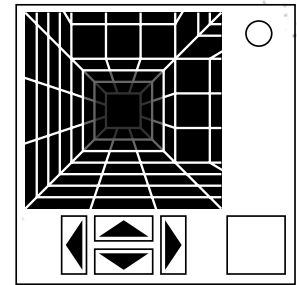
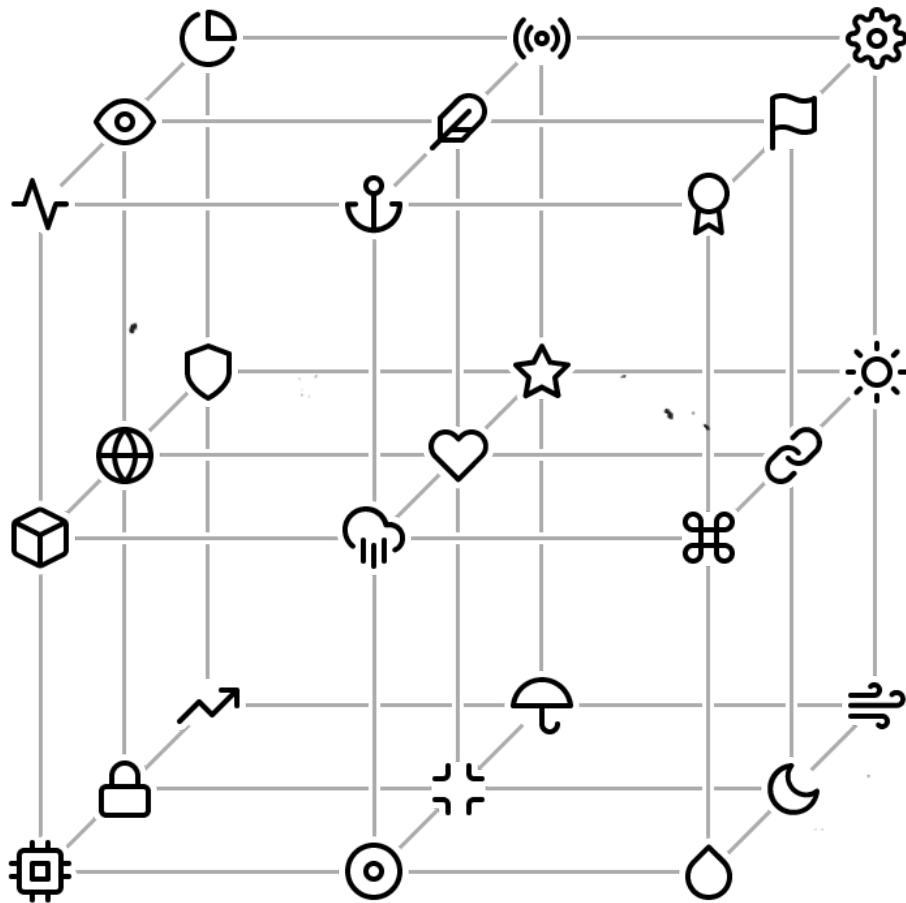


On the Subject of 3D Tunnels

Let's take this to another dimension.



You control a hovercraft inside a grid of nodes connected by tunnels. Nodes are identified by a unique symbol. Use the four arrow buttons to travel through the grid. There's also a button with a symbol on it, representing your next goal node. Travel there and press the goal button. Repeat this three times to solve the module.

- Only a few nodes will show the symbol of that node. Locate some symbols to determine your current location and orientation.
- The arrow buttons *rotate* the hovercraft in that direction. The thrust button is broken and has been removed. (But no worries! I've fixed it!) **After every rotate** command, the hovercraft will go **one node forward**.
- If you fly into a wall, you'll get a strike.
- If you press the goal button while not at the goal node, you'll get a strike.