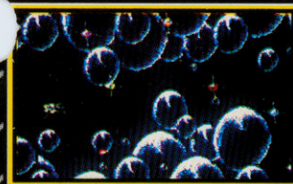
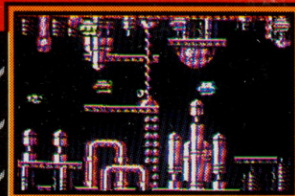


COMMODORE 64/128

C64/128



Played over sixteen levels. It is your task to rescue trapped miners and destroy rogue mining droids. Contact with the droids is deadly, so beware!

BY HUGH BINNS

5 012635 040332

COMMODORE 64/128

SUBTERRANEAN



RACK
HEWSON

THE AIM OF THE GAME

Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player. The game takes a few minutes to load.

Controls

Joystick only

Up = Up

Down = Down

Left = Left

Right = Right

Fire = Fire lasers

Playing the game

Five ships at your disposal which must be used to infiltrate sixteen caverns of increasing difficulty. At the end of each cavern is a guardian. Destroy it and you will earn extra ship. Some obstacles have to be shot through, others can be deactivated temporarily by blasting a control box. More difficult caverns may contain dead ends which can only be passed safely by using the shield (obtained by shooting and E symbol).

Scoring

20 points for every alien destroyed. 20 points for destroying one section of a barrier.

Credits

© Hewson Consultants 1988.

Written and designed by Hugh Binns.

Sound FX and Music by Jonathon Dunn.

Produced by Paul Chamberlain.

The program and data are copyright and may not be reproduced in part or in total by any means without the written permission of Hewson Consultants Ltd. All rights reserved. No responsibility is accepted for any errors.

Our policy is one of constant improvement. Therefore, we reserve the right to modify any product without notice.

Hewson Consultants Ltd
56B Milton Trading Estate
Milton
Abingdon
Oxon
OX14 4RX

RACK
HEWSON