

To Overthrow the Controllers

By Bruce K. Bell, 0.0.

From the crest of the hill you can see the deserted city ahead. It is hard to imagine that only four years ago the city teemed with human life. But that was before the Controllers came.

Banning all men to rural life — for their own good, of course — the Controllers systematically destroyed all of Earth's cities. This city was one of the last to be eliminated. Industrious as you are, you want to scavenge for artifacts to sell to collectors, an activity tolerated by the ruling race.

You respect the wisdom of the Controllers — after all, they traveled half-way across the galaxy to make all mankind understand that the old way of life, spent in corrupt pursuit of technological advances, threatened the Plan.

Bruce Bell practices optometry in his hometown of Rockmart, Georgia. He spends hours using programs he finds in THE RAI.\BOt! and programming his Co Co for use in his office and at home.

After having put up an initial show of resistance, most people understood that they were better off under the rule of the new masters.

There has been some talk of a resistance group, but you rather doubt it. After all, who would want to revert to a primitive and heretical way of life? Just the same, you are curious to see for one last time the remnants of a civilization you only vaguely remember.

As you search the ruins, you find an odd-looking shuttle barely large enough to hold one person. Looking in, you see an old *magazine* on the seat with the word "RAINBOW" printed on the front. Immediately you recognize this as the technological poison of which your masters have warned you. But, surely, it would not hurt to look — after all, *you* would not succumb to primitive heresy. You reach for the magazine and flip through it. You see that someone or something named Falsoft had established a West Coast branch in this city.

Pressed between the pages is a small booklet — a manual of some sort. At once, you recognize it as an operations manual for the shuttle. Curiosity overtaking you, you climb in for a closer look, and the door accidentally shuts behind you. You become dizzy and your vision grays. Minutes later your senses return . . .

It is clear to you now that the Controllers are able to manipulate the human will and that the shuttle somehow shields you from their influence. You realize you cannot leave the shuttle. And you wonder if there are others who know what you do. This you must find out and, if any way possible, *destroy the Controllers*]

As the sun sets over the bent city, you pore over the shuttle's manual. . .

Looking the shuttle over, you notice all holding tanks are empty. The gun is gone! You must do your best in spite of all odds. Your mission is clear!

Setting Up for Game Play

You need a Color Computer 3 (128K minimum) and a joystick or a mouse. Type in both listings and save them. If you are saving on cassette, save CONTROL first and CNTRL immediately following. You will need to enter PCLEPR1 before typing in CNTRL.

To load the game on a disk system, just enter RUN "CONTROL". On a tape system, enter CLOAD "CONTROL". After the program has loaded from tape, enter RUN. When prompted to press the firebutton, do so and also depress the Play button on the tape recorder. The tape should already be positioned just before the main program, CNTRL. This program will automatically be loaded for you. When it has finished, simply enter RUN a second time and the game will start.

Either the right or left joystick may be used, but use the same one throughout the game.

Hints

Examine every location and identify every object. This is an advanced Adventure requiring wit and skill to complete. Therefore, save your place often! The object of the Adventure is twofold: trying to destroy the Controllers, and accumulating as much wealth as possible. You'll need it in the aftermath of the Controller's defeat. As much as \$2,101,000 in treasure lies hidden in the landscape of the Adventure.

Should you accidentally press BREAK during game play, type GOSUB 295:HSCREEN2:CONT to reset.

In this battle you have become a soldier — a soldier of fate and fortune! Good luck — you'll need it!

(Questions or comments regarding this Adventure may be directed to the author at 137 Samanda Circle, Rockmart, Georgia 30153. Please enclose an SASE when requesting a reply.) D

Operations

The ATS-CC5 All Terrain Shuttle is designed for maximum maneuverability over all types of earthen terrain, as well as in water. The ATS-CC5 employs a unique electromagnetic shell that eliminates any threat of being overtaken by the Controllers via thought control.

The various background and tracking control functions of the ATS-CC5 are maintained by the powerful Color Computer 5, which was developed just prior to the original Controller invasion. Operator control of the ATS-CC5 is also carried out through this system.

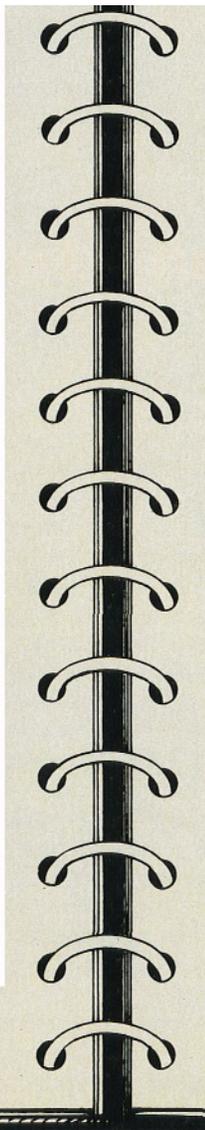
The main console of the ATS-CC5 allows the single occupant complete control of all shuttle operations. The individual controls are described starting from the upper-left corner and proceeding in a clockwise fashion around the panel.

Digital View Screen (DVS)

The large view screen displays a digitized video image of the forward surroundings exterior to the shuttle. It is important to note that the image you see is a digital representation and therefore caution must be used in placing objects outside the craft. Objects that are similar in color to the exterior background may be difficult to see later.

Command Center

The 10 function buttons (two rows of five) on the right side of the control panel are used to engage the shuttle's inherent commands. Moving the joystick (or mouse) selects the function marked by a small blue light in the upper left-hand corner of the button. The light glows red



when the function is engaged by pressing the firebutton. These buttons are described below.

