

# **CROSSER™**

**Starring Carlos Moreno**

**This draft version of this document has been created for:**

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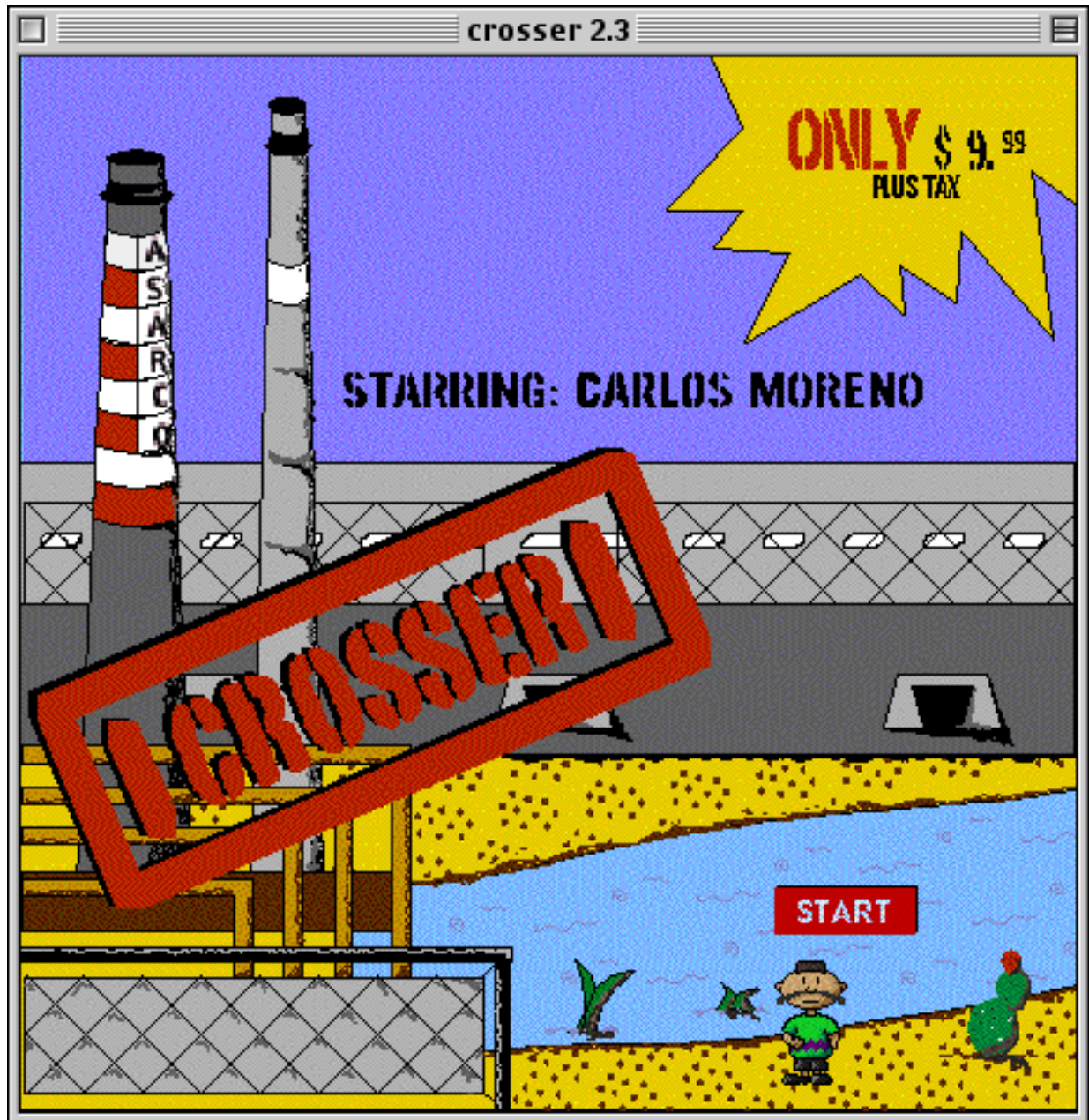
**Crosser™ is a TradeMark of SWEAT and Rafael A. Fajardo**

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## *Crosser*

~~Click anywhere within the Crosser 2.3 window to launch the game.~~

~~Click on the blinking **START** button to begin play.~~

[These will not function on this version of the document]



## The *Crosser* game board

Use the arrow keys to guide Carlos Moreno across the river, past the Border Patrol Agents, and to the visa card. A chance encounter with any of the hazards will send Carlos back to the beginning of his journey.

