

FOR THE ATARI® 2600™ AND ALL COMPATIBLE SYSTEMS

# THUNDERGROUND™

OFFICIAL ARCADE VERSION



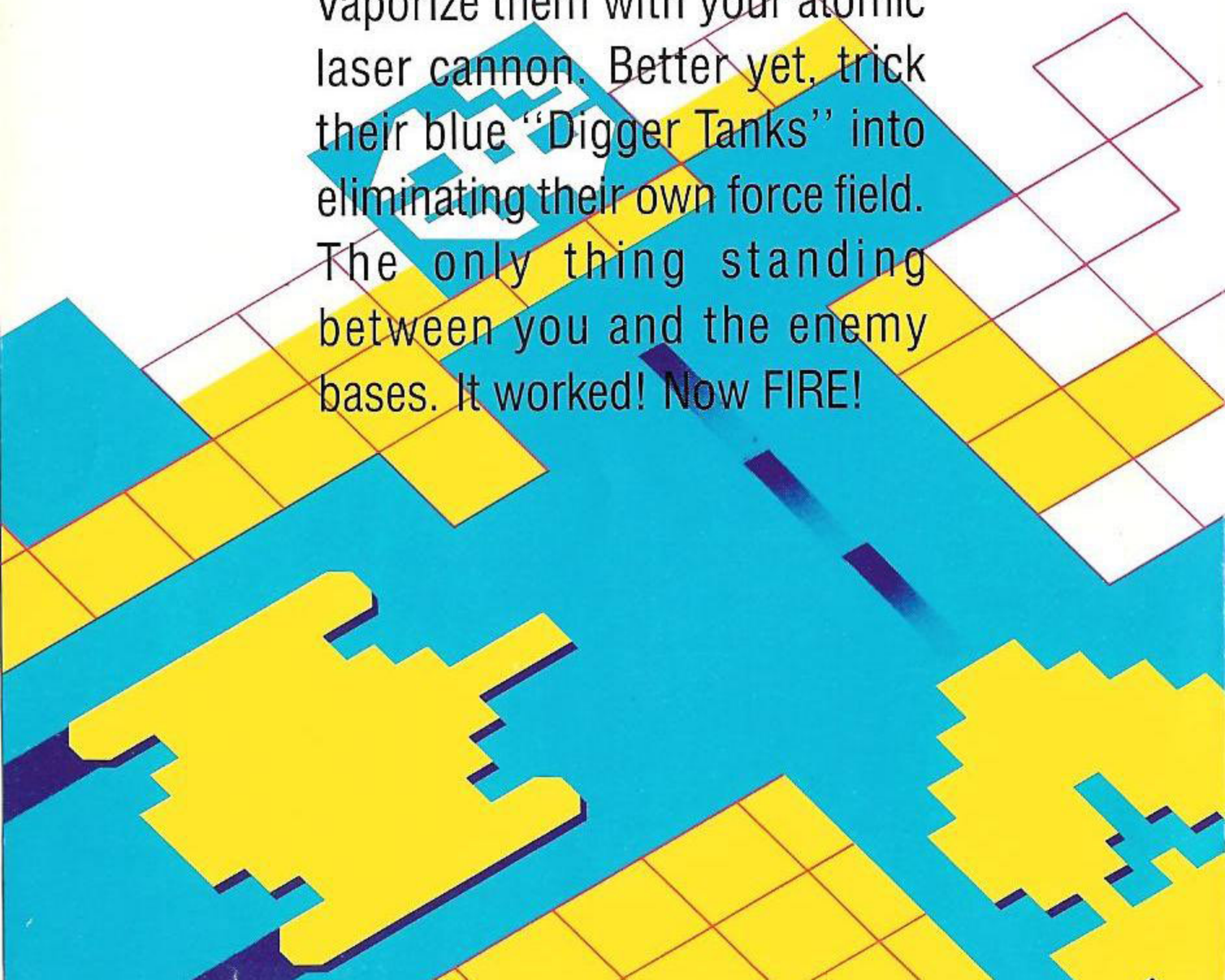
# SEGA®

VIDEO GAME CARTRIDGE



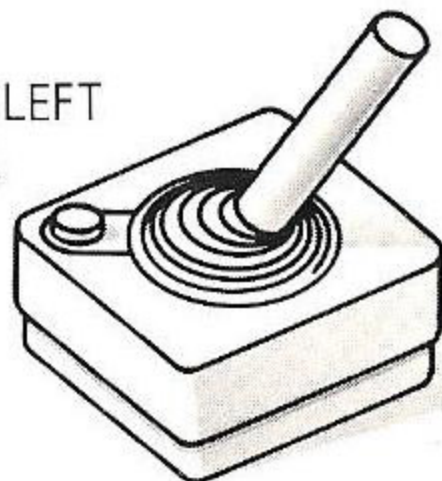
unnel your way upwards. Closer and closer to the enemy targets, vicious Vector nuclear bases which you must destroy at all costs.

Suddenly, atomic cannon fire obscures the blackness. Dreaded "Core Ranger Tanks" have discovered your presence. But there's no turning back. Vaporize them with your atomic laser cannon. Better yet, trick their blue "Digger Tanks" into eliminating their own force field. The only thing standing between you and the enemy bases. It worked! Now FIRE!



# U SING YOUR CONTROLLERS

**T**hunderground is played with the LEFT JOYSTICK. Moving the joystick up, down, right or left will cause your capsule to move in the same direction. The fire button will cause the capsule to fire its laser cannon in the same direction the capsule is facing.



**U**SING YOUR VIDEO SYSTEM. Push the Thunderground cartridge into your system, turn on the system, push the fire button on the joystick or the reset button on your system and go. No other switches on your system affect this game.

# H OW TO PLAY

## M ISSION OBJECTIVE.

Destroy all enemy nuclear bases located on the planet surface. Bases are protected by two deadly "Core Ranger Tanks" standing guard beneath the enemy base force field. You must outmaneuver or eliminate tanks, strip away the force field with your core capsule, then shoot the bases with your atomic laser cannon.



Careful planning can force the blue enemy "Digger Tanks" to strip away the force field for you.

But you must hurry. You only have a limited amount of time to complete the mission or you'll lose one of your reserve core capsules.

