

# GATEWAY

A journal by Bertrand Von Wyk





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## The Story

It has been at least 20 years since you've seen your great-Uncle Bertrand, yet the message from the executor of his estate was clear—you are the sole beneficiary of his will. That news was certainly welcome, for it has been rumored that Uncle Bertrand, recluse that he was, was a world traveler who had made his fortune several times over by trading in antiquities at home and abroad.

But the legacy has turned out to be disappointing. It is nothing more than a century-old brownstone office building in a less than desirable area of the city. Although the building itself is sturdy enough, and in good repair, there is an air of neglect about it. From the musty old attic, down through two stories filled with an incredible collection of artifacts, to the dank, rock-walled basement, the building is more of a liability than an asset.

The building had no tenants. Uncle Bert's small storefront shop on the first floor is the only commercial establishment in the building. The cracked and peeling sign in the window proclaims it to be a "weapons shop," but the stock was more along the lines of an antique shop and a flea market combined. You've been through the place several times, hoping to find a stash of cash or rare gems, at the very least. But, so far, all you have uncovered is a meager collection of old, yet serviceable knives and a sword, and a small box full of odd jewels. You hope these will bring enough at auction to cover the inheritance taxes.

With this loot piled behind you in the office of the weapons shop, you are going through a stack of old journals, whiling away the early evening hours.

The oldest journals are a mundane collection of notes on Uncle Bert's travels around the world in search of antique weapons and other artifacts. You are about to call it a night when the lettering on one of the journals catches your eye.

As you leaf through the brittle yellow pages of the heavy volume labeled "The Gateway," you realize that you have either found verification of your Uncle's supposed insanity, or evidence of the most fantastic secret in the history of Humanity.

The fading ink on the brittle yellow pages tells an incredible tale, beginning some sixty years ago when Bert first purchased the building. "I've found a Gateway, a Gateway to other worlds, other dimensions," the first entry reads. "Within this humble building lies more wealth, more adventure, than any hundred men could savor. And, the secret is mine alone, to keep or share."

You read on, enthralled. Bert speaks of his first forays through the gate, into a world of "magic." He details his research about the region. You learn that long ago, before "civilization" and settlers came on the scene, the local Indian tribes regarded this area as taboo, charged with strong medicine.

There is more, much more, about those "other worlds." Bert has chronicled his adventures, in brief paragraphs, through thirty years and a dozen worlds. There is even a collection of references, set in careful alphabetical order. This reference section is apparently a guide to another world—or worlds. It has been used often enough; the pages here are smudged and more fragile than in the rest of the journal.

You sigh and shake your head. This is fun, but . . . there couldn't be anything to it. Still, Bert sure was a funny old guy, nice enough in his own way, but with more than a little mystery about him. You recall the last few times you saw him, when you were a child, and how he seemed to spend more time with you than with your cousins. You recall some of the tales he told you, of strange beasts and their domains, of high magic and far quests, of other worlds. . .

As you turn the last page in the journal, a piece of paper falls to the floor. You pick it up, noting that it is not the same paper as the pages of the journal. In fact, it appears to be a scrap of typing paper, still crisp, the ink on it bright blue. Though the letters were obviously written by a trembling hand, it's easy to make out except where water marks have smeared the ink beyond recognition. A cold chill creeps up your spine, and you realize that it is all real, and that it is up to you to claim your inheritance. . .

(You'll find Bert's note in your Gateway package.)



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# Instructions for playing GATEWAY

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## Your Purpose in GATEWAY

In GATEWAY you are the hero or heroine as the case may be. You are in control of your destiny. Your actions guide and determine the outcome of the adventure. You will travel through GATEWAY, visiting different locations. Each of these locations will have descriptions of your surroundings and of objects or characters that may be there at that particular time.

Your purpose will become evident as you explore beyond the GATEWAY. Your score will change depending on items you find and problems you solve. There are different solutions to GATEWAY, but only one that will provide you with the perfect score.

