

• Mr. MARTIN IN THE FIELDS • BIDFORD SQUARE • SOUTHAMPTON BOW • COVENT GARDEN • HYDE PARK • MARBLE ARCH

TOTTENHAM COURTNEY

KNIGHTSBRIDGE

C.I.T.Y. 2000

*Combat evil in
London with
the CD-ROM
adventure of a
lifetime!*

TRAFALGAR SQUARE • PICCADILLY

HOLBORN

WESTMINSTER

CITY

IN

T

R

O

B

L

YEAR

2

0

0

0

HEADLINES FROM THE CITY TRIBUNE, APRIL 3, 2000

The infamous drug and arms trafficker, Roberto Scala spent his first night behind bars yesterday. In a fierce gun-battle which lasted for nearly an hour, during which two FBI agents were killed and four more wounded, one seriously, Scala was finally caught and arrested. Two kilos of EXC, a new synthetic and highly addictive drug with a street value of \$60,000,000 were seized in what police describe as the most significant drugs-haul of the decade.

The raid comes as the result of an FBI operation that began in March last year. Scala, also known for his connection with the Venezuelan Freedom Army, until now had escaped detection by the FBI - although he had been suspected of acts of terrorism in the United States during the years 1997-2000, most notably for the "Chicago Strike" in 1999 when twelve bombs exploded around the center of Chicago in the space of three hours. Sixty-eight people lost their lives then, but Scala was acquitted despite strong evidence against him. This time, conviction and a long prison sentence seem inevitable.

FBI spokesmen would not comment on how the raid was brought about but did make the following statement:

"We were directed to investigate Roberto Scala for suspected narcotics and arms dealing and also for suspected involvement with terrorist organizations. We collected evidence that he was indeed trafficking in drugs and this matter will now proceed before the courts. We shall continue our investigation of his suspected terrorist involvement until no stone has been left unturned."

Scala was detained overnight at the New York Police Department, bail having been denied due to the serious nature of the offense. His trial has been fixed for next month.

HEADLINES FROM THE CITY TRIBUNE, AUGUST 29, 2000

Doctors and scientists in London, England are becoming increasingly concerned this week as twenty-three people were admitted to hospital each suffering from the same condition which has already affected forty others in the City this month. This mystery illness affects the brain and the central nervous system causing behavioral abnormalities, specially obsessive-compulsive behavior in its early stages and then progressing into paralysis and eventually, within two weeks, inevitable death. Doctors as yet are unable to treat patients suffering from this disease, which is becoming known as "Harper's Syndrome" after Brian Harper, the first case to be identified, but medical experts are encouraged that they may have found the cause. Minute traces of the same complex man-made molecule have been found in the blood of each patient with the disease. Some of Britain's top scientists are in a race against time to discover the nature of this mysterious molecule and its origin. Of one thing, however, they are certain - it is deadly poisonous.

Opinion is divided as to how the people are infected by this lethal substance. The victims are of various ages, live in different neighborhoods and have numerous kinds of employment. There seems to be no link between the people who fall prey to this disease. Food and water contamination have been suggested, but these are unlikely candidates since the number of people who have become ill is relatively few. Contamination from poisonous waste also is unlikely, given the geographical spread of the people affected. The most popular theory is that this poisonous substance is contained in some kind of drug or solvent which has been ingested, absorbed or inhaled by each of the unfortunate patients.

The Health Minister issued a statement to worried Britons yesterday in which he said that while there is a concern that certain types of product may be contaminated, the likelihood of widespread contamination is very slight. A full investigation will be carried out.

INTRODUCTION

What is Full Motion Video?

Full motion video is the ability to move the ENTIRE image and not just a few 'blue background' characters. In CITY 2000©, we felt this was necessary in order to give you life-like action scenes so that you could really see what was happening around you... Sometimes this is important for clues!

London, the heart of England. A thriving metropolis, seat of power and British heritage - but all is not well. Trouble is brewing and danger lurks at every corner. A dangerous criminal, S. Rooter, plans to take control of London and render its inhabitants powerless to stop him. The efforts of the British Secret Service to foil Rooter's deadly plans have all failed and many of her top agents have met more than their match. London cries for help, but there is only one man capable of bringing this rogue to justice - the American top secret agent, Jon Daring.

