PlayStation

TUNNEL B1

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.
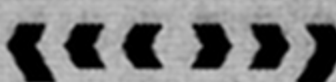
HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
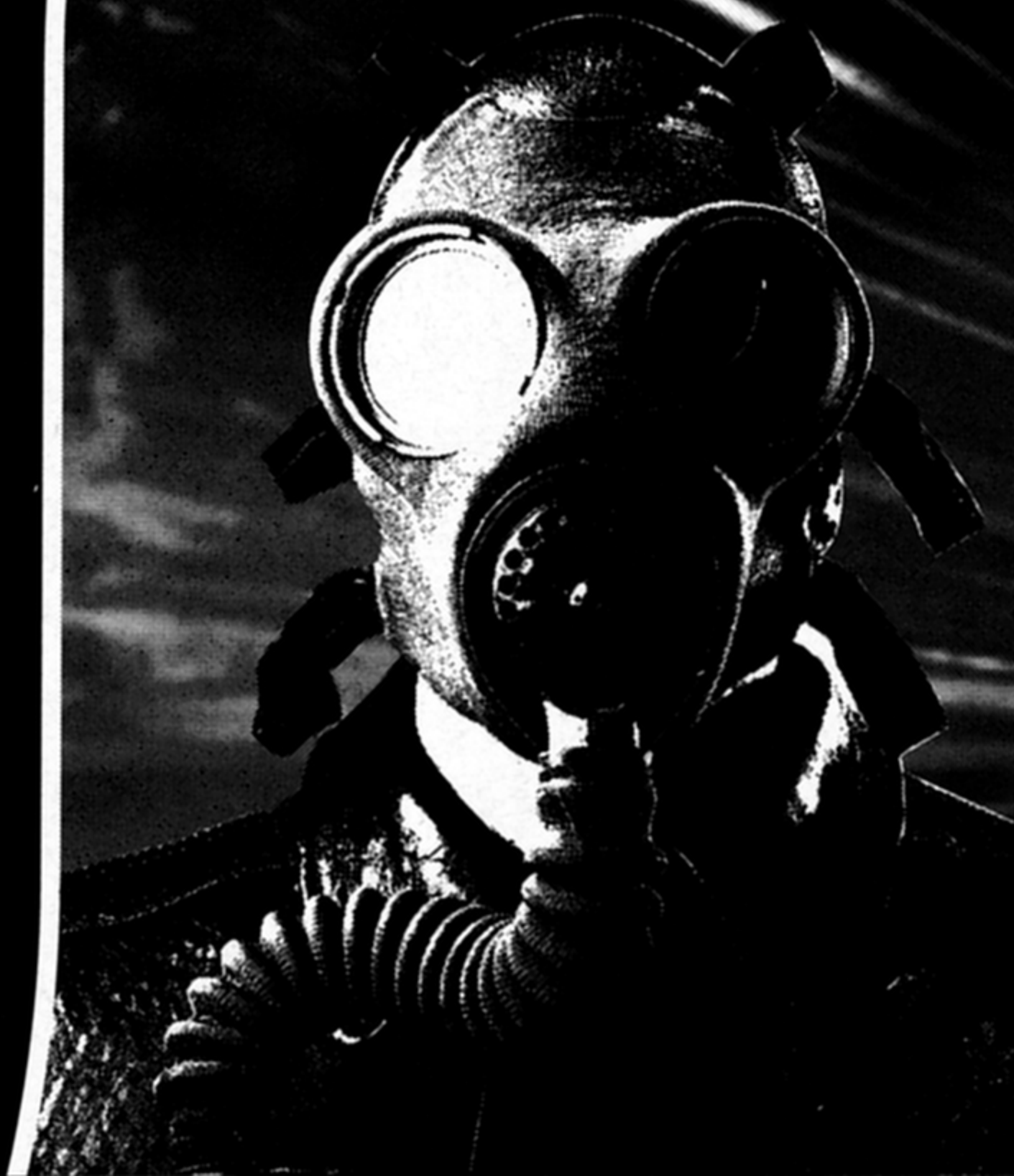
TUNNEL B1

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INTRODUCTION

In a future world, much remains the same: the need to protect, the need to preserve.

Upon twisted, groaning girders, in the sluice of a castoff generation, society has built weapons beyond its capacity to control. Gone are the safeguards of counter technology; there are no levels left to sink to.

Everything is base and we scrabble for the scraps of redundant ideologies. The die has been cast and the sides have been set.

As always, there are those who are determined to rule by force.

