

from DATAMOST INC

\$34.95 for Apple II*

Tubeway is the fastest, most fascinating of the new style space games. The Tubeway is an insidious invasion route created by beings from a strange, geometric universe. Normal strategy doesn't work! You're forced to fight by their vicious geometric rules! Be the first to master the challenge of lightfast Tubeway!



TUBEWAY

CORBETT
WOLFE

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TUBEWAY

by David Arthur Van Brink

You've been out on a quiet, uneventful mission patrolling the frontiers of space when suddenly the universe itself seems to crack and tremble. Before you can react you find you're trapped on the TUBEWAY . . . a strange creation by beings from a geometric universe. Their force fields lock you to the rim of the Tubeway as their invasion fleet swarms out of the warp.

Unexpected as it is, you know your duty . . . to hold out as long as you can—to fight a delaying action to give your home galaxy time to prepare. But here's a type of fighting you were never trained for . . . normal strategy doesn't work. Whether you are successful or not depends upon your ability to master the alien "rules of combat". You have to learn to jump from hyperspeed to cruising almost instantaneously . . . to track the enemy and destroy them when most vulnerable . . . to watch for the caged destroyer who suddenly can enter the action.

Here is a challenge of wits and agility never encountered before. Are you up to it?

Start Up

TUBEWAY can be played and enjoyed with paddles, joystick or the keyboard . . . though paddles are recommended to take full advantage of its amazing speed and action.

After the disk has been inserted, the screen will indicate how to start the game, or allow you to ESC to a selection Menu. At this point you may change the keyboard keys to any you prefer or you may use those pre-selected. Just follow the easy instructions on the screen for any revisions desired.

The pre-selected keys are as follows: R = clockwise hyperspeed. T = rapid fire. Y = counterclockwise hyperspeed. F = 1 clockwise move. G = 1 firing. H = 1 counterclockwise move. SPACE BAR will stop your ship's movement.

The Play

TUBEWAY has 32 levels. During play if you press ESC the game will Pause. Press "R" and you will be allowed to select any starting level of play from 1 to 8.

There are 2 sound levels. Pressing Control S will change sound or turn it off.

If an alien ship gets to the outer rim you must shoot through the white-bar Super Zapper to destroy it.

If the round, deadly Destroyer appears it will track you relentlessly. You cannot destroy it. But you can run! If you can get the Super Zapper to hit it, the Destroyer will be returned to its cage.

The vertical lines at right of screen show time remaining before Super Zapper is active and Destroyer is released.

The horizontal lines at bottom screen shows relative paddle and Super Zapper position.

Scoring

High score will be indicated. If you wish to reset High Score to begin at 0000000, press "C" while booting the disk at the start.

Enemy		Points
	S.U.	50
	HOMER	100
	SEEKER	200
	FIVE	

Appears from level 7 on.

5 if destroyed within tube.
500 if brave enough to let it reach rim before trying to destroy.

Bonuses: Clear screen without loss of your ships and you receive a bonus of 500 at level 1, 1000 at level 2, 1500 at level 3 and 2000 at succeeding level. Bonus life every 20,000 points.

The high adventure and fast arcade action of TUBEWAY awaits. So enter this strange realm and help save the galaxy as we know it!



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