Examine (magnifying glass) gives you a brief description of the area immediately outside the shuttle.

Lights On/Off (light with rays) toggles the shuttle's lights on and off. A blue light on this button indicates when the lights are on. Note that one unit of power from the battery is expended with each move of the shuttle while the lights are on.

Retrieve/Get (up arrow) transfers joystick control to a small blinking cursor in the DVS. Move the cursor over an object you desire to retrieve and press the firebutton. The object will appear in the holding tanks below. To leave this mode without getting an object, move the cursor to an area of the DVS containing no obtainable object and press the firebutton.

Release/Drop (down arrow) selects the target for release from the craft. When you press this button, you will see a small blue light appear on one of the holding tank monitors in the lower part of the control panel. Move the joystick and press the firebutton and the object will appear in the DVS.

Use (hand with index finger extended) analyzes a target to determine its purpose. Press this button and then select the object in the holding tanks you want to use (as described under Release). Use is a multipurpose function and therefore quite powerful. Since the shuttle is controlled by the powerful Color Computer 5, analyzing a target is simple. Therefore, to USE SANDWICH will result in the sandwich being eaten. USE BRT is synonymous with swinging the bat. USE GfS to fill your tanks or USE

40	19	170
.....	37	
70	204	195
.....	215	
105	155	225
.....	70	
125	223	END
.....	224	

Listing 1: CONTROL

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J3 'THE CONTROLLERS I.j3, "CONTROL
" - BOOT PROGRAM, (C) 1987 BRUCE
BELL, This program is avaiabl e
"as is" and is nonwarrantedi 5
CLEAR5£j3:PCLEAR5:Pmode3,2:WIDT
H32:ATTR£,j3:MP=PEEK(188)*256 10
PRINT"THE CONTROLLERS 1.0", "C
OPYRIGHT (C) 1987 BRUCE BELL", "C
OC03 128K",,,,,,"MONITOR TYPE",, : I
NPUT"1. CMP (TV) 2. RGB ";Q$:Q
=VAL (Q$) :IFQ<10RQ>2THEN5ELSEPOKE
MP+86,Q-1 15 PRINT:PRINT"LOADING
METHOD",,
:INPUT"! . DISK 2. TAPE ";Q$:Q=
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VAL (Q$) :IFQ<10RQ>2THEN15ELSEPOKE
MP+87,Q-1:PRINT:PRINT"PRESS YOUR
FIRE BUTTON"
2j3 IFBUTTON(J3)THENQ=,0ELSEIFBUTTO N
(2) THENQ=2ELSE2j3 25 POKEMP-
f88,Q:WIDTH4j3 3,0 PRINT" While
scavenging a w est coast city
which will be d estroyed by your
masters,the Con trollers, you
find an odd lookin gshuttle large
enough to hold on ly one person.
Climbing in, th e door accident-
ally shuts behi nd you. You
become dizzy" 35 PRINT"as your
vision greys. M
inutes later yoursenses return. .
it
4j2 PRINT: PRINT" It is clear to
you now that the Con- trollers
are able to manipulate the hu- m
an will. Somehow the shuttle mus t
shield you from this." 45
PRINT:PRINT" You cannot lea
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BRATTERY to restore your power systems. The USE function is limited only by your imagination.

Identify (question mark) describes an object in the holding tanks. Since all images in the holding tanks are digital images, low relative resolution may make an object unidentifiable by sight alone. Using the power of the CoCo 5, you can select an object in the holding tanks (by pressing the ? switch) and it will be described.

Score (double arrows) displays your current score and assets. The score represents the number of moves you've made from one location to another. Other commands do not add to your score. Of course, the lower your score and the higher your assets, the better you've played.

Map (diamond shape) displays a map of your travels on the screen. In each position you've been, a hexadecimal number from \$1 to \$F appears. Each number represents the exits available from that position. A legend below the map describes this directional code. Your current position blinks on the map. Using your joystick, you may move the line cursor around the map. The location and any objects left in that position (of only the locations you've been) appear below the map. To exit the map, press the firebutton.

Save/Load saves your place. Prepare the tape or disk and answer the prompts, pressing S or L for Save or Load, respectively and T, D, or A for Tape, Disk or Abort, respectively.

Quit (hexagon) allows you to end your travels in the ATS CCS (i.e., quit the game).

Locomotion

The ATS-CC5 is moved by pressing the large

rocker switch below the command center. The letters N, S, E and W light up, signifying which of the four directions (North, South, East and West) you may go. Move the blue indicator to the desired direction and press the firebutton.

Fuel and Battery Indicators

One unit of fuel is used with each move. The ATS-CC5's battery is used to power the exterior lights as well as its laser gun and force field. Depending on the laser intensity, the gun uses one or two units of power with each firing. The laser's intensity is automatically set and may not be adjusted manually. The force field (engaged automatically) uses one unit of power for each hit it receives, and one unit of power is expended with each move while the shuttle's lights are on.

Holding Tanks

There are five holding tanks for objects brought into the ATS-CC5. Digital images appear on the miniature DVs below the screen. Indicator lights glow blue when selected and red when engaged (firebutton is pushed). The smaller button to the right of Tank 5 is for exiting without selecting one of the monitors.

There is a separate holding tank for any treasures you may find. These are not displayed on the control panel. Hence, you may retrieve treasure even when your holding tanks are full.

Laser Gun

The laser gun may be held in any of the five holding tanks. When there is danger, the gun is automatically engaged. It may also be engaged manually with a USE GUN command.