NY Warriors

Virgin Games

INSTRUCTION MANUAL

NY Warriors

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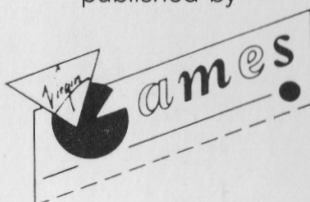
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NY WARRIORS

Welcome to New York City fifteen years from now. Thinking about strolling through Central Park before taking in a play on Broadway? Forget about it! Terrorists have planted a nuclear device in the World Trade Center and have taken New York hostage. Salvaging what's left of civilization rests on your shoulders.

Is the terrorist's request for Manhattan, Greenwich Village and the southeastern part of Schenectady unreasonable? Of course it is! Today it's Manhattan, tomorrow world domination.

Stay sane and ready for action. Not only do you have to contend with terrorists, but you'll have to make your way past the bloodthirsty dregs of society, run-away trains and assorted surprise attackers in order to find the lunatics that have laid seige to the city.

As an arms expert and self-appointed vigilante, you must battle your way through gang-infested city streets, subways, and parks to reach the World Trade Center. Once there, you must descend the building using rickety elevators to locate and detonate the device.

If you can make it here, you'll make it anywhere. If not, the Big Apple bites the dust.

LOADING INSTRUCTIONS

AMIGA:

Insert the NY WARRIORS boot (disk 1) in Amiga drive DFO: (internal drive). When disk drive light turns off and you are prompted, remove boot disk (disk 1) and insert play disk (disk 2) into DFO: (internal drive).

For Amiga 500 and 2000 users: Turn machine on or reboot machine after the disk is inserted.

For Amiga 1000 users: Machine must already have been kick-started before rebooting with the loading disk.

ATARI ST:

Insert the NY WARRIORS disk 1 in internal drive. Obey prompts from program.

IBM

Load DOS and at A> prompt insert disk 1 in A: drive. Type Warrior and press ENTER to run game. After level 2, you will be prompted to insert disk 2 and press a key to continue. After level 5, you must insert disk 3 and press a key to continue.

IBM HARD DISK INSTALLATION

At the C> prompt, create a Directory and copy all files from the program disks to that directory.

Example: With the Program disk in drive A type:

MD NYW <RETURN>
Copy A:*.* C: \ NYW <RETURN>
(repeat for each disk)

Loading from the hard disk:

1. At the C> prompt, change directories, (CD NYW <RETURN>) then type Warrior and press RETURN.

CONTROLS

AMIGA:

| Start | FIRE | Restart | R |
| Pause | ESC | Music on/off | M |

After you click the fire button to start the game, a screen will appear asking you to choose the difficulty level of the game.

Use the joystick to select type of game:

EASY   Easiest difficulty level. You may only continue game once after you have used up your original five lives.

NORMAL   Moderately difficult. You may continue game twice after you have used up your original five lives.

HARD   Very difficult. You may continue game three times after you have used up your original five lives.

FLAME   Maximum difficulty. You may continue game twice after you have used up your original five lives. The only weapon you may utilize at this level is a flame thrower. But, don't worry — this particular flame thrower has unlimited fire power. TO RECHARGE FLAME THROWER: Click fire button repeatedly.

SELECT ONE PLAYER GAME DURING DEMO MODE BY PRESSING FIRE BUTTON OF JOYSTICK IN PORT 1 OR 2.

SELECT TWO PLAYER GAME AND START SIMULTANEOUS PLAY AT ANY POINT IN THE GAME BY PRESSING FIRE BUTTON OF OTHER JOYSTICK.

If you add a second player, you will lose one continue play option.

ATARI ST:

Start   FIRE
Toggle Sound   S (cycles between music and sound)

SELECT ONE PLAYER GAME DURING DEMO MODE BY PRESSING FIRE BUTTON OF JOYSTICK IN PORT 1 OR 2.

SELECT TWO PLAYER GAME AND START SIMULTANEOUS PLAY AT ANY POINT IN THE GAME BY PRESSING FIRE BUTTON OF OTHER JOYSTICK.

IBM

P   Pause/Unpause

K   Keyboard control

J   Joystick control

SELECT 1 PLAYER GAME: Press 1 at Option Screen

SELECT 2 PLAYER GAME: Press 2 at Option Screen

JOYSTICK CONTROLS

Joystick is required for Amiga and Atari St versions. Joystick is optional for IBM.

Without fire button pressed, the joystick provides the eight standard directions of movement as indicated by the arrows on the diagram.