It begins with one man - a dictator by any measure - and the creation of a weapon too awesome to comtemplate, a weapon no sane being would consider using... Now, at last we react. Finally, perhaps too late, we see that this weapon has to be destroyed... or humanity will perish.
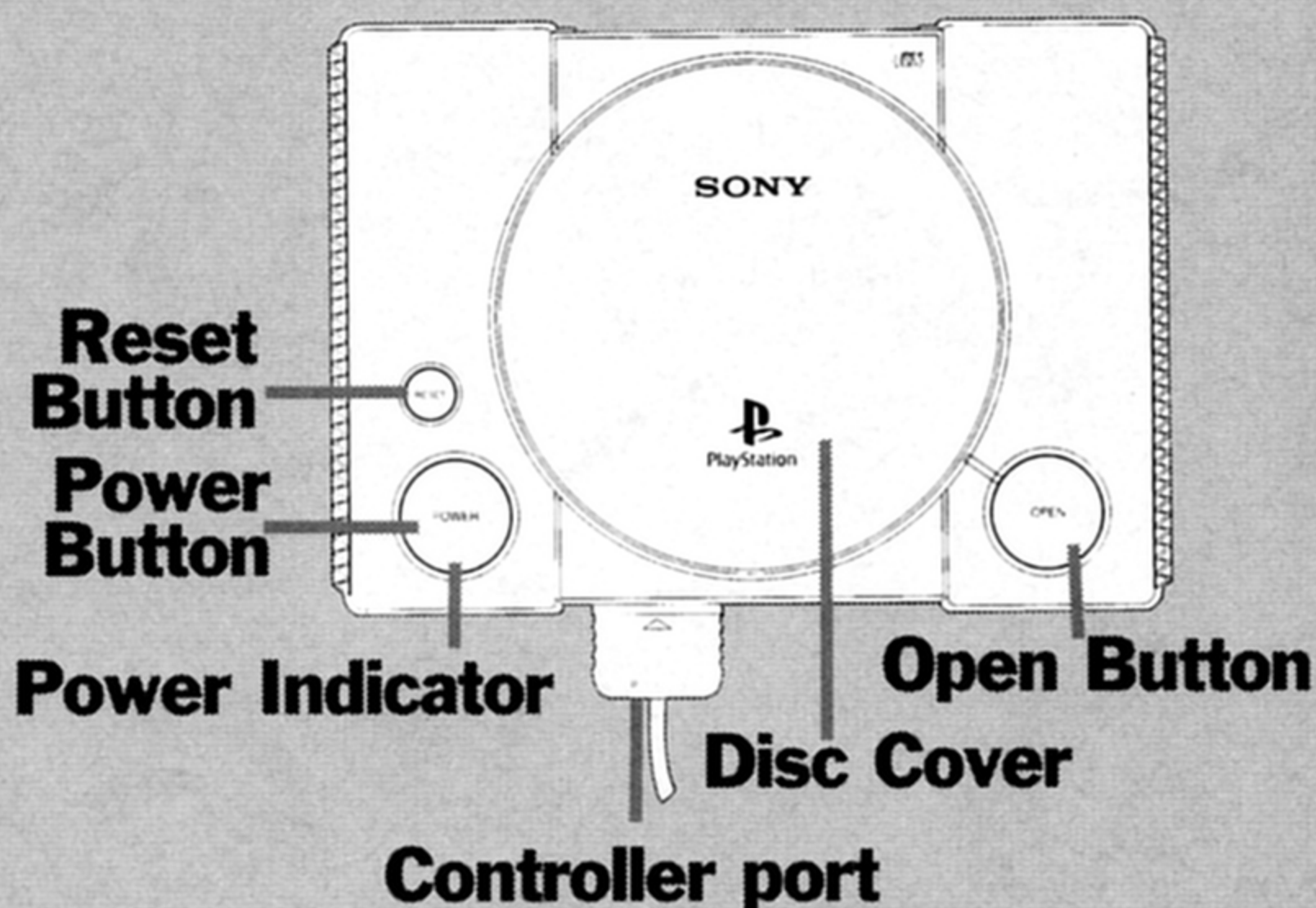
As for me, I'm as desperate to survive as anyone in this defiled world. I have this last, pitiful chance to secure humanity's future. All I've got going for me is skill and the will to live....

It'll take skill to get past His defenses now. Skill to destroy a weapon we never should have allowed to be developed. A weapon we never dared to develop ourselves...