**BATTLE PLAN.** You are faced with 12 levels of difficulty with four rounds per level. A round ends when all six bases on the surface have been eliminated. After level 1, the difficulty increases with bases appearing one at a time. The last or sixth base in a round is displayed in multiple colors.

Enemy supplies are hidden on the playing field during each round. Uncovering these supplies with your core capsule will give you bonus points. Their location is random. But, careful observation may reveal a secret as to their position.

**OBSTACLES.** There are two types of "Core Ranger Tanks" determined to destroy you. White "Sentry Tanks" which can only move in existing tunnels. And blue "Digger Tanks" which can dig their own tunnels to pursue you.

Either tank can destroy your core capsule with their atomic cannons or by ramming into you. You can eliminate tanks by blasting them with your laser cannon, but be careful, destruction of both tanks results in the appearance of a replacement tank that could catch you off guard.

Once a tank is destroyed you can drive through the remaining tank debris. But neither you nor the remaining tanks can shoot through it.

At the bottom of the playing field a third enemy tank begins moving towards your remaining capsules as soon as a round begins. You must destroy all six enemy bases before this tank reaches and destroys the first capsule in its path. You begin with only six capsules, although only three are displayed at a time. A bonus capsule is awarded after completion of each level (every 4 rounds). Your last capsule is displayed as an outline for timer purposes.

# **S** *TRATEGIC TIPS*

**1** Don't destroy enemy tanks unnecessarily. There may be far better ways to score points.

**2** Watch enemy tank movement carefully. Strategic placement of your core capsule can lead them away from the bases. It can also cause enemy blue tanks to strip away sections of the force field lying in front of the bases.

**3** Don't risk yourself in search of enemy supplies in early rounds. It is much more important to stay alive in order to score bonus points for the destruction of bases in higher rounds.

