

CBM

COMMODORE 64

Enter the Tube if you dare! Escape is possible but requires deadly cunning, incredible stamina and skill.

A multi-speed arcade game with astonishing graphics comprising 200 screens of animation.



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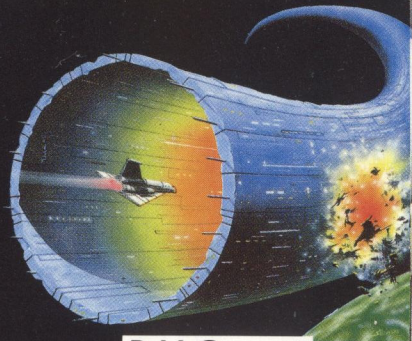


THE TUBE



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ENTER THE TUBE IF YOU DARE!
AMAZING FAST ACTION
SUPERB GRAPHICS AND SOUND



THE TUBE C64

May 20th 2553 and the GRS Tracker II is on its return journey from a five year patrol of the outer reaches of Provinve 4. Suddenly it seems that are hit by a minor meteor storm but a light begins to flash on the control panel, a hissing sound is heard throughout the ship and before anyone can react, the Tracker II is veering to the left, out of control and its engines are severely damaged. Ahead the crew can see the one sight every space crew dreadnothing!.... a complete absence of lighta Black Hole!

But it was no ordinary Black Hole, the Tracker II was being slowly sucked by an unknown force field into THE TUBE - an uncharted alien presence in space!

Your objective is to survive a journey through the Alien scrap collection system known as The Tube.

The Tube comprises eight segments each consisting of three zones.

1. THE TRANSFER ZONE

Designed to capture space vessels. Energy parasitic aliens and floating debris will drain energy from your ship if you collide with them but you can destroy them by blasting them with either laser fire or smart bombs.

2. DMT (Defence Mechanism Tunnel)

Designed to weaken ships as they progress to the final zone. Avoid the Force fields, radar traps and watch out for the strange effects of the artificial gravity.

3. THE CAPTURE AREA

This is where ships are stored until the aliens dismantle and devour them. You will be able to drain the remaining energy from these ships by successfully docking with the other ship's computers. This is achieved by lining up the

front of your ship with the front of the alien ship. If, whilst you are in or when you try to enter the Capture Area, your energy levels become insufficient to operate your shields, the mission will be instantly terminated. Also located within these ships are the energy crystals required to recharge your ships engines main thrust ejectors which you will need to



finally escape from The Tube. Not all ships have energy crystals remaining within them as the crystals may have degenerated over the years that the ships have remained in the confines of The Tube.

Game Display Screen

Energy starts at 7500 units per ship.

Distance tells you how far into the current segment you have travelled.

VDU gives you messages from your on-board computer.

You have three lives to become the first escapee from The Tube.



GAMES CONTROL

Shift/Run Stop

The direction keys are all redifinable + Joystick in Port 2

F1 = Shields On/Off

F3 = Smart Bomb

F5 = Paused

F7 = Abort Mission