So it's up to me now. The craft is on the launch pad - another willing accomplice in this fetid war.
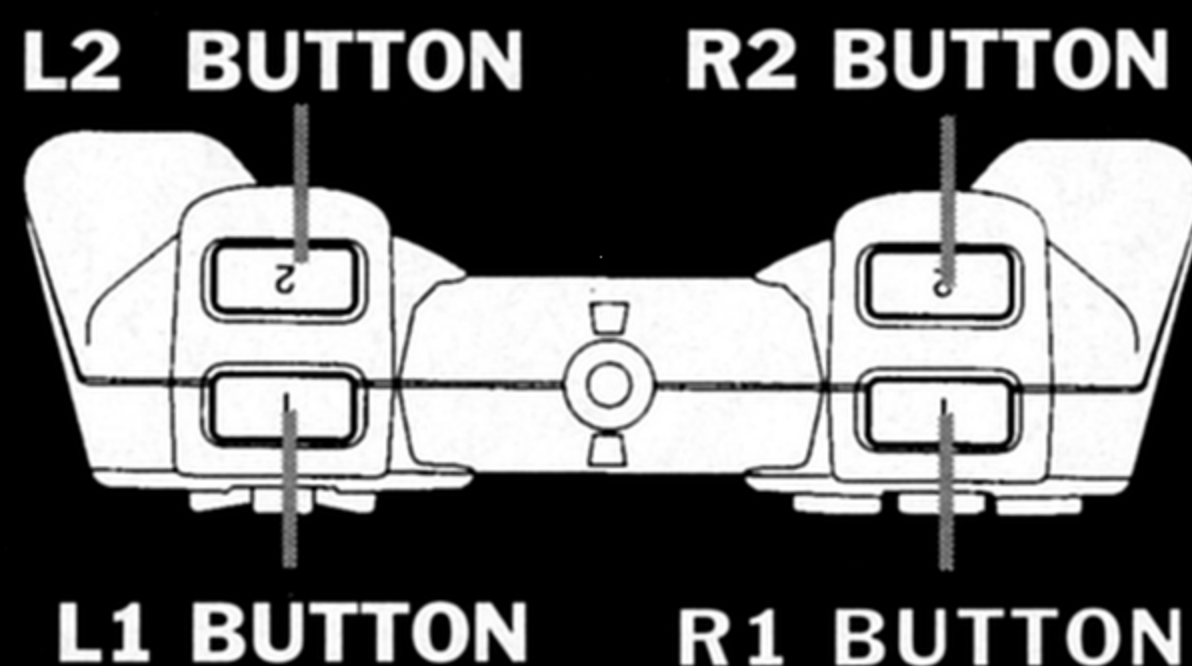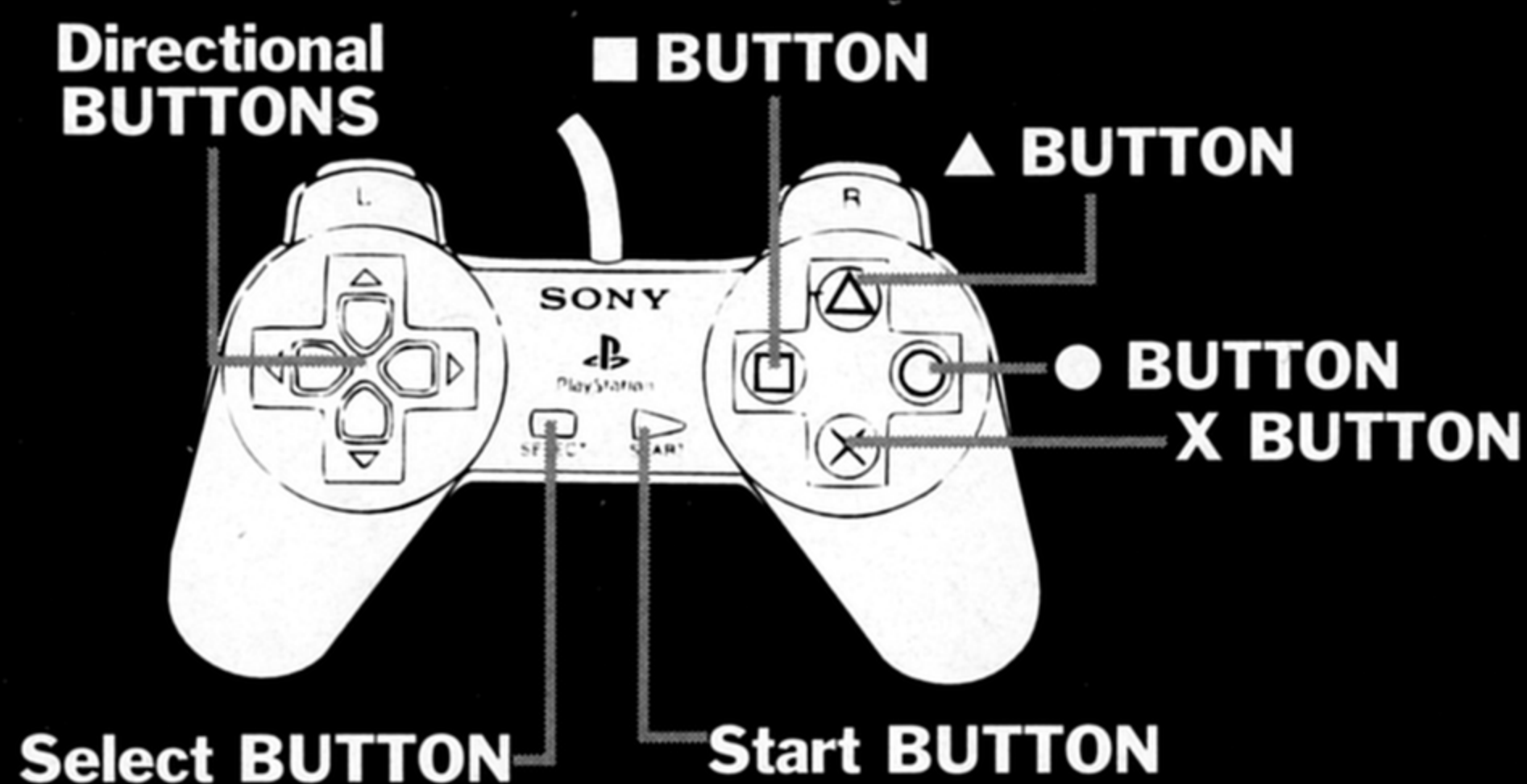
I know what must be done: weapon on weapon, destroy to preserve.

