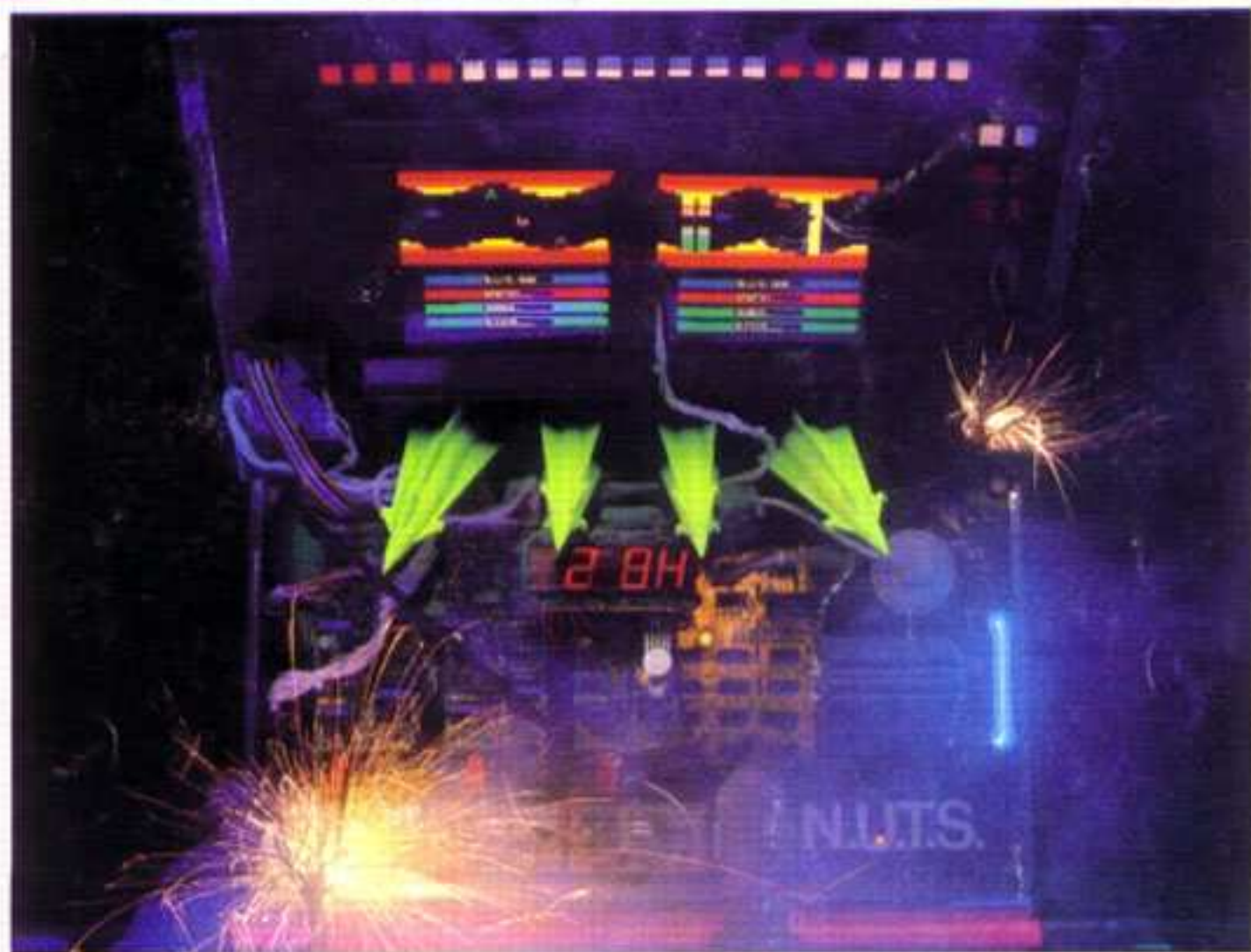




LASER GATES™

GAME INSTRUCTIONS



The thousand galaxies quake at the news: The Cryptic Computer, the galactic defense synthesizer which has maintained peace for the five centuries since the Wars on Zevon, has malfunctioned! Four Failsafe Detonators inside the Computer will now initiate universal self-destruct!

