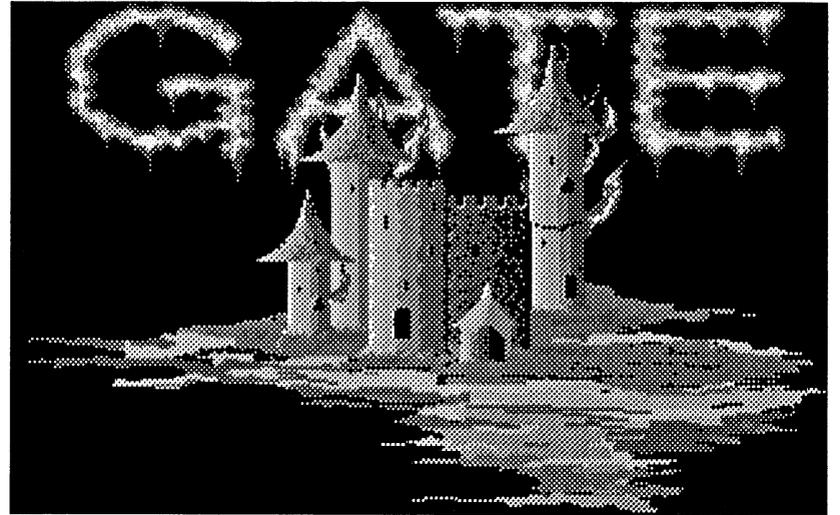


# GATE



GATE blends action, adventure, aesthetic pleasure and intellectual challenges to create a stimulating adventure game for the IIGs. You must battle enemies and solve puzzles to escape a castle's prison. Ultimately, your goal is to find and defeat your captor to bring peace to the land.

Features brain-teasing challenges, lots of action in smooth, synchronized animations plus exciting stereo music and sound effects.

Hardware requirements: Apple IIGs with 1 MB memory. Not copy protected, but cannot be installed on a hard disk drive.

Seven Hills  
Software

# GATE

Congratulations on your purchase of GATE! Be sure to complete and return the postage-paid registration card so we can notify you about other new products as they become available.

GATE is a new arcade game for the Apple IIGS. It blends action, adventure, aesthetic pleasure and intellectual interest together to create a stimulating adventure game. You will enjoy smooth, synchronized animations along with exciting music and sound effects.

GATE represents hundreds of hours of development time. Please support our efforts and encourage future products by not allowing your family or friends to copy GATE. Every illegal copy of GATE is another vote for publishers to stop producing software for your Apple IIGS!

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## Thanks To...

**Bright Software** for developing this excellent game. **Matt Deatherage** and the other supportive people at Apple Computer. **Our user group "Partners"** for telling people about our products. **And you,** for supporting our IIGS publishing efforts!

## About Seven Hills Software

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### Contacting Us

For orders and product information call (904) 575-0566 from 9 a.m. to 5 p.m. ET, Monday-Friday.

For answers to technical questions about a specific product call (904) 576-9415 from 11 a.m. to 5 p.m. ET, Monday-Friday.

Contact us electronically for fastest written communication:

America Online, AppleLink, GEnie: SevenHills

CompuServe: 75300,1743

FAX: (904) 575-2015

To contact us the "old-fashioned way," write to:

Seven Hills Software  
2310 Oxford Road  
Tallahassee, FL 32304-3930

# Things You Need To Know

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## Requirements

To play GATE you need:

- An Apple IIGS with at least 1MB of memory
- GATE includes its own disk operating system which works on both ROM01 and ROM03 machines.
- One 3.5" disk drive (two disk drives can be used to avoid disk swapping). *NOTE: Although it is not copy protected, GATE cannot be installed onto a hard disk drive...it must be run from a 3.5" disk.*

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## Highly Recommended

- A joystick
- A color monitor
- A stereo card

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## Optional

- GATE can be used with the TransWarp GS accelerator card to make game play up to 40% faster.

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## Keys On Your Keyboard

Keys on the keyboard are referred to by the name printed on them (*Delete, Option, Control, A*, etc.). The Command key is shown as  $\text{⌘}$ .

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## Steps

Steps you should follow are indented and numbered. For example:

- ① Start GATE.
- ② Find and defeat the evil Darg!

## Making Working Copies

GATE is not copy-**protected**, but it is copy**righted**. Please do not make copies for your family or friends—every illegal copy you see is a vote **against** friendly software and **for** copy-protection and higher prices.