THIS ISN'T GOING TO BE EASY.

Reset Button

Power Button

Power Indicator

Controller port

Disc Cover

Open Button

SONY

PlayStation

LOADING

Turn your console OFF and insert the Tunnel B1 disk. Turn the PlayStation™ ON and wait a few moments. The game will load automatically and the intro sequences will begin to play. Once the title screen appears, press START to bring up the Main Menu.

Directional **BUTTONS**

■ **BUTTON**

▲ **BUTTON**

● **BUTTON**

X BUTTON

Select **BUTTON**

Start **BUTTON**

L2 BUTTON

R2 BUTTON

L1 BUTTON

R1 BUTTON

CONTROLS

The default controller configuration is as follows:

CRAFT CONTROL

PRIMARY WEAPON LOCK-	Up Directional button
PRIMARY WEAPON UNLOCK-	Down Directional button
ROTATE LEFT -	Left Directional button
ROTATE RIGHT -	Right Directional button
ACTIVATE BOOSTERS -	△
BRAKE / REVERSE -	✕
ACCELERATE -	◻
STRAFE -	◎ with Left or Right Directional buttons
TOGGLE PRIMARY WEAPONS -	R1
FIRE / USE PRIMARY WEAPONS -	R2
TOGGLE SECONDARY WEAPONS -	L1
FIRE / USE SECONDARY WEAPONS -	L2
PAUSE GAME-	START Button

MAP CONTROL

TOGGLE MAP MODE ON/OFF -	Select Button
CYCLE THROUGH MISSION -	L1 - forward
OBJECTIVES AND PLAYER ICON -	R1 - backward
Zoom In -	△
Zoom Out -	✕

ocean NEON WARNING

ADVANCED CONTROLS

Your craft is capable of advanced maneuvers well beyond basic piloting techniques. Proficiency in the following areas will save your life.

SLIDE

Press the Brake Button (default ⊗) and the Accelerate Button (default ▣) simultaneously while rotating left or right.

The slide is often essential to escaping attacks.

STRAFE

Press the Strafe Button (default ◯) and move left or right to strafe. Strafe allows the craft to sweep smoothly to the left or right and vastly increases its maneuverability. This move may also be used in conjunction with Slide to take on powerful opponents.

SPEED

Press the Booster Button (default △) to activate your craft's boosters.

Controlling your craft at high speeds is an integral part of Tunnel B1. Extra time may be gained in which to search out any additional weapons. On certain stages, this time will be vital to completing the mission.

GETTING STARTED

After pressing START at the title screen, the Main Menu will appear.
The Options Menu can be accessed from here or at the end of each level.
Use the Up and Down Directional buttons to highlight an option.
Press ⊗ to select the highlighted option.
Press △ to return to the previous screen.

THE MAIN MENU

START GAME...
Select this option to begin playing Tunnel B1.

OPTIONS...
Select this option to enter the Options Menu.

THE OPTIONS MENU

MEMORY CARD...
A Memory Card must be inserted. Warning: **DO NOT** insert or remove the Memory Card when the game is loading or saving a file.

The following two options can be accessed from here:

LOAD GAME...
Use the Up or Down Directional buttons to highlight a game title and press ⊗ to load.

SAVE CONFIG...
Press the Up or Down Directional buttons to highlight a slot on the Memory Card.

Press the ⊗ button to select the slot and use Up and Down to cycle through the letters.

⊗ accepts a letter. △ quits the process and returns to the previous screen.

> **NOTE:**
> A GAME CAN BE SAVED VIA THE OPTIONS OFFERED AT THE END OF LEVEL. THE SAVE CONFIG OPTION CANNOT BE USED TO EMPLOY A DIFFERENT CONFIGURATION AFTER LOADING IN A SAVED GAME.

CONTROLLER CONFIG...
To change the configuration setup for the in-game controls use the Directional buttons to highlight a task and ⊗ to select it.

Exchange this with another task by repeating the process.

⊙ cancels any changes and returns to the default pad configuration. Once changes have been made and accepted, use ▣ to reset to the default settings.

The ⊙ button cancels any subsequent changes (including the use of the ▣).

SOUND CONFIG...

This screen allows you to adjust the audio levels for every aspect of the game. Highlight a sound element using the Up and Down Directional buttons and press ✕ to play.

Adjust the volume by moving the slider Left or Right using the Directional buttons.

DIFFICULTY...

Change the number of lives allotted (to a maximum of 6) by cycling Left or Right using the Directional buttons.

HIGH SCORES...

View the high scores, who scored them and at which stage of the game.

THE PAUSE MENU

Accessed by pressing START during the game.

CONTINUE...

Return to the action.

RESTATE MISSION...

Select this option to instruct the onboard computer to display the Mission Brief again.

