

THE TUBE

Dare you enter THE TUBE? A giant scrapyard in space where you and your valuable cargo will be held captive and stripped by evil aliens. Escape is possible but requires deadly cunning, incredible stamina and skill.

THE TUBE - a multi-speed arcade game with astonishing graphics comprising 200 screens of animation.

Programming by Gannon Design Ltd.
Music by David Whittaker
Published by Quicksilver Ltd.

©Quicksilver Ltd. 1987
Victory House
Leicester Place
London WC2H 7NB
Tel.: 01 439 0666



QUICKSILVA

THE TUBE

CBM 64/128K DISK

THE TUBE

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



QUICKSILVA

DISK
COMMODORE 64/128K

THE TUBE

To watch the drama of a meteor storm from the observation gallery of your space craft, is the experience first time travellers find the most exciting, but for an experienced Commander the spectacular display is often more trouble than the passengers realise. Maintaining the shields to prevent the ship from sustaining damage or even being torn apart by a micro-meteor puts a great strain on the Trilithium Crystal Drive Units.

On May 20th 2523 The **GRS Tracker II**, on its return journey from a five year patrol of the outer reaches of Province 4, is hit by what seems to be a minor meteor storm - or is it? The ship's shields are deployed as the meteors make contact. What happened next is anyone's guess - a light began to flash on the control panel - a hissing sound could be heard throughout the ship - before anyone could react the **Tracker II** veered to the left hurtling out of control, its engines severely damaged.

Ahead the crew could see the one sight every space crew dreads . . . nothing! . . . A complete absence of light! . . . A Black Hole! **Tracker II** accelerated towards the emptiness, while the few crew that remained conscious were pinned to their seats. Eventually the ship slowed as it emerged from the other side of the hole, the crew looked around to discover where they had arrived only to be horrified at what they saw. The first horror was nothing to the hole they were now approaching!

The **Tracker II** was being slowly sucked by an unknown force field into - **The Tube!** - an uncharted alien presence in space!

Gameplay

Your objective is to survive a journey through the Alien scrap collection system known as **The Tube**. In order to do this you must plunder the energy from those ships less fortunate than yourselves, those stored in the **Capture Area** ready for the next alien dust cart to collect them. Energy is essential, although your shield will give your ship reasonable protection, energy will be drained whenever shields are used or a collision occurs. Shields consume energy at an increased rate, so should be used sparingly, until you enter the **Capture Area** where their activation is automatic. 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.

The **Tube** comprises eight segments each consisting of three zones, the **Transfer Zone**, the **DMT** (Defence Mechanism Tunnel) and the **Capture Area**, designed to trap even the most skillful of pilots. There is one entrance, and more importantly, only one exit!

The first area is the **Transfer Zone**, which is designed to capture space vessels, sustain and draw them into the main body of **The Tube**. Due to its proximity to open space, **The Tube** is often inhabited by energy parasitic aliens and floating space debris which

drain energy from your ship if they are allowed to collide with it. These may be destroyed by blasting them with either laser fire or smart bombs.

If you successfully pass through the **Transfer Zone** you will find yourself in the **DMT**. This is designed to weaken ships as they progress to the final zone, the **Capture Area**. If, however, (as in your case) a ship proves to be dangerously hostile to **The Tube**, then the automated defences of the **DMT** are activated against it, usually with devastating effect.

This leads you into the **Capture Area** where ships are stored until the creators of **The Tube** dismantle and devour them at their convenience. You will be able to drain the remaining energy from these ships by successfully docking with the other ships' computers. This is achieved by lining up the front of your ship with the front of the alien ship.

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**.

Game Controls

Commodore 64/Disc and Cassette:

The direction keys are all redefinable + Joystick in Port 2.

F1 Shields On/Off	F5 Pause
F3 Smart Bomb	F7 Abort Mission

Spectrum 48/128:

Joystick Options = Interface II, Kempston and Cursor.

Q = Up	K = Shields On/Off
A = Down	B = Smart Bombs
O = Left	H = Pause
P = Right	X = Abort Mission
Enter = Fire	

Loading Instructions

Please Note: the complexity of this game is such that it uses very large amounts of memory and this in turn causes the screen to clear at times during the Loading process. Please do not be alarmed and under no circumstances turn off your cassette recorder or disk drive - The game will load correctly.

Spectrum: Load ""

C64 cassette: Shift/Run-Stop

C64 disk: Load ""*,8,1