you must start this way. Another way to start type 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. Keep your manual handy because you will be asked to input the color of the block in your manual with that of the block displayed.

During the title sequence and the menus, you can use the + and - keys located on the right side of the keypad to raise or lower the volume. All other controls are the same as those of the Macintosh mentioned in the Blockout Manual.

Commodore 64/128

Getting Started

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Loading the game

To play Blockout turn your computer and disk drive on. Put the disk in the drive and type: LOAD "*",8,1 and press return. The game will load automatically. Keep your manual handy because you will be asked to input the color of the block in your manual with that of the block displayed.

Variations from the manual in C64/128 version

,	Move down and left
: or .	Move down
/	Move down and right
L	Move left
;	Move Right
O	Move up and left
P	Move up
@	Move up and right

The Run/Stop is the equivalent of the escape key.

The width and length of the pit can be varied from 3 to 5 squares.

The depth of the pit can be varied from 6 to 12 squares.

Only the Q, W and E keys can be used to rotate the blocks. The A, S and D keys are inactive.