RESTART...

Re-play Tunnel B1 from the start of the level in progress.

QUIT...

Confirm your decision (select YES or NO) to quit the game and return to the Title Screen.

GAME OVER

When the last life has been lost, the game ends and offers the following options:

CONTINUE (number of continues remaining)...

Select this option to continue from the level last played (assuming any Continues are left).

You begin the game with two continues. Selecting Continue will clear the previous game's score, resulting in no high score entry.

RESTART...

Restart from the first level. Selecting Restart will also clear the previous game's score, resulting in no high score entry.

Quit the game and return to the Title Screen.

PLAYING TUNNEL B1

The object of the game is to carry out each of the compulsory Mission Objectives and progress to the next stage.

To start with, the player is armed with the basic Machine Gun. Any hits sustained by the craft will result in loss of energy (indicated on the ENERGY BAR). When the energy is fully depleted, one life will be lost. This energy may be replenished as may certain kinds of ammunition.

MISSION OBJECTIVES...

The mission objectives are provided in two ways: firstly as a Mission Brief and then as Map Symbols.

MISSION BRIEF...

The On-board CPU outlines which phase of the main computer defences are being initiated and what primary and secondary objectives are involved. Negotiate each phase and progress into the Dictator's underworld by overcoming his defenses and fulfilling the mission objectives. Primary objectives MUST be completed. Secondary objectives are

optional, but make progress easier on later levels. The computer will update your mission objectives should the situation call for it. To review the mission brief, select Restate Mission on the Pause Menu.

MAP SYMBOLS...

These are marked out on the MAP which may be called up at any time during the game by pressing SELECT.

Both the type and color of these symbols is significant.

RED symbols indicate Primary Mission Objectives that MUST be completed. YELLOW symbols indicate Secondary Mission Objectives that SHOULD be completed. GREEN symbols show optional objectives that may be carried out for bonuses.

The symbols have the following meaning:

TARGET............Destroy whatever appears at this location.
ARROWS............Reach this point within the allocated time span.
CIRCLE............Collect the object located at this position.
SMALL WHITE
TRIANGLE..........Player's position.
RED X.............Level EXIT. Reach this point once RED and
                  YELLOW Mission Objectives have been fulfilled.

GENERATORS

Generators provide the power for specific security circuits within a level. To disable a circuit, you must completely destroy the generator. Once this has been achieved, a countdown will appear at the bottom left of the screen, beside a wrench icon in the generator's color. This countdown represents the time remaining until the circuit re-establishes itself.

Generators can be destroyed using Seeking Rockets, Seeking Missiles, Mines, Smart Bombs or Super Smart Bombs.

The effects of disabling a circuit are as follows:
BLUE, PURPLE AND RED..All associated door and light barriers fail.
CYAN ....All cyan based shields reduced in

DANGERS

RADIOACTIVITY...
When a generator or energy container is destroyed, dangerous levels of radioactivity are released.

Most areas around generators are contained by heavy shield doors, although these do not completely prevent radiation leakage.

When an energy container is destroyed, the player has the chance to collect its contents. Unless this is carried out within a short time, the container will explode, leaking radioactivity.

Radiation causes energy to deplete until the area is vacated.

ALARMS...

Alarms are triggered by passing through certain areas or by guardians rising up the Tunnel section shafts. When activated, all alarms will result in hostile action being taken.

LIGHT BARRIERS AND SENSORS...

Passing through any color of lightbarrier will trigger a reaction somewhere within the level.

This can take the form of doors opening or closing or alarms being set off. RED Sensors are activated by driving the craft over them. When the light changes to GREEN, a door will open.

SHIELDS...

Whether the shield is Cyan or Orange based, its strength can be determined by its transparency. The greater the shield's density, the greater its power.

Orange based Shield Systems are 50% more resistant than Cyan.

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Cyan based Systems can be disabled through the destruction of their Generator. Both are vulnerable to attack.

END OF LEVEL

The end of a level is marked by a circle of yellow arrows.

Once this has been reached, your achievements will be assessed with points awarded for every RED, YELLOW and GREEN objective achieved. If the bonus for a group of objectives is shown in red, then you have achieved all of that group's objectives. If the bonus is shown in gray, then there were no objectives of that color on the level.

WHEN ASSESSMENT IS COMPLETE:

Press the ⊗ button to load the next level.

Press the ▢ button to access the options to either save game, adjust controller config, adjust sound config or quit.

A score of 1,000,000 is rewarded by an extra life with additional lives for every 1,000,000 after that.

USE OF WEAPONRY

At the start of the game, your craft is armed with a simple Machine Gun. More powerful weapons will become available at various locations throughout the game.

Each additional weapon to be collected is installed in your vehicle and indicated on the Weapon Detail strip at the top of the screen.

AMMUNITION...

All weapons except for the Machine Gun require ammunition. Collecting ammunition for a weapon before actually collecting the weapon will result in a dimmed weapon symbol being displayed.

The ammunition count is indicated below the symbol and can be replenished (to a maximum of 99) by collecting the "Extra Containers." Some opponents will drop these containers when defeated.