## Starting GATEWAY

1. We recommend that you at least read the following sections before attempting to play the game.
  - For First-Time Adventurers (if you haven't played an adventure before)
  - Communicating with GATEWAY
2. With Version 3.00 you must start the game with the computer turned off and the GATEWAY disk in the internal disk drive. This is due to copy protection. This will be fixed in a later release so you can run the game from your external disk drive. When you start the game and the title page appears, check your version number. If your version is 3.50 or higher you can run the game from the external disk drive.
3. Turn your Macintosh on if it is off. If the GATEWAY disk is not in the drive then insert the game disk. Within a few seconds the title page for GATEWAY will appear. At this point click the mouse button or press any key. The game screen will now form and you are ready to begin playing.
4. If you start the computer with another disk, then insert the GATEWAY disk, you will see an icon labeled GATEWAY. To start the game, double click on the icon. If you have started the game before and have saved game positions, you will see icons similar to the GATEWAY icon but with the word **save** written on the icon. Also, the name you gave to the save game will appear below the icon. You can start that save game position by double clicking on the save game icon of your choice.
5. If you have not read the remainder of this manual, now is a good time to do it. We know you're chomping at the bit to get started but you should at least read the sections listed above before attempting to play the game.

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## For First-Time Adventurers

There are several key ideas to keep in mind as you play the game.

**1.** Each location in GATEWAY will present you with a description of your surroundings. Read the description of the area carefully, paying close attention to any objects mentioned. The name of the location you are in will be at the top of the text window. To gain further information and clues you must remember to **“look”** or **“examine”** everything mentioned in the room description. (See “Communicating with GATEWAY” on page 6.)

**2.** Be sure to try all movement directions in every location. Some directions that you can move may not be immediately apparent from the location description. (See “Moving Around in GATEWAY” on page 9.)

**3.** It is very important that you map your adventure through GATEWAY. A map will prevent your getting lost or missing critical locations. (See “Mapping your Adventure” on page 14.)

**4.** Try to **“pick up”** any objects you find described in the adventure, and don’t forget to **“examine”** them. You’ll need most of the objects you find to solve problems throughout the adventure.

**5.** Try involving someone else in your adventure if you get stuck. Sometimes another mind might find something obvious that has totally eluded you. Besides, it’s fun to share your adventure with others.

**6.** Don’t be afraid to experiment. You can always save your game position before trying something crazy or dangerous. Then, if you find that you’ve made a foolish move, you can restore your saved game position and start over right where you left off. (See “Saving and Restoring Game Positions” on page 13.)

**7.** Remember that GATEWAY has On-line Hints in most locations. While you are learning to play go ahead and use the hints as much as you want. These will help you learn how to communicate and play GATEWAY. (See “Getting Help” on page 14.)



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## Communicating with GATEWAY

### Using the Mouse

The mouse may be used several ways during play in GATEWAY.

- Many of the single word commands listed below can be invoked by selecting them from the menu items **General**, **Save/Quit**, or **Inventory**.
- You may also **“move”** during your adventure by clicking in the movement compass at the lower right hand corner of the screen.
- Previous commands and responses can be reviewed by clicking in the scroll bar on the right side of the text window.
- You can switch rapidly between graphics and text mode by clicking in either the **“TEXT”** or **“PICTURES”** button on the right hand side of the screen.
- Don't forget to click in the **“PANIC”** button if the need arises.

### Typing in Commands

When you type in a command it will appear next to the **“WHAT NOW?”** prompt at the bottom of your screen. When you have finished typing in your command(s), press the **“RETURN”** key and the command will be entered. The command window will become blank and the command you just entered will appear on the text screen with the response to the command below it. You can enter several commands at one time by separating them by the word **“THEN”** or with a period. Below is an example of a multiple command. After entering everything below you would then press the **“RETURN”** key.

**Look at the desk. Open the drawer then look in it. East. Follow the man. South. Clean the windows then open the wooden door.**

If the program does not understand a particular word, the program will stop executing the commands at that point.



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## Single Word Commands

Below is a list of single word commands. These commands will cause some particular action to happen when entered by themselves.

### BRIEF

After entering this command you will be given room descriptions only when you enter a room for the first time. When re-visiting a room only the room name will be printed on the screen. If you want the description of the room you will have to use the command "**LOOK.**" There will be a checkmark next to the word **BRIEF** in the menu when it is selected. **BRIEF** can be invoked by either typing in the command or from the menu **General**.

### DETAILED

If you have previously entered the **BRIEF** command, **DETAILED** will reverse that command. The room description will now be printed out when you enter a room, whether you've been there before or not. There will be a checkmark next to the word **DETAILED** in the menu when it is selected. **DETAILED** can be invoked by either typing in the command or from the menu **General**.