# Cool Things About Crosser™

- ◇ *Crosser™ is art*
- ◇ *Crosser™ is software*
- ◇ *Crosser™ is political commentary*
- ◇ *Crosser™ is cultural criticism*
- ◇ *Crosser™ is not politically correct*
- ◇ *Crosser™ is shareware*
- ◇ *Crosser™ is intellectual property*
- ◇ *Crosser™ is multi-level homage*
- ◇ *Crosser™ is cute*
- ◇ *Crosser™ is simple to learn*
- ◇ *Crosser™ is challenging to play*
- ◇ *Crosser™ is different every time you play*
- ◇ *Crosser™ is guaranteed to bring you hours of fun*
- ◇ *Crosser™ is cross-platform\* [\*cross-platform release date TBA]*
- ◇ *Crosser™ is created in a defunct development environment*

**["Cool Things About Crosser™" expanded on following pages]**

◆ *Crosser is art*

- ◆ That's right! There you have it! The official declaration that will make Crosser become more valuable to you and your loved ones over time. This statement ensures that Crosser is a wise investment of your hard earned dollars. The makers of Crosser are not satisfied with the cultural strategy that states beauty, and hence art, are in the eye of the beholder. Questions of taste are too volatile and subject to the ups and downs of fashion. No sir, we much prefer the rock solid method of staking an affirmative claim on the terrain of art. That way you can be sure, and your friends and colleagues will have no cause to question.
- ◆ Feel free to frame and mount Crosser™ to the wall. It is ready to be fetishized, go ahead!
- ◆ The makers of Crosser™ have left nothing to chance when it comes to customer satisfaction, cultural ambiguity is unacceptable.

◆ *Crosser is software*

- ◆ That means that each copy of Crosser™ is an absolutely faithful original, not a degraded copy.
- ◆ That means that you are on the cutting edge! No more messy shrink wrap, no more cardboard boxes to choke our waste-stream. Crosser™ is a totally "Green" product!
- ◆ You can share Crosser™ with friends!\* [\*subject to appropriate licensing]
- ◆ Crosser™ is highly portable, needing no more infrastructure than the internet and a personal computer to move it from place to place!
- ◆ Crosser™ is more than a film loop, it is an amazingly interactive experience. You just press a button and it goes!
- ◆ Crosser™ makes use of more than sixteen fully animated sprites with inherited attributes and behaviors! It makes use of the latest, cutting edge, object-oriented programming capabilities!

◆ *Crosser is political commentary*

◆ *Crosser is cultural criticism*

◆ *Crosser is a game*

◆ *Crosser is one-half of a whole*

- ◆ To get the full experience make sure you also get La Migra™, Crosser's companion game! See the story from "the other point of view"! This clever narrative convention ensures hours of conversation and lively debate! No

collection will be complete without both Crosser and La Migra!

- ◆ *Crosser is a game that will be hours of fun for the entire family*
- ◆ *Crosser is not politically correct*
  - ◆ The makers of crosser have special license to poke fun at themselves! Please don't try this at home, we cannot be held responsible for misunderstandings. Let us take the risk for you!
- ◆ *Crosser is shareware*
  - ◆ Crosser allows you to participate in a revolutionary economic scheme! Eliminate the middle-man without a drop of bloodshed! Buy direct from the factory, with factory-direct pricing for you! Try before you buy! And if you are not completely satisfied for whatever reason, simply return it for your money back!
- ◆ *Crosser is intellectual property*
- ◆ *Crosser is multi-level homage*
  - ◆ Crosser™ presents players with a wonderful sense of dislocated nostalgia!
  - ◆ Crosser is new! But reassuringly familiar! The characters are also new, and reassuringly familiar!
- ◆ *Crosser is cute*
- ◆ *Crosser is simple to learn*
- ◆ *Crosser is challenging to play*
  - ◆ Crosser's latency adds realism to the simulation! Anxiety builds as intended actions are delayed, the delay causes confusion, and missteps send you back to the beginning! The result is a more satisfactory gaming experience, one that you will want to return to again and again!
- ◆ *Crosser is different every time you play*
  - ◆ Thanks to the wonders of random number generation, chaos theory and the cutting edge of fuzzy logic, you will recognize that Crosser is a complex system that evolves in different ways regardless of similar initial states! This means that you are guaranteed a unique experience each and every time you play!
- ◆ *Crosser is guaranteed to bring you hours of fun*
- ◆ *Crosser is cross-platform\* [\*cross-platform release date TBA]*
- ◆ *Crosser is created in a defunct development environment*
  - ◆ In keeping with the spirit of the inhabitants of the region's colonias, Crosser™ has been cobbled together from the detritus of technological progress! The

developers of Crosser™ have taken advantage of the baby that was thrown out of the bath water by Apple® Computers Inc. This program was proudly, even defiantly produced in Cocoa™, created by Allan Cypher and David Canfield Smith to teach programming to children. This programming environment was validated by hundreds of hours of laboratory research and development (by them)! These efforts were pursued to ensure efficacy of this product and your satisfaction!