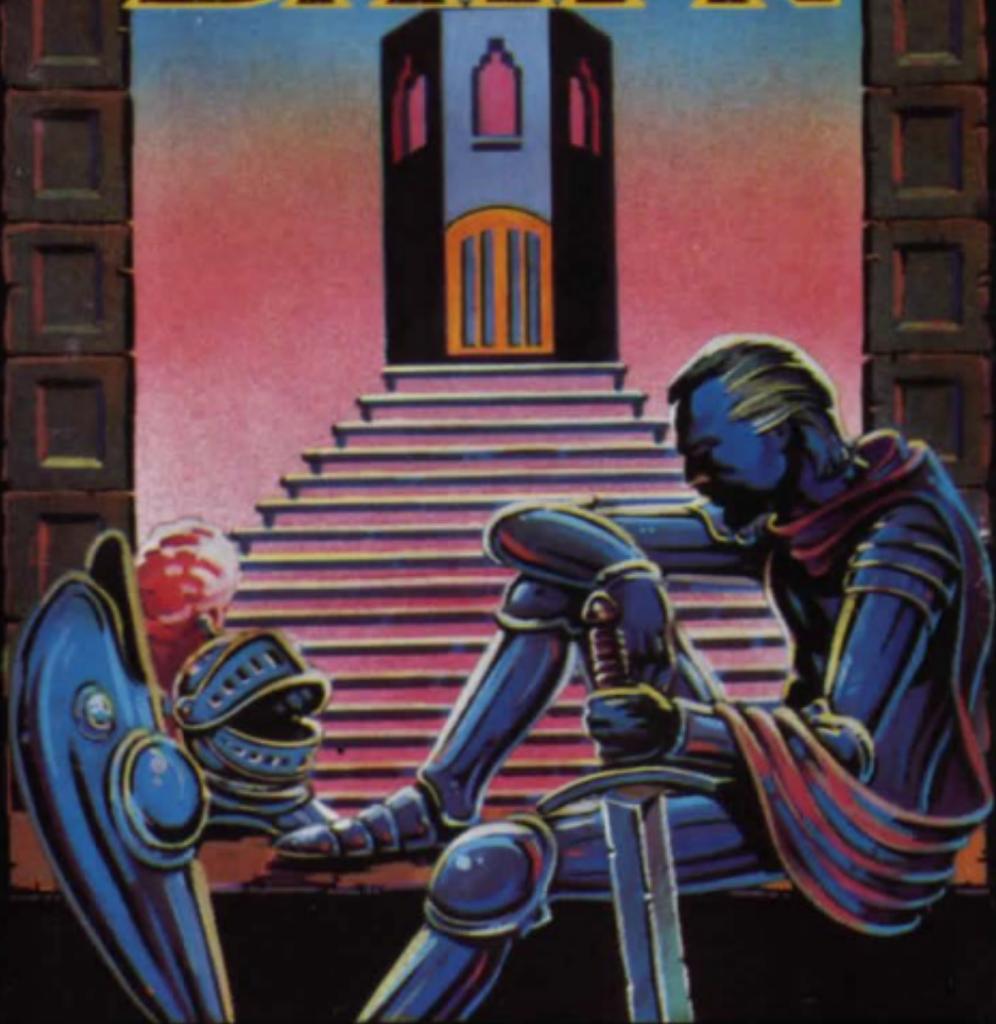




GATES OF DAWN



COMMODORE 64



Gates of Dawn

For time immemorial man has been puzzled by his dreams. Some have said that dreams are the soul of inner man struggling to the forefront. Many believe that our dreams are future visions of our very own lives flashing before us as we lay deep in slumber. It is said that deep within every dream there lies the secret of the conscious mind. That secret can tell us where we have come from and where we are going. Solve the mystery of the dream and you will have solved the mystery of the mind.

Gates of Dawn

Now, for the first time, GATES OF DAWN will release you into the world of the dream. You must travel through these timeless passages as the knight of a bygone age. Much of what you see will not be as it appears and conversely much will happen that you cannot always see. Remember dreams are a sleeping fantasy where nothing is too fantastic. The impossible seems to become reality. So prepare yourself to enter through the Gates of Dawn.

PLAYING THE GAME

You begin your dream dressed in armour and armed with a sword. You can check the path you take on the chess board map. As you encounter objects and pick them up they will be listed on the inventory just below the map. Use the CTRL key to

arrange them in the most useful order. Whichever item is at the top of the list is the one waiting to be used.

Press any function key to see the list of possible commands, there is a variety of things you can do. When you have highlighted the command of your choice, press the button to choose it. Sometimes you will have to explain further exactly what you want to do, you will have to type this in via the keyboard. The prompt at the bottom of the screen will keep you informed.

If you wish to enter into combat with anyone, or anything you may meet, make sure your sword is ready for action by being at the top of your inventory, then press the joystick button.

LOADING INSTRUCTIONS

Press SHIFT and RUN/STOP on your then press PLAY on the data recorder. When the game is loaded press any key to begin.

CONTROLS

Insert your joystick into Port 2. Joystick control allows you to move left, right, forwards or backwards. When you approach a doorway you enter automatically.

The following keys are also necessary:

CTRL allows you to select the order of the objects you are carrying

SPACE BAR allows you to pick up an object when you are in contact with it

FUNCTION KEYS pressing any of the function keys allows you to choose any command listed. Select which command by moving the joystick and choose by pressing the fire button.

FIRE BUTTON When walking around with the sword at the top of your inventory, pressing the fire button allows you to fight with your sword.

When selecting a command pressing the fire button chooses the highlighted command.

↑ This pauses the game.

SCREEN LAYOUT

The column on the right hand side of the playing screen shows a variety of information.

The top section resembles a chess board, it keeps track of where you venture in

your travels. Directly underneath this is a compass.

Underneath the chess board map, you will see an inventory of objects collected. The very bottom of the column indicates lives left, strength left and your current score.

This bottom section is overwritten by a list of commands which you must choose from. These appear when you press any function key.

OBJECTS

You will encounter many items apparently left lying around, these have strange and often surprising uses.

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VGA
6009

- *Let this Arcade Adventure take you into The World of Dreams and Beyond*
- *64 Screens of Mystery and Challenge*
 - *Atmospheric Sound*
- *Marvellously Detailed Graphics and Animation*



Gates of Dawn

*The Living Dream,
It Lives Deep Within*

Programmed by Charles Goodwin

FLASHLOAD

CBM 64