### DIAGNOSE

When this command is entered you will be informed as to your current state of health. You might be informed that you are tired, hungry, thirsty, or maybe even sick. **DIAGNOSE** can be invoked by either typing in the command or from the menu **General**.

## LOOK or L

The full description of the room including any objects visible will be printed out when you enter this command. **LOOK** can be invoked by either typing in the command or from the menu **General**.

## INVENTORY

You can find out what you are carrying at any time by clicking on the **Inventory** menu item. By highlighting an object in the **Inventory** menu, then releasing the mouse button while the item is highlighted the description of that object will be written on the screen. **INVENTORY** can only be invoked by using the Menu item **Inventory**.

## PANIC

In case of extreme emergency, i.e., your wife (husband, parent) walks in the room while you are playing the game and you are supposed to be working, or if you are playing the game on company time and your boss walks in, click the mouse on the **PANIC** button at the lower right portion of the screen, or type in **PANIC**. To exit the panic screen select **Quit** from the menu **File**.

See next page for more **Single Word Commands**



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## Single Word Commands (cont.)

### PICTURES

If you want to move through the adventure without the graphic pictures coming up automatically as you enter a room, then choose **PICTURES** under the menu **General**. Select **PICTURES** again to have them come up automatically. If you have entered multiple commands the pictures will be turned off while these commands are executing. There will be a checkmark next to the word **PICTURES** when they are selected to come up automatically. **PICTURES** can only be invoked from the menu **General**.

### PRINTER

With this command you save a transcript of your game as you play. The printer must be connected to the Macintosh printer port and be turned on. Entering this command again will turn the printer off. When the printer is on there will be a checkmark next to the word **PRINTER** in the menu. The **PRINTER** command can be entered either by typing in the command or from the menu **General**.

### QUIT or Q

This will allow you to stop your game. You will be prompted to save your game before quitting if you have forgotten to do so. (See "Saving and Restoring Game Positions.") **QUIT** can be entered either by typing in the command or from the menu **Save/Quit**.

### RESTART

This command will start the game over from the beginning without quitting the game. **RESTART** can be entered either by typing in the command or from the menu **Save/Quit**.

### VERSION

This will tell you what version of GATEWAY you have and should be referred to when making any correspondence with us. **VERSION** can be entered either by typing in the command or from the menu **General**.

### WAIT or Z

The passage of time in GATEWAY is keyed on the moves you make. Nothing will happen and no time will pass until you enter a command. If you want time to pass time without doing anything else, then enter the **WAIT** command. One move will be added each time you enter the **WAIT** command. **WAIT** can be entered either by typing in the command or from the menu **General**.



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## Moving Around in GATEWAY

There are three ways to move between locations in GATEWAY.

1. You may type in the direction you wish to go. The available directions are: **NORTH, SOUTH, EAST, WEST, UP, DOWN**. These may be abbreviated to **N, S, E, W, U, D**.
2. You may also use the mouse to click in the movement compass at the lower right hand corner of the screen. Click once in the direction you wish to move. For easy reference the direction you came from will be highlighted.
3. Under special cases you may want to say exactly where you want to go. If there is a tree described that you think you want to climb, type in **"CLIMB THE TREE."** Or maybe if you see an object you want a closer look at, perhaps some bushes described in the description, then type in **"GO TO THE BUSHES."**

## Sentences GATEWAY Understands

Below is a list of some of the different kinds of sentences GATEWAY understands:

SIT DOWN  
SIT DOWN IN THE CHAIR  
TURN THE VALVE  
EXAMINE THE WALL  
LOOK INSIDE THE DRAWER  
OPEN THE STEEL DOOR  
CLOSE THE DRAWER  
TURN ON THE FLASHLIGHT  
INSERT THE KEY IN THE HOLE  
GET THE RAY GUN  
GET THE HOT COAL WITH THE TONGS  
DROP THE ROCK  
PUT THE GUN IN THE DRAWER  
WEAR THE NECKLACE  
NORTH  
RUN SOUTH  
WALK UP  
D  
GO EAST  
GO TO THE TALL BUILDING

Some of the objects in the above examples do not appear in GATEWAY.



