

NEW YORK CRISES

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Scenario

The year is 2062 and New York City has a Problem...
The computer brain of NYSD missile silo #5 has declared war on the city!

There has been a malfunction in the computer logic that controls one of the cities surface defence silos. The computer has declared war on the city it was meant to defend. Although the Tac-Nuke missiles contained within the silo were originally meant to repel attacks from space, the blast they would create on the surface would be sufficient to wipe out most of the city.

Your job as controller of the cities most elite group of government trouble shooters is to pick a team of 3 men to enter the silo and disable the computer system. This is not an easy task as the central processor is buried 4 levels below ground and there are many deadly defences between it and the surface.

As the team controller you have an overview of the situation via a tap into the silos security system. With this facility you must guide your team safely past the defences so that at least one of them reaches the processor and shuts it down.

One final point, you have only a matter of hours in which to complete the mission. A countdown timer at the bottom right hand side of the screen will give you a constant reminder of this time limit.

Choosing your team

The first screen you will see shows your 6 agents at ease in your office. You must now choose 3 of them to go on this mission.

To review each agent's stats simply press the key corresponding to his initial (example: for Pol Press 'P'). The three stats will appear on the left hand side of the screen. To choose the agent you are currently reviewing press the 'enter' key. On doing this the agent will be 'beamed' to the mission site for preparation. Once the third and final agent has been chosen the mission will begin.

Stat descriptions

STR - Strength. This is a measure of how fast the agent can move. 1 is the slowest, 3 the fastest.

STA - Stamina. This is a measure of how much damage an agent can take. 1 is the weakest, 3 the strongest.

SKL - Skill. This is the agent's proficiency with his weapon. This is reflected in the amount of damage done when the agent hits a target. 1 is reasonable proficiency, 3 is exceptional.

Inside the silo complex

Your view of the action inside the complex takes the form of a computer map of an entire level. This map is populated by symbols representing the current position of each member of your team and each of the security robots. The positions of these symbols are updated as the agents and robots move around. Also on this map is a crosshair which you can move around the screen with a joystick (Port 2).

Controlling your team

You have no direct control over any of your agents. In fact left to their own devices the agents would try and make their own way through the level. However, it is unlikely that they would get very far and they would probably be quickly despatched by the robot guards. The way to control your men is to give them orders which they will then attempt to carry out.

Giving orders

Agents are given orders individually, although coordinated action is possible as will be shown later. To give an agent orders, do the following:-

Move the crosshair over the symbol of the agent and press fire. The agent will stop moving and the order window will appear, you are now in order mode.

Now you may give the agent up to 20 orders which he will attempt to perform in the sequence they were given.

To enter an order simply press the corresponding letter on the keyboard and then, if the order is correct, press the 'enter' key. The order number in the window will now increment. Repeat this sequence until you have entered all the orders you want or you have reached the 20 order maximum.

For a full list of orders see the keyboard controls reference guide later.

Once you have completed the above there are two ways to exit order mode:-

Press the 'I' key - This is the 'individual' key. Pressing this will cause the agent to execute his orders immediately.

Press the 'T' key - This is the 'team' key. Pressing this will cause the agent to hold position until you press the 'Go' key (explained later). This will allow you to give orders to 2 or 3 agents and then have them start executing these orders at the same time. This facility allows you to coordinate your team's actions.

Editing order lists

Whilst in order mode you have limited editing facilities, as follows:-

'+' key - Will cycle forwards through the order list, allowing you to review the orders given.

'-' key - Will cycle backwards through the order list, allowing you to review the orders given.

Note: Whatever order number you may be viewing, entering a new order will always be assigned to the next FREE order number in the list.

'DEL' key - Will delete the last order in the current sequence. Again regardless of which order number is currently being viewed.

'STOP', 'GO' and 'PAUSE' keys

All these keys work in normal map mode, not whilst in order mode.

'STOP' or 'S' key - This will cause all your agents to stop what they are doing. This allows you to give any or all of them new orders.

'GO' or 'G' key - This will restart the agents after being stopped by the 'STOP' key.

'PAUSE' or 'RUN/STOP' key - This will stop all motion on the screen but will not halt the countdown timer. Press again to restart.

The computer maps

The basic aim of each of the four levels is to get your agents to the lift which leads to the next level. The map-symbol for the lift is the grilled square towards the top left of the screen on levels 1 to 3 and in the centre right on level 4.

In order to help you negotiate the maps here is a list of character blocks which will not hinder an agents movement:-

- Plain grey areas
- Bridges (grilled squares across chasms)
- Parking area (bottom right of level 1)
- Black/yellow striped hazard areas
- Shiny spheres (these have a special effect)
- 'Paving stones' (level 4)
- Lifts (grilled squares)

All other character blocks will hinder an agents movement.

Special notes

Level 1 - is pretty straightforward but it does contain a shortcut. See if you can work it out.

Levels 2 to 4 - all have their own individual puzzle which you must solve in order to get the whole way through them.

Hints: On levels 2 and 3 the shiny spheres are of Prime importance. None of the puzzles are particularly complex or cryptic but you may not find their solution immediately obvious. In this situation it is best to experiment.