With fire button pressed and in stopped position, you can shoot in any direction. (Amiga and Atari St version only)
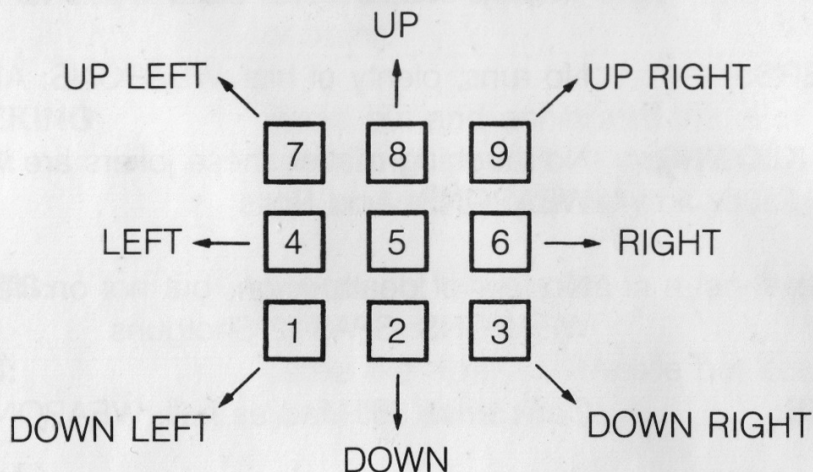
SHOOTING: Press fire button while moving and you will shoot in the direction you are headed.

SHOOT

UP

UP LEFT   UP RIGHT

LEFT   RIGHT

DOWN LEFT   DOWN RIGHT
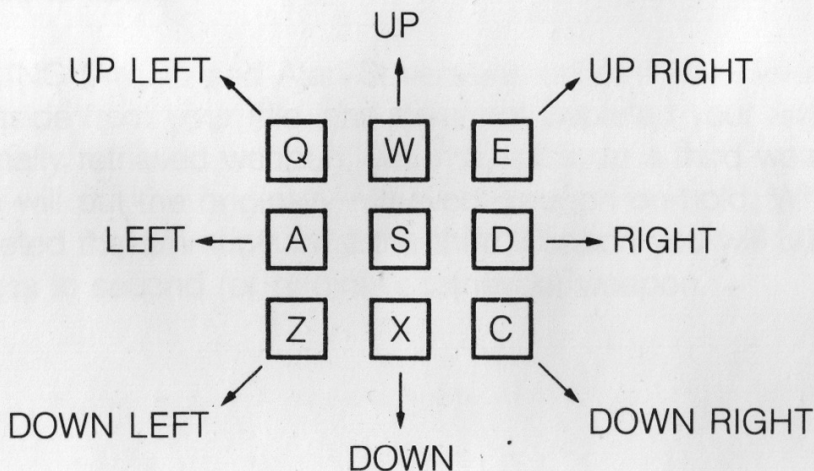
DOWN
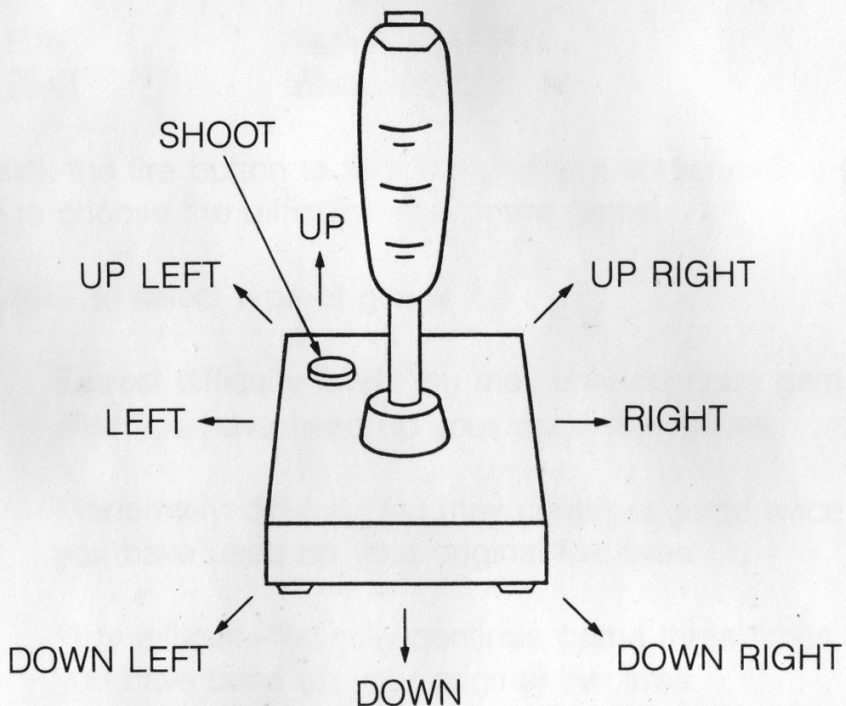
KEYBOARD CONTROLS (IBM only)

The game can be controlled by either keyboard or joystick but not a combination of both. For example, for a 1 player game, you can choose to use keyboard or joystick controls. For a 2 player game, you can choose dual joysticks or dual keyboard control, but not a combination of the two.