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## Vocabulary

Besides the single word commands listed above, GATEWAY understands more than 600 words. GATEWAY looks at only the first six letters of each word. All letters after the sixth are ignored. For example, **INVENT**, **INVENT**ory, **INVENT**ion all appear to be the same word to GATEWAY. GATEWAY uses some words in its descriptions that are not in its vocabulary. These words are used solely to enhance the description and are not important to solving the game.

Below is a partial list of verbs you can use when communicating with GATEWAY:

**ASK, ATTACK, BLAST, BLOW, BREAK, CLEAN, CLOSE, CROSS, CRUSH, CUT, DIG, DRINK, EAT, ENTER, FILL, FLIP, FLOAT, FLY, GRAB, JUMP, KILL, KISS, LAUNCH, LAUGH, LISTEN, LOCK, MOVE, OPEN, PLAY, POUR, PRAY, PRY, PUNCH, READ, REMOVE, REPAIR, ROLL, RUB, SAY, SHOOT, SHUT, SING, SIT, SLEEP, SLIP, SMASH, SMILE, SPEAK, SQUEEZE, STAND, SWIM, TAKE, TASTE, THROW, TIME, TOUCH, TURN, UNLOCK, UNTIE, WASH, WEAR, WIPE, YELL**

## How to Talk with Characters

When you run into characters you may want to say something to them or ask them a question. Following are examples of how to do this.

**1.** If you just want to say something to no one in particular, like if you think you have a password and need to use it, then follow the form: **SAY "word,"** where **"word"** is any word you want to say.

**2.** If you want to talk to a character, use one of the following forms.

**ASK "character" ABOUT "something,"** or  
**TALK TO "character" ABOUT "something"**

Such as: **"ASK K'rnth ABOUT the city,"**  
or **"TALK TO Ariel ABOUT Bertrand"**

If you are completely stuck on what to talk to the characters about, take a hint at the location where you first ran into the character.



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## Handling Objects

In traveling through the adventure, you will find objects that you can **“get.”** Just as in real life every object you can pick up has a **“weight”** associated with it. You won't be able to carry everything you find all at the same time. You will have to make a logical decision on what to leave behind at some points. When there is a point of no return in the adventure, the hints will address the problem of what objects you should absolutely have with you at that point.

To pick up objects you can either **GET THE “object”** or **PICK UP THE “object.”** To get rid of an object you can simply **DROP THE “object.”** You will at times need to use objects, such as: **PUT THE “object” IN THE “box”** or **OPEN THE “crate” WITH THE “object.”** Always remember to **“EXAMINE”** any object you find as this is one vital key to obtaining more information to solve the adventure.

## Computer Responses

If GATEWAY understands the command you entered, it will act on it and give you the response for that action. If it doesn't understand what you are trying to say then it will issue one of the following responses:

**I don't know the word “(The word you entered will be here).”**

You'll see this response if GATEWAY doesn't know the word or you spelled the word incorrectly, i.e., I don't know the word “unlokc” OR I don't know the word “cranberry”.

**Try something else, or re-phrase the sentence.**

If you see this you might have been trying to do the right thing but worded the sentence in some order that GATEWAY doesn't understand, like **TURN THE FLASHLIGHT ON** instead of **TURN ON THE FLASHLIGHT**. In this case just reword the sentence.

**I can't read your mind!, HUH?, What was that again?, Say what?**

All of these are responses you'll see if you press the RETURN key without typing in a command.

**You don't have the “object.”**

You'll see this if you try and do something with an object that you don't have.

**There's nothing of interest there.**

This applies when you try to examine an object or look at something when there isn't any more information available about it.

**You can't get the “object.”**

If you try and pick up or take an object that you can't get, you will see this response.



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## Graphics and Artext Prints

### Tips on using the Artext Prints

When you reach a location where the room name at the top of the text window and the name at the top of the Artext print match, use the print to obtain clues not given in the description of the location. The three prints will appear in order during the play of the game.

For example, if you look at Artext Print #1, you will notice a pipe with a valve on it. Nowhere in the description for this location is there a valve mentioned. In this case you might want to try to "TURN THE VALVE."

There are other items in this print and in the other prints that you will need to refer to. In some cases the color of an object in the print may be important. Remember to imagine that you are there in the location pictured in the prints. Refer to things just like you would if they were described in the description of the location.