WEAPON LOCKING...

Select a weapon capable of locking - (Seeking Rocket or Seeking Missile).

Green target arrows will appear.

Press the lock-on button and the arrows will turn red and indicate they are locked onto an opponent.

Press the lock-on button once more to lock onto an opponent's weapon. The arrows will change from red to blue.

Fire!

To abort the lock, hold down the Unlock button - target will revert to green status.

PRIMARY AND SECONDARY WEAPONS...

Primary weapons appear on the right hand side of the Weapon Strip as cyan symbols.

Secondary weapons appear on the left hand side of the Weapon Strip as orange symbols.

Only installed weapons can be activated.

PRIMARY WEAPONS

MACHINE GUN

This basic, weak weapon requires no ammunition and is the fall back support for your craft.

Upgrades available: TWIN BARREL and TRIPLE BARREL.

ROCKET

Standard rockets affect a burst area upon impact. Any craft, even the player's, will take damage if caught within this area.

Upgrades available: TWIN ROCKETS and SEEKING ROCKETS. Seeking Rockets can be locked onto a target before firing.

MISSILE

Similar to Rockets though with the advantage of being smaller and far more maneuverable.

Upgrades available: TWIN MISSILE and SEEKING MISSILE. The Seeking Missile can be locked onto a target before firing.

ARGON LASER

The Argon Laser is primarily used to deplete an opponent's shield capacity, but causes relatively little damage to the target craft.

Upgrades available: TWIN LASER and NEON LASER. The Neon laser inflicts twice the normal damage.

SECONDARY WEAPONS

FLARES

When an opponent uses Seeking Rockets, firing a flare will attract them away from the player's craft.

MINES

Useful for detonating other minefields, blowing doors or containers, or as a strategic aid in regular combat. Mines are deployed directly before the player's craft and continue to slide along the same trajectory (see Hints And Tips).

SMART BOMB

Affects both craft and firepower in a wide area burst. Only strong armor plating or shields can withstand a smart bomb explosion.

SUPER SMART

Five individual components must be assembled to create the Super Smart Bomb that releases ten times the energy harnessed by the regular smart bomb. Only the very strongest opponents can hope to withstand such an attack.

OTHER PICK-UPS

BOOSTERS

Collect these for extra speed boosts (to a maximum of 3). Once activated, Boosters will last for a short time before your craft resumes normal speed (see Hints And Tips).The percentage of booster energy remaining is shown by a counter beneath the booster icon.

ENERGY

Replenishes depleted energy levels.

TIME

Adds vital seconds to help complete time dependent levels.

SCREEN DISPLAYS

AN OVERALL VIEW

lives   energy bar   timer   score

secondary weapons   boosters   primary weapons
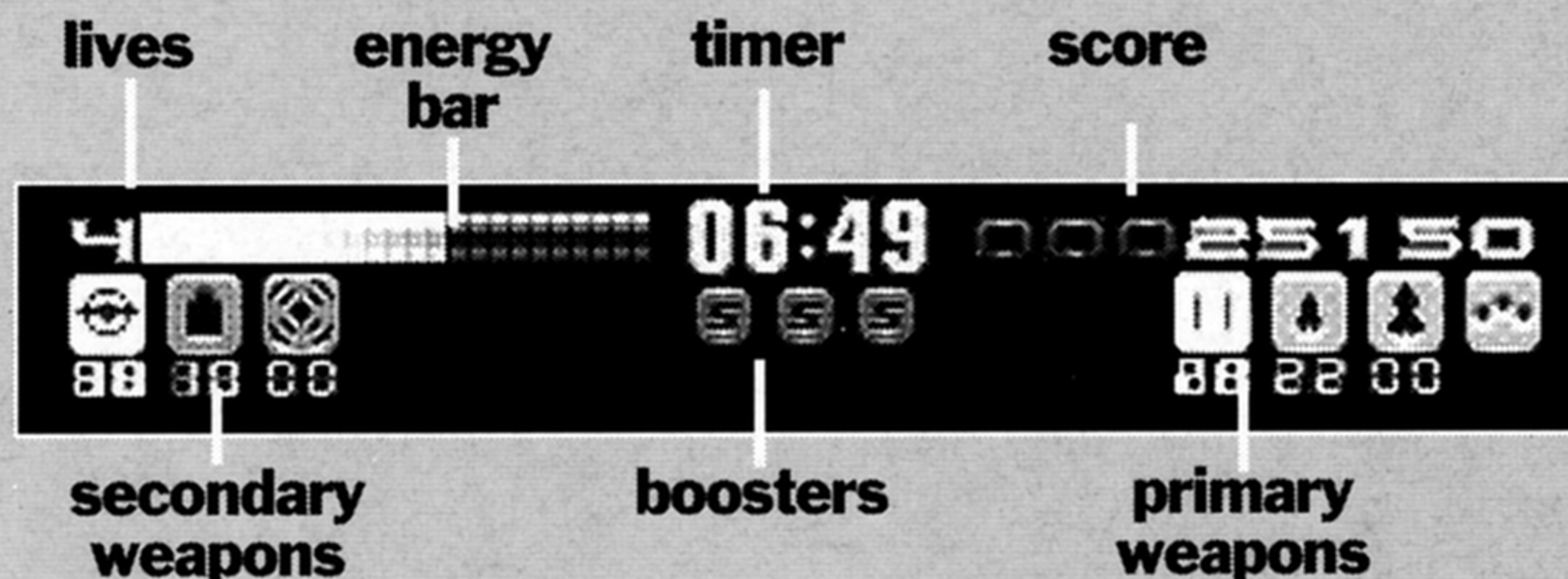
WEAPON DETAIL