# **S** *CORING*

**P**oints are scored by destroying tanks (always 50 points), destroying bases (see table 1) and by capturing enemy supplies (see table 2). And, by the timer (movement of the third enemy tank at bottom of screen), 40 points are awarded for every "tick" left on the timer when all the bases have been destroyed.

The two digits at the bottom right of the screen show the round you have achieved in the game.



## THE BASES SCORE THE FOLLOWING:

ROUND	WITHOUT TOKEN	WITH TOKEN
1	50	150
2	50	250
3	150	350
4	250	450
5	50	250
6	150	350
7	250	450
8	350	550
9	150	350
10	250	450
11	350	550
12	450	650
13	250	450
14	350	550
15	450	650
16	550	750

17	550	1550
18	550	2550
19	1550	3550
20	2550	4550
21	550	2550
22	1550	3550
23	2550	4550
24	3550	5550
25	1550	3550
26	2550	4550
27	3550	5550
28	4550	6550
29	2550	4550
30	3550	5550
31	4550	6550
32	5550	7550

ROUNDS 33 AND UP SCORE THE SAME AS ROUNDS 17-32.



## THE TOKENS SCORE THE FOLLOWING:

SHOVEL	= 1000
WALKIE TALKIE	= 2000

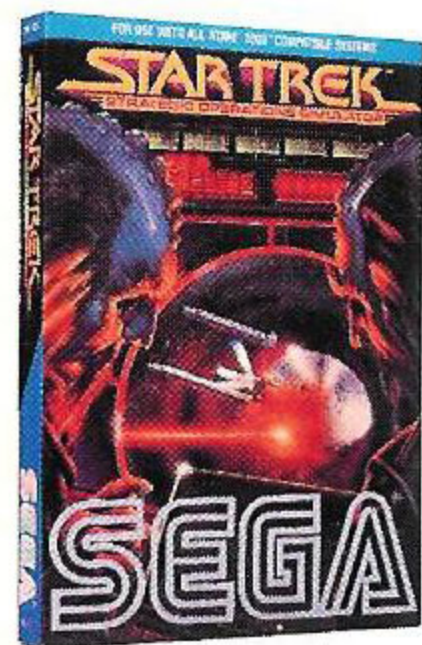
KEY	= 3000
FLAG	= 4000

# COMING SOON

## STAR TREK™ STRATEGIC OPERATIONS SIMULATOR

VIDEO GAME CARTRIDGE

**P**repare to venture where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. In this super-challenging training mission, you take the helm of the U.S.S. Enterprise and only *you* can save the Federation from deadly Klingons and the cunning mine-laying Nomad!



Ten progressive skill levels, six rounds each, sharpen your inter-galactic strategy skills. You control all of your Starship's sophisticated functions: Thrust, Warp Drive, Photon Torpedoes, Phaser Banks, and Energy Shields. There's a unique three-way viewing screen that allows you to monitor your defenses and plot your course as you plunge head-on into awesome combat.

STAR TREK—STRATEGIC OPERATIONS SIMULATOR—every game player's fantasy come true.

**OFFICIAL ARCADE VERSION**

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# SEGA®

# COMING SOON

## Congo Bongo™

VIDEO GAME CARTRIDGE

**Y**ou can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventurer hunts down Congo Bongo, that mischievous giant gorilla. There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys...or gorillas!

**OFFICIAL ARCADE VERSION**



## BUCK ROGERS™ PLANET OF ZOOM

VIDEO GAME CARTRIDGE

**B**last off into the 25th Century with BUCK ROGERS—PLANET OF ZOOM. You become the heroic Buck Rogers and your goal is to destroy the evil enemy Source Ship. Maneuver your space fighter through firing, laser-runged Electron Posts. Shoot away at destructive Space Hoppers and whole fleets of alien Attack Saucers. Your battle time is running low so speed up... the Source Ship awaits your encounter!

**OFFICIAL ARCADE VERSION**