### On-screen graphics

The on-screen graphics will appear on the screen at different locations as you move through the adventure. You can either choose to have the pictures come up automatically as you move or you can select them as you feel necessary. (See the single word command "**PICTURES**" under "Communicating with GATEWAY.")

Any time the button labeled "**picture**" on the right side of the screen is highlighted you can click on the button and the picture will appear. If you want to switch back to the text description, you can click on the highlighted "**text**" button.

The pictures are provided to offer another level of enjoyment in GATEWAY. In some cases the pictures may help clarify the verbal description or supply additional information to help solve a given problem.



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## Saving and Restoring Game Positions

### Saving

At any time during the game you can **SAVE** the position you are currently at in the story. It is important that you save the game often, in case something bad happens to you or you just make a mistake. To save a game do the following:

1. Pull down the menu "**Save/Quit**", then release the mouse button over "**Save Life...**".
2. A window will open giving you the option to save a game under any name you wish. Just type in the name you want to use, then press RETURN or use the mouse to click on the button labeled **Save**.
3. You may save as many games as you have space for on your disk. If your game disk becomes full, click on the **EJECT** button (if you have a single drive system), then insert a new disk. Or, if you have a two drive system, insert your new disk in the second drive.

If you want to cancel the **SAVE**, click the mouse on the **CANCEL** button.

When the **SAVE** is completed, the window will close and "**Saved...**" will appear on the screen. You may now continue to play.

### Restoring

When you wish to start play from a saved game position do the following:

1. Pull down the menu "**Save/Quit**" and release the mouse button over "**Restore Life...**".
2. A window will appear giving you a list of "**lives**" you have previously saved. (If you haven't saved any lives yet there will be no names listed.) You may either double click with the mouse on the name of the "**life**" you wish to restore or single click on the name, then click on the "**Restore**" button. The window will close and you will see "**Restored...**" on the screen.

If you wish to cancel the restore at any time, click the mouse on the **CANCEL** button.

3. If you have saved games on other than the game disk, insert your save disk, then restore the life of your choice. With a two drive system, insert your save disk in the second drive, then restore the life of your choice.



## Getting Help

### How to use the On-line Hints

Hints are available in most locations. To receive a hint pull down the **"Help"** menu and release the mouse button on **"Hints."** When the window opens you will be presented with the choice of up to five words, which relate to possible problems you may be having.

Choose the word that most closely corresponds to the problem you are having, then select the degree of help you wish to receive, **"Subtle"** being the least help and **"The Answer"** being just that.

You will lose 1 point just for accessing the hints, even if you don't take a hint. You'll lose 2 points for a **"Subtle"** hint, 5 points for a **"Substantial"** hint and 10 points for peeking at **"The Answer."** To obtain a perfect score of 1500 you must complete the adventure from beginning to end without opening the hint window.