Combat

Range is important in combat and you must use it to your advantage if you are to survive through to the end.

Throughout the game your agent's weapons have a range of 5 squares. On level 1 the robots have a range of 2 squares, on level 2 a range of 3 squares, on level 3 a range of 4 squares and on level 4 a range of 5 squares.

Robots will always attack an agent in front of them who is in range.

The way to follow a firefight is to watch the color flashes in the border of the screen. This is because missiles are not visible on the map screen. The border colors are as follows:-

Blue - Agent under attack.

L.Gray - Robot under attack.

Red - Robot destroyed by mine.

Damage

When either an agent or a robot are attacked the damage they receive can vary from zero up to the skill level of the attacker off of their current hit point total. Note that as you progress through the levels the robots become increasingly proficient with their weapons.

Morale

Robots will fight until they drop. Unfortunately your men, though highly disciplined, will not. Whenever an agent is attacked there is a chance that his morale will break. The more damage he receives the greater the likelihood that this will happen. When an agent breaks he will disregard all orders he may have and try to escape from his attacker. Once the agent has regained his morale you will have to give him new orders.

Advice

Although your agents are highly skilled and very tough try and avoid combat at all costs. If you feel combat is necessary try and arrange it in such a way that the robots get little or no chance to return fire. Also, try and coordinate attacks on robots between 2 or 3 agents in order to destroy the target robot as quickly as possible.

Elevator section

When riding the elevator between each level an agent must face the elevator guardian which bounces around the shaft trying to hit him. Every time the guardian does impact with the agent it will inflict one point of damage. Your task is to direct the agent with the joystick in order to avoid the guardian until the lift reaches the next level; this takes about 1 minute.

Unfortunately you can not destroy the guardian with your weapon.

Fortunately shooting the guardian does have the effect of slowing its movement, making it easier to dodge.

The final confrontation with the Processor

This is it! The final shoot-out between you and the Processor.

At this stage you probably do not have much time left so keep blasting until the Processor explodes. But be careful, the hail of missiles the Processor is sending your way will all do a point of damage each if they hit.

In your office:-

R	-	Highlights	ROH
F	-	//	FAY
B	-	//	BAN
P	-	//	POL
L	-	//	LIT
J	-	//	JES

[enter] - Chooses the agent currently highlighted.

In the silo complex:-

Normal map mode:-

[run/stop] - Pause toggle

S - 'STOP' key

G - 'GO' key

> - Advance to elevator section at end of current level (cheat version only).

Order mode:-

+ - Cycle forwards through order list.

- - Cycle backwards through order list.

[del] - Delete last order in list.

I - 'Individual' leave order mode.

T - 'Team' leave order mode.

V - View background. Whilst this key is held down the order window will disappear, allowing the background and agent underneath it to be viewed.

Orders:-

- 0 - No order. Agent will carry on independently.
- 1 to 9 - Move this number of character blocks in current direction.
- C - Set charge. Agent will set a directional explosive charge on the character block he is currently occupying and in the direction he is currently facing. After a Pause the charge will explode in the direction it is facing removing any solid obstruction in the adjacent character block.
Note this will not affect chasms (the solid black areas).
Each agent begins the game with 2 charges.
- D - Defend Position. The agent will halt at his current Position until further orders are given. Also any robot which Passes in front of him within range of his weapon will be fired upon.
- E - Face east. Agent will face east.
- H - Hold Position. The agent will halt at his current Position and await further orders.
- J - Find Junction. The agent will move in his current direction until he encounters a Junction.
- L - Lay mine. Agent will lay a land-mine at his current Position, which will explode and destroy any robot passing over it.
Each agent begins the game with 2 mines.
- M - Move. Agent will move in current direction until unable to move any further.
- N - Face north. Agent will face north.
- R - Resume. Allows agent to carry on independently.
- S - Face south. Agent will face south.
- W - Face West. Agent will face west.

On successfully completing the mission Press [space] to return to the menu screen.

New York Crises - Puzzle Solutions

- Level-1: The short cut on this level is the bridge block on the middle-left hand side of the screen. This bridge does not reach completely across the chasm. However, setting a charge to the right of the bridge block and facing west will blow the bridge across the gap.
- Level-2: To the top right of this screen is a sphere. If an agent passes over this sphere it will switch on a bridge block towards the bottom of the screen. This block can be moved around the chasm by an agent standing on the steering spheres set at the end of compass. Points towards the centre of the screen. The bridge may be moved into positions that allow the agents to cross the gaps.
- Level-3: To get agents to the upper half of the screen they must move onto the yellow sphere in the top right portion of the lower half. This sphere is a teleport to the equivalent sphere on the upper half of the screen. Although the top half of the screen looks like solid rooms the walls do in fact contain openings which are hidden by holograms. The pattern of openings in the top half of the screen is the same as the bottom half except that it is reversed in both the X and Y axis.
The red sphere towards the bottom left of the screen is a bonus. The agent who passes over this sphere will be upgraded to 3 in all his stats.
- Level-4: The dark area contains a maze of unlit blocks. If an agent passes over one of these blocks it will become lit and remain that way.