Symbols displayed here represent all installed weapon systems. Primary weapons are on the right side of the screen. Secondary weapons are on the left side of the screen.

If a particular weapon requires ammunition, then a two digit counter is placed beneath its symbol. This counter indicates how much ammunition is currently available for the weapon. When zero, this counter is colored orange.

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FLARE

SMART BOMB

BOOSTER

ARGON LASER/ SINGLE/DOUBLE
neon laser

MINE

SUPER SMART BOMB

SINGLE ROCKET

Double ROCKET/ seeking

MACHINE GUN SINGLE/DOUBLE/ TRIPLE

Single missile

Double missile/seeking
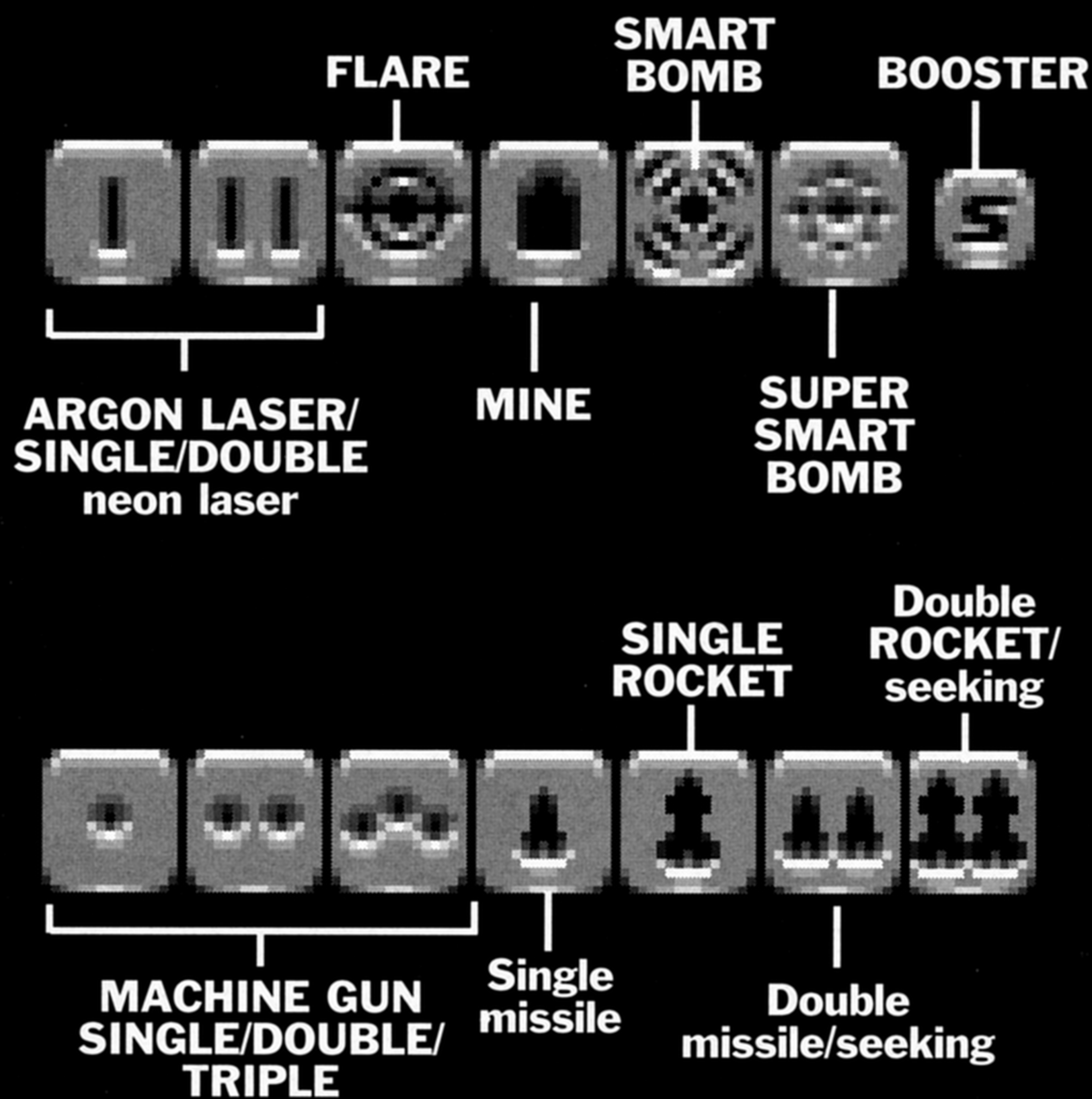
ON-BOARD CPU...

