

GATE CRASHER

THE PARTY HAS JUST BEGUN

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"Doom" on a CoCo? Not quite but a good attempt on a 2Mhz 8-bit computer!

It is an era of high technology, an era of perfection, an era of the mind enhancing Brain Implant devices. Small microcontrollers implanted into the human skull acting as a "co-processor" to the brain. With this device, a persons abilities can be enhanced while disabilities removed. Millions of people worldwide have undergone surgery to have a device installed and reap the benefits of an improved lifestyle.

"He who controls the mind, controls the world."

But there is now evidence to prove that there is more to these devices than creating the perfect human. Leaked information has revealed that each implant has a means of "remote control" via the internet-providing low orbit satellite system, also owned and operated by the same company creating these implants. This has been found to be used as a form of mind control allowing the CEO of the company to control things such as the outcome of an election, the buying habits of consumers, even invoke death!

You are the Gate Crasher and it is time to crash this party, destroy all the computer data and defeat the evil CEO himself!

LOADING THE GAME

Place the disk in Drive 0 and close the drive door. Type RUN"CRASHER" and press the ENTER key. Press the ALT key at the title page to toggle between RGB or CMP color set. RGB is the default.

CONTROL KEYS

Press SPACEBAR to start the game. Use the LEFT and RIGHT arrow keys to rotate your character left and right. Holding the SHIFT key down at the same time will rotate your character faster. Press the UP arrow key to move forward and the DOWN arrow key to move backward. SPACEBAR during the game will fire your gun. Press P to pause a game in progress. Press and hold the BREAK key for about 2 seconds to abort a game in progress and return to the title page.

SCORING

Company "Suits" 20 points (require 3 hits)
Programmer 00 points (loss of health)

Computer Terminal50 points (require 2 hits)
Evil Company CEOYou Win (requires 30 hits)

DOORS

Green Doors..... Unlocked doors. May be passed freely.

Red Doors Locked doors. Requires the use of the Lock Decoder to open then.

Yellow Doors Elevator doors take you to the next level once all computers are destroyed.

USING THE LOCK DECODER

To unlock a Red Door, bump up against it and you will see a Lock Decoder module appear in the top left of your display. The decoder has 2 columns of 3 lights. The left column is your data entry column and the right column is your result/status column. The code is comprised of the three colors, Red, Green and Blue. By pressing the R, G and B keys, you enter this code into the decoder (eg. GBR or RRG). The decoder will then give you a status result in the right hand column. A green light means a correct color in the correct position. A red light indicates a correct color in the incorrect position. You have 5 attempts to crack this code and unlock the door otherwise the door's security code is re-scrambled and you must start again.

STATUS INDICATOR LIGHTS

When you have destroyed all the computer terminals, a yellow light will flash in the top right of your display to indicate that the elevator is active. A blue light will flash when your Health, Ammo or Mission Timer is low. Health and Ammo can be replenished by collecting First Aid and Ammo packs within the complex.

MISSION OVER

Mission failed when Health, Ammo or the Mission Timer has expired.

Mission successfully accomplished when the Evil CEO in level 5 is finally terminated.