The Governors of Enderby order the Dante Dart into action. Only it can spiral down through the nearly-impenetrable defenses of the Computer in order to reach and destroy the Detonators! Forcefields, Densepack Columns, Radar Mortars, Rock Munchers and other obstacles make this one harrowing mission! Chances for success may seem slim — but consider the alternative!

GAME OBJECTIVES

- › Navigate the Dante Dart through the caverns of the Cryptic Computer.
- › Destroy Radar Mortars, Rock Munchers, Homing Missiles and Byte Bats.
- › Blast your way through Densepack Columns.
- › Time your approach in order to survive Flashing, Flexing, and Fixed Forcefields.
- › Avoid Colliding with the jagged walls of the Computer.
- › Reach and destroy each of the four Failsafe Detonators inside the Computer.

LASER GATES™ IS A ONE-PLAYER GAME

MISSION CONTROL

- › To play, use LEFT joystick controller.
- › To begin action, press red button.

GAME PLAY



- › To pilot the Dante Dart, lean the joystick in the desired direction. The Dart faces left or right at your command.
- › Leaning left on the joystick temporarily delays, but cannot prevent, moving deeper into the Computer. Take the offensive!
- › To fire Dante Dart laser, press red button.
- › For automatic firing: Press and hold red button.

YOUR INSTRUMENT PANEL

Keep track of the Instrument Panel at the bottom of the screen.

ENERGY

- › The Dante Dart consumes energy at a regular pace.
- › Laser fire and collisions **do not** affect energy reserves.

ENERGY POD

- › To replenish energy reserves, touch Energy Pods as they appear along the Computer passageway.
- › Do not fire at Energy Pods! You may not survive until another appears!

SHIELDS

Shields protect the Dante Dart.

- › With each collision, the Shield indicator on the Instrument Panel grows shorter.
- › You begin with 24 Shield units.

COLLIDE WITH:

- › Computer Wall
- › Shot from Rock Muncher or Radar Mortar
- › Byte Bat, Rock Muncher, Homing Missile, Radar Cannon, Densepack Column, any Forcefield or Detonator

SHIELD LOSS:

1 unit

1 unit

6 units

- › When the Shield indicator flashes red, another collision will destroy the Dante Dart.
- › **Gain** 6 Shield reserve units for every 10,000 points you score!

D-TIME

Indicates the amount of time the Dante Dart has to reach the next Detonator before it explodes.

- › When a Detonator is destroyed, D-Time is re-set to show how long the Dart has to reach the next Detonator.

FORCEFIELDS

Three kinds of Forcefield appear throughout the Computer.

- › Dante Dart laser shots cannot affect a forcefield.
- › **Flashing Forcefields** flash on and off at regular intervals.
- › Time your approach; cross when the Forcefield is off.

- Flexing Forcefields open and close with a vertical crushing motion.
- Maneuver past when the Forcefield opening is widest.
- Fixed Forcefields have a small gap that remains the same size, but moves up and down.
- Pilot the Dante Dart through this gap.



DENSEPACK COLUMNS

Grey Densepack Columns of varying widths appear along the dark Computer passage. Blast your way through with Dante Dart laser shots.

- To pierce a Column, place shots in the same location. Make the passage wide enough or the Dart will collide with the Column and lose precious Shield reserves.

RADAR MORTARS

Radar Mortars appear along the top and bottom of the Computer passage.

- Avoid Mortar fire. Demolish Radar Mortars with laser fire.



Rock Munchers, Homing Missiles and Byte Bats fly at you without warning. Blast them before they batter the Dante Dart!

FAILSAFE DETONATORS

- Detonators are large and grey and have the numbers "6507" etched on the side.
- Destroy each Failsafe Detonator with Dante Dart laser fire.
- In order to destroy a Detonator, laser fire must strike one of the pins on the side of a Detonator.

BOOBY TRAPSI

- Beware of booby-trapped Detonator pins on Detonators!
- The Dante Dart loses Shield reserves for each booby-trapped pin it strikes.
- Strike the same booby-trapped pin twice and the Dante Dart will be destroyed.
- The position of booby-trapped pins changes randomly from game to game.

SCORE

Destroy Radar Mortar	115 points
Destroy Rock Muncher	325 points
Destroy Bat	330 points
Pass Forcefield	400 points
Destroy Homing Missile	525 points
Destroy Detonator	6507 points

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