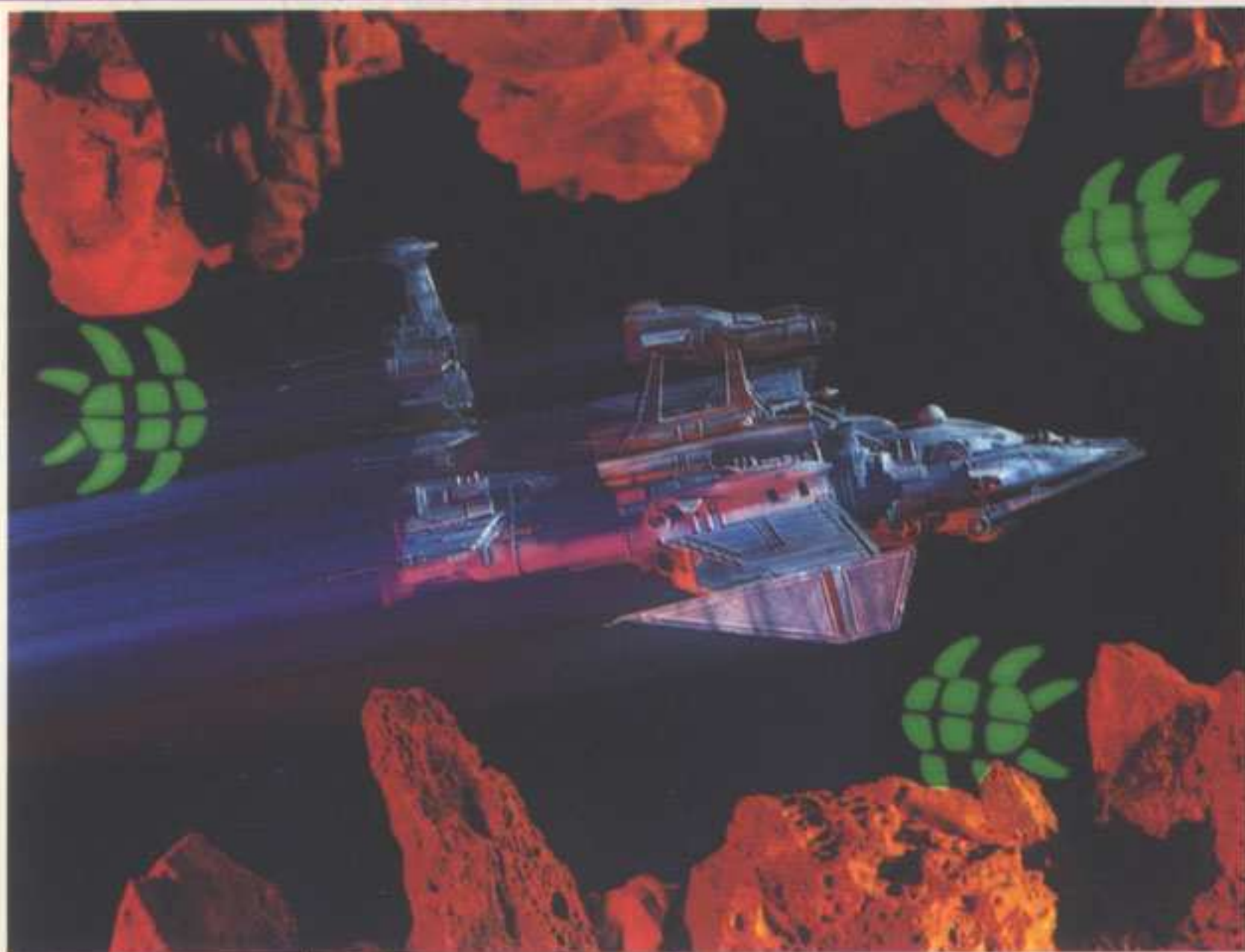




SUBTERRANEA™

GAME INSTRUCTIONS



Fly the Cave Ranger deep into sunless caverns of Subterranea. You seek precious Treasure Crystals. But first you must contend with the hideous Hexuplex! It sends deadly Aerobots screaming towards you. Dodge them! Turn and fire! Obliterate them all! Flashing Electro-Gates pulse with eerie intensity. Slip past them and on into deeper darkness. To what depths can you descend? Skulls encrust the cavern walls — keep keen wits about you or yours may join the rest!

