



THE GATE ESCAPE

by Mike Peace © 1983

★ «Starring» ★

The Hero Little Novos

BLUE RAM



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BLUE RAM INSTRUCTIONS 4K & 16K

Load program with :INPUT;RUN GO

If you have only 4K load the second program on the tape. Press 1 or 2 to start.

You will be moving Little Novos using the joystick to guide him to collect the x's and avoiding the villian. Novos starts on top of the screen the villian is on the bottom. You can re-align each gate by running into them and using them to block off entire sections of the screen to trap the bad guys out. You cannot go through the center of a gate, or move if the joystick is pointed at the center of a gate or a wall.

The villian will try to make a jump to your sector of the screen by using his transporter. When it appears on screen you have a limited amount of time before he makes the jump. The transporter zeros in on the sound you make and if you can't get it quick enough you'll be in serious trouble.

Difficulty increases as you go from screen to screen collecting all of the x's. Each new screen has a new villian.

Number of lives remaining is shown by the white NOVOS on the top frame below the scores.

Up to 4 players can play each taking turns
BE SURE TO PRESS KEY 1 AT BEGINNING OF GAME
IF YOU WANT ALL PLAYERS TO USE JOYSTICK # 1.
Then Input number of players using Knob # 1
and Trigger # 1.

HAVE FUN PLAYING THE GATE ESCAPE.