For Player 1, press the keys shown below to move in the indicated direction.

```
                         UP
    UP LEFT ↖            ↑            ↗ UP RIGHT

              ┌───┐   ┌───┐   ┌───┐
              │ 7 │   │ 8 │   │ 9 │
              └───┘   └───┘   └───┘
              ┌───┐   ┌───┐   ┌───┐
    LEFT ←────│ 4 │   │ 5 │   │ 6 │────→ RIGHT
              └───┘   └───┘   └───┘
              ┌───┐   ┌───┐   ┌───┐
              │ 1 │   │ 2 │   │ 3 │
              └───┘   └───┘   └───┘

    ↙                    ↓                    ↘
  DOWN LEFT            DOWN            DOWN RIGHT
```

FIRE: 0 or SPACE

For Player 2, press the keys shown below to move in the indicated direction.

```
                         UP
    UP LEFT ↖            ↑            ↗ UP RIGHT

              ┌───┐   ┌───┐   ┌───┐
              │ Q │   │ W │   │ E │
              └───┘   └───┘   └───┘
              ┌───┐   ┌───┐   ┌───┐
    LEFT ←────│ A │   │ S │   │ D │────→ RIGHT
              └───┘   └───┘   └───┘
              ┌───┐   ┌───┐   ┌───┐
              │ Z │   │ X │   │ C │
              └───┘   └───┘   └───┘

    ↙                    ↓                    ↘
  DOWN LEFT            DOWN            DOWN RIGHT
```

FIRE: Left shift or ALT key

CHARACTERS

GANGS

JET PACKERS: Too cool to walk. If you don't move fast enough, this gang of urban hoodlums will waste you. WEAPONS: Bombs

RAMBOIDS: Very sly. WEAPONS: AK-47

ASSASINS: Mutant Ninjas who've never heard the word "mercy." WEAPONS: Stars

SLUGGERS: No runs, plenty of hits. WEAPONS: AK-M

KILLER KLOWNS: No laughing matter, these jokers are wild. WEAPONS: Acid Bolts

RASTAS: No fear of death. High, but not on life. WEAPONS: SPAS-12 Shotguns

SAMMIES: Can't drive 55. Mad as hell. WEAPONS: AR-15

BOMBER: The ultimate terrorist. Merciless. WEAPONS: H&K MP-5SD

Beware of non-human threats like THE TRAIN OF DEATH as well as an assortment of not-so-innocent bystanders.

WEAPONS

The rifle's a given, but you'll want to amass as many of the special weaponry listed below as possible.

Depending on which computer version you own, you may have access to some or all of the weapons below.

FLAME THROWERS: For roasting enemies. Best to use sparingly to conserve ammunition.

CLUSTER GRENADES: Good to use against large objects like tanks or trains.

HEAT-SEEKING MISSILES: Seeks out and annihilates the closest adversary. Don't sweat it — even if you wanted to, you couldn't accidentally hit your partner.

FAN SHOTS: Shoots out three shots in a fan-like formation.

MISSILES: Looks like a regular missile but does four times the damage.

FAN MISSILES: Missiles that shoot out in a fan-like formation

Pick up weapon (Amiga and Atari St versions only): Walk over to weapon — its icon will appear in the upper right hand corner indicating how many shots you have on that particular weapon.

Pick up weapon (IBM version only): Walk over weapon and its letter will appear next to score.

STOCKPILING (Amiga and Atari St versions only): If you already have a weapon, aside from your rifle, and have not depleted your ammunition from originally retrieved weapon, you may pick up a third weapon to use which will put the originally retrieved weapon on hold. When you have depleted the ammunition of the third weapon you will automatically have access to second (or originally retrieved) weapon.

GAMEPLAY

As you wind your way through the hazardous streets toward the World Trade Center, avoid human and non-human threats to your life by staying in motion and by stopping only long enough to grab whatever weapons are in your path.

Since there's trouble coming at you from all sides, keep your weapon poised for action or firing at all times.

Stay alert and keep your eyes open for seemingly harmless urban dwellers.

Pay attention to helpful hints on the intermission screen, or pay the consequences.

AMIGA VERSION

You start the game with five lives. You may continue to play until you have been hit five times. Then, depending on which level of game difficulty you select, (please see AMIGA listing under CONTROLS), you have an option of continuing play up to three times, after which you must start a new game.

EXTRA LIVES

At 50,000, 150,000, 250,000 etc., (anytime your score ends in 50,000) you receive an extra life.

GAME POINTS BONUS

If you complete the game, you receive a bonus of 100,000 points.

IBM VERSION

You will begin with three lives and three continue play options. Whenever you elect to continue play, your score will be reset to zero.

ATARI ST VERSION

You begin the game with five lives. Once you have used up your five lives, the game restarts from zero.

AMIGA AND ATARI ST:

There are eight levels to the game. In between levels, an intermission screen indicates where you've been in green, where you are is flashing, and where you have yet to journey to is in red. Each level is achieved by accomplishing directives set at intermission screen.

IBM:

There are eight levels to the game. In between levels, an intermission screen indicates where you've been in green, where you are in red, and where you have yet to journey to is in yellow. Each level is achieved by accomplishing directives set at the intermission screen.

The fate of New York City is in your hands. What are you waiting for?!?