GAME OBJECTIVE

- * Fight off attacking Aerobots and swoop down to seize the Treasure Crystal.
- * Descend to the tunnels, blasting the flying foes. Don't let the Ranger touch tunnel sides...**especially** any skulls!
- * Clear a tunnel and find the Electro-Gate. Move the Ranger through it safely in 3 attempts or less.
- * When you've cleared the bottom tunnel, descend through the glowing transit port and enter a big cavern. Keep going if you can!

GAME VARIATIONS

- * In **1-Player** games, use the left hand controller.
- * In **2-Player** games, the player with the left controller has the first turn.
- * To change from 1-Player, Level 1 variation, pull GAME SELECT switch before game starts. Display at top right of screen indicates:
 - 1 1 - 1 Player, Skill Level 1 (Standard game)
 - 2 1 - 1 Player, Skill Level 2 (Advanced game)
 - 1 2 - 2 Players, Skill Level 1
 - 2 2 - 2 Players, Skill Level 2

CONTROLS

- * Move joystick in direction you wish the Cave Ranger to fly.
- * Press the red button to fire. Keep pressing for automatic fire.

GAME PLAY

- * To start, press **and release** button on left controller.



IN THE CAVERN OF THE HEXUPLEX:

- * You must first fight off a series of deadly Aerobots sent up by the evil HEXUPLEX.
 - * Shoot down each Aerobot before it collides with you. A collision costs you one Ranger!
 - * The bar at the bottom of the screen shows how many Aerobots remain in this attack.
- * Destroy all Aerobots and the hideous HEXUPLEX crawls away. A Treasure Crystal appears!
- * Fly the Cave Ranger down to the Crystal and touch it until a shaft opens up through the cavern floor.
- * Move the Ranger down the shaft to the first tunnel. Get ready for some fast and furious action!



IN THE TUNNELS:

- * Tunnels are filled with flying foes. If any of them collide with you, you'll lose one Ranger.
 - * In some tunnels, foes can shoot at your Ranger. Get out of the way!
- * **BEWARE!** Don't touch either side of the tunnel. It'll cost you score points while contact lasts. And **be sure** not to touch any of the skulls: if you do, you'll lose a Ranger!
- * Shoot all the flying foes in a tunnel without being hit, and you'll win an extra Ranger (up to a maximum of 7).
- * When a tunnel is cleared of flying foes, the bar at the bottom of the screen disappears and you hear a short "ALL CLEAR" signal. It's time to move on down again.



AN ELECTRO-GATE

ELECTRO-GATES:

- ★ Clear a tunnel of flying foes and an Electro-Gate will appear. Descend through the gate without touching it or being hit by a flash pulse. **If you can't get through in three tries, you'll have to clear the same tunnel again, without scoring any more points!**
- ★ Electro-Gates become more difficult and require more precise timing as the game progresses. Don't take too much time!
Your score goes down until you get through the Gate!

TRANSIT PORTS:

- ★ When you've cleared out the bottom tunnel in each series you can exit through a glowing transit port.
 - ★ Fly the Cave Ranger to the left or right until you see the port in the tunnel floor.
 - ★ You can touch the tunnel floor just beyond the transit port, without losing score points.
- ★ When you've moved the Ranger down through this port you'll be in another big cavern. The HEXUPLEX is back with more (and "smarter") Aerobots. Try to capture another Crystal!

SCORING

Each Aerobot you shoot.....	100 points
Each flying foe you shoot.....	25 to 99 points
	(increases as the game continues)
Each Treasure Crystal you capture.....	1,000 points
Each contact with tunnel sides.....	Minus points during contact
Clear tunnel without being hit.....	Win 1 extra Ranger*
Touch a skull.....	Lose 1 Ranger
*Maximum reserve Rangers: 7	

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AVAILABILITY:	ATARI 2600	ATARI 5200	INTELLI- VISION	COLECO VISION	ATARI COMPUTERS	VIC-20	TI 99/4A
Fathom	*	*	*	*	*		*
Wing War	*	*	*	*	*		*
Moonsweeper	*	*	*	*	*	*	*
Laser Gates	*	*			*		
Quick Step	*	*			*		
Subterranea	*						

All game screens shown on Atari 2600 except for Wing War which is shown on Intellivision.

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Game program designed by Mark Klein

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