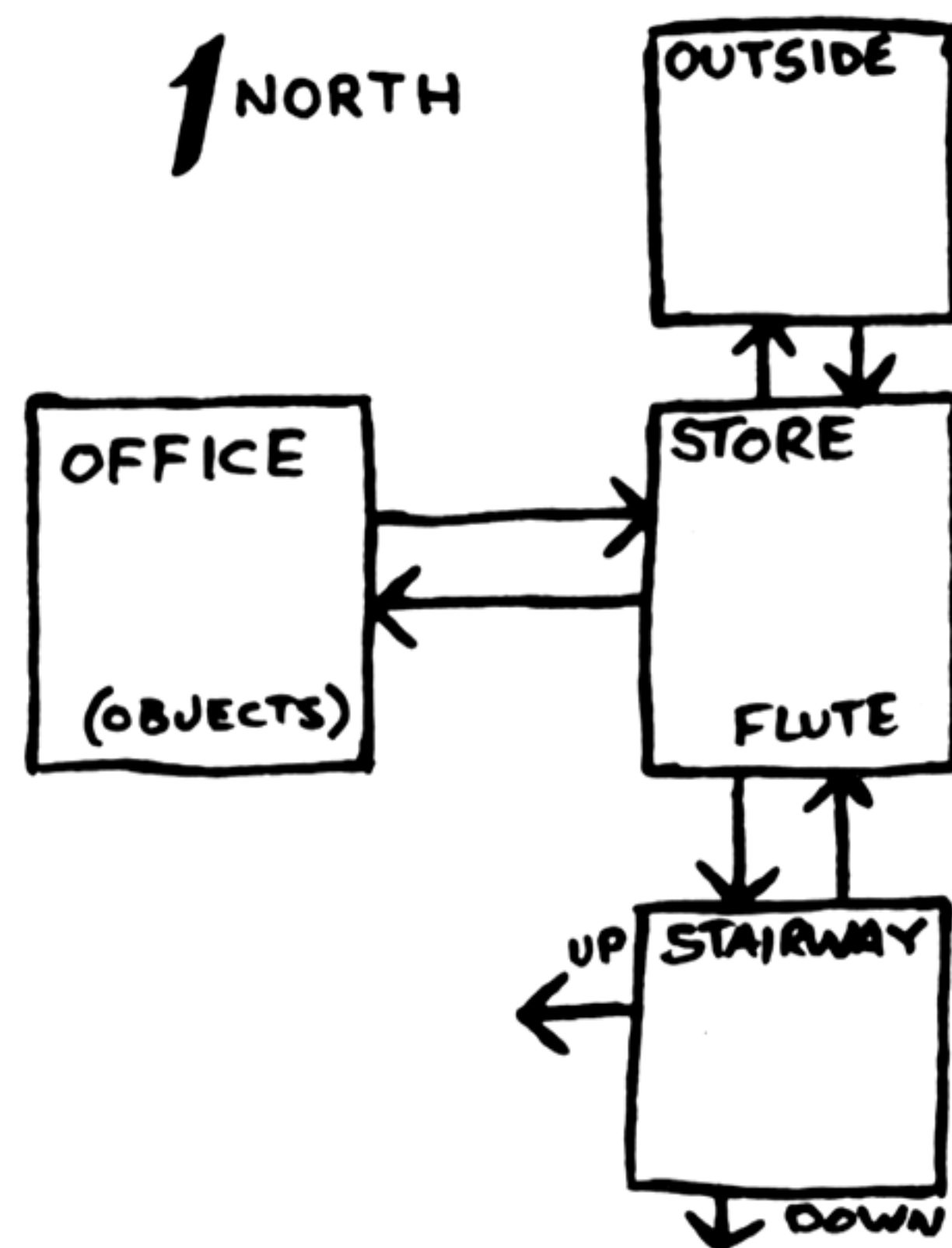
### What to do when all else fails

You can call for assistance at (408) 757-0125 Monday thru Friday from 9 to 5, Pacific Time.

## Mapping your Adventure

Because GATEWAY involves many locations, it is absolutely necessary to map your adventure to keep from getting lost. Even the most experienced adventurers map every move they make.

Below is an example of a simple map.



In some cases you may run across some locations that are so similar that they have the same name and description. These are called mazes. In these cases you have to draw your map differently. If you move and find the name of the room the same as the previous room, drop an object you are carrying and map the room under the name of the object instead of the name of the room. Continue doing this until you find your way out. Then you can go back and collect the objects you dropped.

(HINT: Mapping of mazes will not be necessary if you stay alert for clues. Advance warning and clues are available from some of the characters or situations in the game.)



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## Biographical Notes

### Michael A. Banks

Michael A. Banks began writing “with intent to publish” back in 1972. Since then, he has published six books, three dozen science fiction and detective short stories, and over 700 magazine articles. Banks became interested in computers in 1980, at which time he bought a TRS-80 Model I and discovered adventures. Labeling himself a “generalist,” Banks has done nearly every kind of writing, from feature articles and reviews for computer magazines to software user manuals to short stories and interactive books. He has also written radio comedy and “a few catchy advertising slogans.” A frequent contributor to WRITER’S DIGEST and other magazines, Banks’ books include *Understanding Science Fiction* (Silver Burdett, 1982), *Ultraheroes* (Bantam, 1984) and *Second Stage: Advanced Model Rocketry* (Kalmbach Books, 1985). Banks lives somewhere in the wilds of Ohio with his wife, son and daughter, and no cats. He frequently attends science fiction conventions, where he can be observed holding forth on nothing at all. When pressed for advice on solving GATEWAY, Banks stated, “I put some useless items in the adventure, but you won’t know what they are until it is too late!”



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