Because GATE is not copy-protected you can make a working copy of each original disk. However, the GATE disks use a special disk format that is not recognized by GS/OS. To make a backup copy of the program you must use a disk-copy program such as Copy II Plus, Photonix, or SpeedySmith.

After making your working copies, store the original disks in a safe place so if a problem ever develops with a working copy another can be made from the original disk. If a problem ever develops with an original disk, contact Seven Hills Software for replacement information.

*NOTE: Before starting GATE you might want to format a few blank "GATE Data Disks" on which to store games (this lets you resume play at the point you saved instead of having to start over at the beginning of the game each time).*

## Starting GATE

To start GATE from your working disks:

- ① Insert your copy of the *Startup* disk into the startup 3.5" disk drive.
- ② Turn on your monitor and computer (if the computer is already on, hold down ⌃-Control and press Reset). The 3.5" disk drive will come on and begin loading GATE. *NOTE: If you did not set your 3.5" disk drive to be the startup slot, the computer will try to start up from some other disk drive. If you get the message "Check Startup Device," hold down the Control key and press Reset. At the prompt type PR#5 (assuming your 3.5" disk is in slot 5) and press Return.*

While playing GATE you may be asked to insert a particular disk. If you are, just insert it and click OK. *NOTE: A second 3.5" disk drive can be used to avoid disk swapping.*

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### Initial Choices

When you start GATE you are first given a choice of the English or French version. Use the arrow keys on the keyboard to highlight the version you want, then press the Return key to continue.

Next you can select whether you want to use the keyboard or a joystick (again using the arrow keys).

# Playing GATE

You are a warrior who has been taken prisoner by Darg, the Firemaster, who is spreading terror on Divesia, the country where the game takes place. You have been thrown into the castle's prison. The goal of your mission is to find Darg and defeat him in a duel to restore peace to Divesia.

In the beginning...

- You have a weapon that can shoot only one arrow at a time and you are fitted out in leather. Provided you have enough gold coins, you will be able to buy new weapons and armor at magic shops you encounter.
- You can wear or carry only three objects. If you find a blue potion it will increase your strength so you can carry more objects.

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## General Strategy

Your health is vital. Each time that a guard or a monster touches you, your health decreases. When it reaches zero the game is finished. During the game there are ways to increase your health.

You can dig a hole at any place you wish. Potions, gold, and other objects buried in the earth can often be found. Make use of the information supplied during the game in order to dig in the right spots.

Along the way you will come across a series of obstacles and puzzles that must be overcome in order to advance. Because there is no time limit, you can take all the time you need to inspect each room carefully.

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## The Objects

To collect objects you just need to pass over them. Some of these objects can be kept for use later, while other objects are used immediately.

The objects that are picked up for use later can be dropped at any point. This is useful if you're carrying the maximum number of objects and you want to pick up a new object (you can drop one of your current objects and pick up the new object).

*NOTE: There are a few spaces that have a special effect when you pass over them. Sometimes a flashing light will appear on the edge of the screen to indicate that something has just occurred. It is up to you to discover these spaces and what they do.*

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## Carried With You

**Yellow keys** open doors.

**Red keys** open red doors.

**Lightning flashes** give your body an extremely powerful electrical current that can be discharged at any time to destroy all of the enemies currently on the screen. Press the Spacebar to release a lightning flash.

**Treasure chests** bring you 100 gold coins that can be used to buy all sorts of things in the magic shops.

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## Used Immediately

**Rings** give you points.

**Blue potions** increase your strength and let you carry more objects at a time.

**Bombs** cause the monsters who are shooting to self-destruct for several seconds.

**Stars** cause a blue line to appear beneath the health gauge. As long as this line is visible, the monsters will run away from you.

**Bottles** are potions that increase your health.

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## Messages

**Parchments** cause a message to appear. Write the message down quickly before it disappears!

**Panels** indicate places that can often help you get your bearings.

**Hidden messages** are in many places where there is apparently nothing special. When you pass over one of these spaces an important message appears, so it is advisable that you inspect each space carefully. Unlike the parchments, hidden messages reappear each time you pass over the space.

**Question marks** cause a question to appear. If you answer correctly a message will give you new information or an important clue to change your current situation.