The Mission Brief and any additional information that requires the player's immediate attention is displayed here during play and without interrupting the game flow. To restate the mission brief, select Restate Mission from the Pause Menu.

THE MAP...
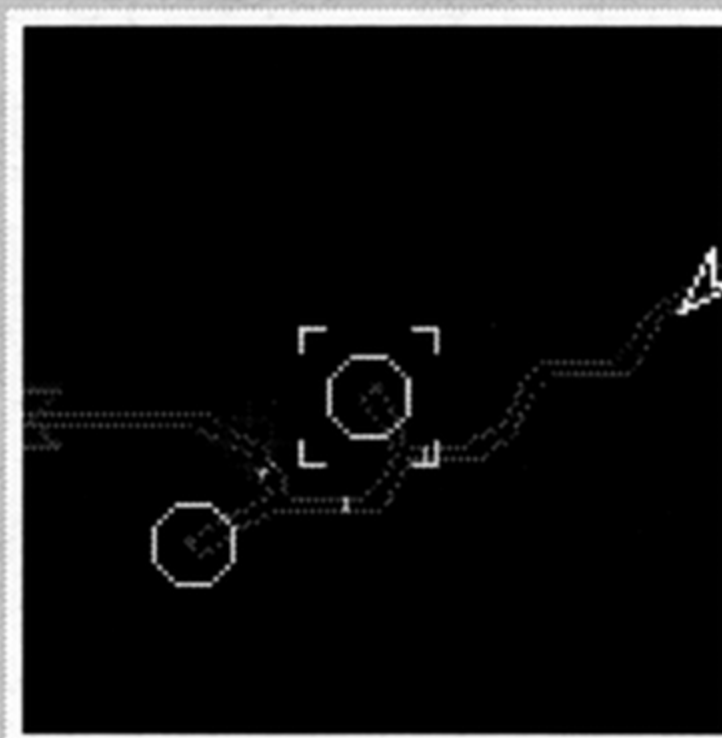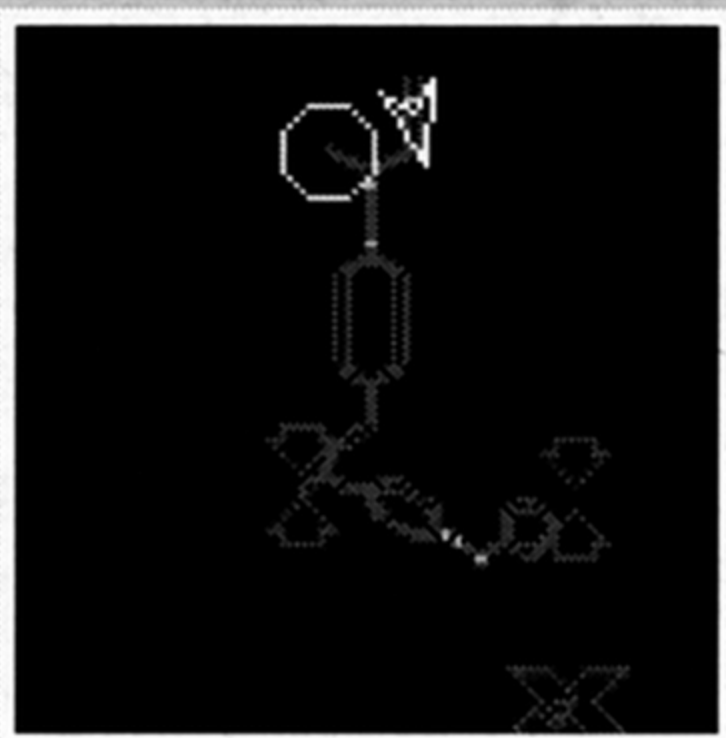
Press SELECT to call up the Map.
Zoom In by pressing the △ button.

Zoom Out by pressing the ⊗ button.

To cycle forwards and back through the Map Symbols, use L1 or R1 respectively.

Realtime freezes whenever the Map is onscreen. From here, you can plan your route by using the Directional buttons to scroll the display. The MAP, also shows a series of Symbols that refer to the Mission Objectives. For a description of these, see Mission Objectives.

HINTS AND TIPS

* Whenever an ON-BOARD CPU message appears, be sure to check your map.
* To avoid becoming trapped in rooms, be sure to keep a careful eye on the timer and generator repair countdown.
* When you reach the Tunnel levels - DO NOT rush in!
* Master the Strafe and Slide controls (see Advanced Controls). They will be vital skills for tight timer situations.
* Following certain enemies can be a help.
* Mines can be "kicked" as well as placed.
* Some enemies may require more than one hit.
* The B1's advanced targeting systems ensure missiles and rockets are capable of attacking around corners.
* If, while using a BOOSTER, the craft comes to a halt, press the booster button again for a quick burst of acceleration. This is done at the cost of some booster energy.

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NOTES

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