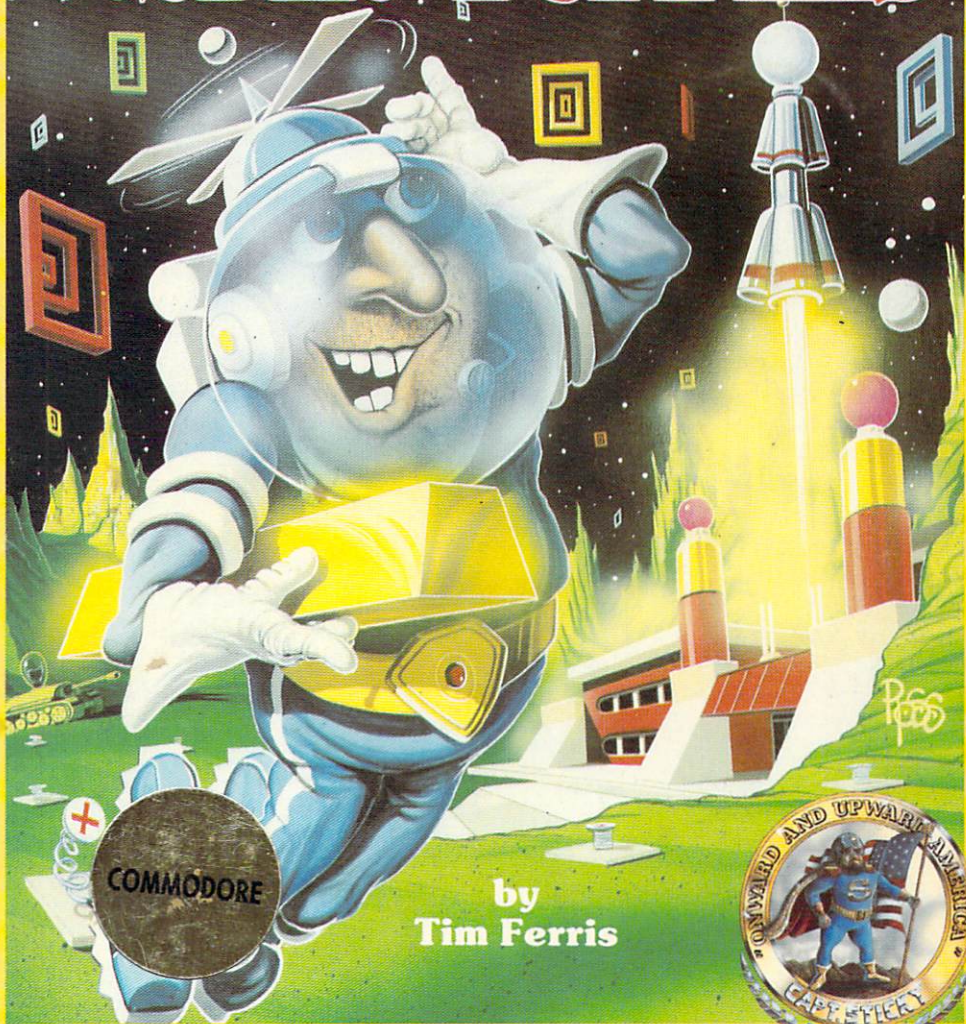


COSMIC TUNNELS™



by
Tim Ferris

CAPTAIN STICKY RETURNS! And Episode #4 promises to be the most exciting adventure so far! Defend the planet SIRREF, travel through warp tunnels, blast photon missile launchers, fight Space Turkeys, Dynobots, Electric Lizards and the Monstrous Munchers!

COSMIC TUNNELS™

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"Sirref? You've never heard of the planet Sirref? Why, that's the only habitable planet in the Relffok galaxy which is an important part of the Nodrog universe. And the Jebbs have cut off their energy resources!"

Fasten your spacebelts and get ready for the amazing COSMIC TUNNELS. YOU are the principle defender of the planet Sirref. A life-threatening energy shortage exists due to a forced energy embargo imposed by Sirref's mortal enemy, the Jebbs. Sirref has built a power generating complex on its moon, which provides power for the entire planet. But the energy bars vital to the operation of this power plant are located on four asteroids. And these asteroids can only be reached by venturing into the COSMIC TUNNELS. The Jebbs have scattered space mines throughout the warp tunnels, installed photon missile launchers and placed hostile creatures on the surface of each asteroid. Your mission is twofold — destroy the enemy space mines and missile launchers, and retrieve as many bars of material from the four asteroids as possible. Successfully visit all four asteroids — save your planet from energy starvation — and prepare for round two!

POWER UP

Diskette

- Turn off computer and remove all cartridges.
- Turn on the monitor or TV set.
- Turn on the power to the disk drive and wait for the red busy light to go off.
- Carefully place the COSMIC TUNNELS disk in the drive with the label toward you and close the drive door.
- Turn on the power switch. COSMIC TUNNELS will load and run automatically.

Cartridge

- Insert the COSMIC TUNNELS game cartridge into the Atari cartridge slot.
- Turn on monitor or TV set. COSMIC TUNNELS will load and run automatically.

SCORING

Destroying a mine	300 pts.
Destroying a missile launcher	1000 pts.
Successfully retrieving an energy bar	1200 pts.
Energy remaining at end of mission (23 units at start) . . .	500 pts. per unit
Lives remaining at end of mission	1000 pts. per life

SCREEN 1

Guide your space ship from its home base to one of the four tunnel gates at the top of the screen. Dodge falling meteors and avoid crashing against your base (doing so robs you of energy but does not destroy ship). The joystick moves the ship up, down, left, right and diagonally. The fire button does nothing on this screen. The ship will bounce off the edges of the screen.

SCREEN 2

Choose one of the tunnel gates. Your ship is now on a 25 second space warp. Score points by shooting space mines (position the ship so that the mine lies on an imaginary line between the ship and the end of the tunnel). If a mine gets by you or makes contact with your ship you'll lose energy.

SCREEN 3

When you exit the tunnel you must attempt to land on the asteroid. This is complicated by missile fire from enemy defense systems. Use the joystick fire button to drop bombs and destroy these bases. You lose energy and momentum if you are hit by a missile. Move your ship onto the landing pad to get to the next screen.

SCREEN 4

When you land on an asteroid, one of three astronauts on this mission exits the ship. Use the joystick to guide him to the glowing energy bars at the bottom of the screen. Depending on which asteroid you land on, dangers and foes will vary. Watch out for Space Turkeys, Dynobots, Electric Lizards, Monstrous Munchers and quicksand. Rocks provide a reasonable amount of safety if you need to hide. The fire button will move the astronaut faster but use this feature sparingly since it will make him tired and he will eventually slow down.

Pick up the glowing bars one at a time and return them to the ship as quickly as possible. One way to do this is to move the astronaut over to one of the four launch pads marked with an "X." Depending on which tunnel you enter, your astronaut will be assisted by either a jetcopter or rocket springs. Push the fire button and — move the joystick in any direction (JETCOPTER) or move the joystick toward another launch pad (ROCKET SPRINGS).

RETURNING TO HOME BASE

After collecting all four bars from the asteroid your ship will automatically lift off and return to screen 3. You must destroy all the missile bases before you can fly back into the tunnel to return to home base. Remember to fire at the space mines on your return trip through the COSMIC TUNNELS. You will lose energy if they get by you.

Once you have successfully completed the first mission try another tunnel and continue until you have visited all the asteroids or run out of energy. When the game is over a score screen will be displayed. Enter you initials by moving the joystick right or left. Push the fire button to set your entry.



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