**Characters** you meet will act in their own individual way.

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## Magic Shops

Magic shops are spread out at various levels of the game. In each shop you can buy a variety of things, such as extra armor, new weapons, and multiple-fire weapons. Sometimes you can even restore your health or buy key or a blue potion. It is up to you to make the best choice.

Needless to say, your purchases depend upon the number of gold coins you have collected.

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## The Controls

**Joystick:** You move by pushing the joystick up, down, to the left, and to the right. Button #0 is for shooting and Button #1 is for turning around.

**Keyboard:** You use the numeric keypad for moving: 8 for up, 2 for down, 4 for left, 6 for right. The  $\odot$  key is for shooting and the Option key is for turning around.

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## During The Game

Press Clear (just above the 7 on the numeric keypad) to dig. This searches the space you occupy for any hidden items.

Press Delete (above the Return key) to drop an object you're carrying. After pressing Delete type the number of the object you want to drop. Dropping an object is useful if you're carrying your maximum load and want to pick up a new object.

Press \* to change your weapon.

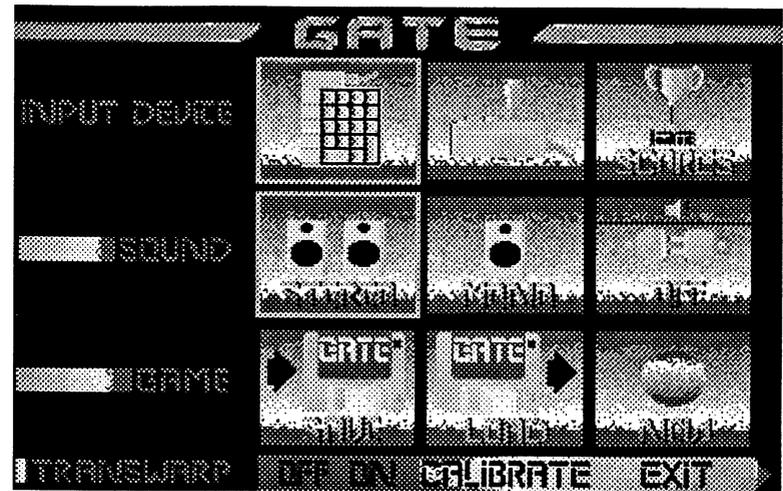
Press + or - to increase or decrease the volume of the internal speaker and the sound on the stereo card. *NOTE: The internal speaker can be deactivated using the GATE Control Panel.*

Press Escape to display GATE's Control Panel, which pauses the game. As long as you remain in the Control Panel nothing happens in the game.

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## The GATE Control Panel

Press Escape to display GATE's Control Panel:



The GATE Control Panel provides the following options (to choose an option use the mouse and click in the appropriate space):

**Input Device:** Select whether to play using the keyboard or a joystick.

**Scores:** Displays the highest scores reached. To return to the GATE Control Panel, press Escape.

**Sound:** You can listen to the music in stereo or mono, as well as deactivate the internal speaker (sound effects still play). *NOTE: To completely turn off all sound, during the game repeatedly press the - key on the numeric keypad to decrease the volume until no sound can be heard.*

**Game:** Save stores your current game on a disk. The disk must be formatted already (you may want to format several blank disks before starting GATE). Only one game may be saved on a disk. *WARNING: All data already on the disk will be erased! Be sure the disk you are saving onto is a separate data disk!*

Load restores a previously saved game. *CAUTION: The current game is erased from memory. If you want to keep the current game, be sure to Save it first.*

New lets you begin an all-new game without having to restart the computer.

**TransWarp Off/On:** If you own a TransWarp GS you can activate or deactivate it at any time.

**Calibrate:** If using a joystick, clicking "Calibration" will calibrate the game for your joystick.

**Exit:** Click Exit to resumes game play.

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## Help

Clicking "GATE" at the top of the screen presents a summary of game control keys:

```
Gate help screen
-----
search = / *
x      = / *
       7 up 9 volume up
       8   +
left   5 right
4      6 -
       7 volume down
       8
1     down 3
     2
-----
- Escape: Control Panel
- Space : Activate lightning
- Closed apple: Stop moving
- Open apple : Fire
- Delete: then 1,2 or 3:
          drop key or lightning
-----
GATE (c) 1991 BRIGHT SOFTWARE
```

*The GATE Control Panel (English version)*

Click the mouse button to return to the GATE Control Panel.