Will Daring be able to stop Stanislav Rooter in his tracks?

Will Daring be able to thwart Rooter's greatest desire - the domination of the whole world?

That will depend on you!

Incorporating over 45 minutes of full motion video animation and 1600 real photos as well as digitised sound, CITY2000© - London is a CD-ROM adventure game for the PC which will give you an unbelievable view of London as you've never seen it before - unless, of course, you live there!

SYSTEM REQUIREMENTS

MINIMUM HARDWARE

386 DX processor minimum SuperVGA card with at least 512k of memory capable of 640x480x256 2MB of RAM with at least 575k free DOS memory Expanded memory driver CD-ROM drive capable of 150k/sec transfer rate (MPC 1 specification required) **SoundBlaster compatible sound card** Hard drive with 5MB of space MSCDEX version 2 or higher DOS 3.3 or higher Microsoft compatible mouse and driver SMARTDRV or equivalent disc caching program recommended.

INSTALLATION OF CITY2000© - LONDON

These instructions will help you to install CITY2000© on your computer and get you playing as quickly as possible.

1. Insert your CITY2000© CD into your CD-ROM drive and type the letter of the drive, followed by a colon; then press the <RETURN> key (e.g.: If your CD-ROM drive is D, then you should type D: <RETURN>).
2. Type INSTALL, then the <RETURN> key.
3. This should clear the screen and start the installation program.

First of all this will test the speed of your CD-ROM drive and will then prompt you for information needed to install the game on your hard drive. Just answer any questions the program asks you about your system.

City2000© has two different introductions, either (a) full installation which requires 15MB of disk space shows a 5 minute introduction plus closing credits for the Game or (b) the small installation that plays just the Game minus the introduction and takes only 5MB of disk space.

4. Once the game is installed on your hard drive, all you have to do is type LONDON, then press the <RETURN> key to play the game. Information on INSTVESA is contained at the end of the manual.

If you wish to see a demonstration of how the Game plays, type DEMO and then press the <RETURN> key (instead of typing LONDON) at the DOS prompt.

AUDIO SOUND TRACKS

The theme songs on the game are available to you on this CD. You may listen to the sound straight from the CD-ROM (or from your CD-Audio player on your stereo) by typing PCD and then pressing the <RETURN> key. If you wish to stop the CD audio, type SCD and then press <RETURN>; this will stop the CD audio.

PLAYING THE GAME

The first thing that you will see after installing the Game are the introductory credits and the animation sequence which shows our hero, Jon Daring at work, at the end of his previous mission. We then see him receiving an unexpected phone call from

one of his British counterparts. He is told of trouble in London, and that his help is needed. Dutifully, he jumps on the next plane to London. The game begins with Jon Daring's arrival at Heathrow airport. *You* control his movements from there.

CITY2000©-LONDON is entirely mouse driven with the exception of just two keys:

ESC - Stops an animation

R - Replays an animation

If you move the mouse about, you will soon discover that the pointer changes shape as it passes over different areas of the screen. At the top of the screen, the pointer is in the shape of a pointing hand. This allows you to press the buttons on the top panel.

EXIT

Clicking on the "Exit" button in the top left corner of the screen allows you to quit the game and return to DOS.



MUSIC ON/OFF

Clicking on the horn-shaped button on the top right of the screen allows you to switch off the music which usually plays as you explore London. If it's too quiet without the music, however, you can always switch the music back on by clicking on the button again.

In the centre of the screen, where the cursor is over the photo, there are four possible states.



In the centre of this section, the cursor is a white arrow in a blue circle pointing upwards (straight ahead). Clicking with the mouse when the cursor is in this condition will cause Daring to walk forwards to the next location if he can.



To the left, the straight on indicator becomes a "turn left" sign. Clicking with the mouse here will cause Jon Daring to turn left. N.B., when Jon Daring turns left, he turns on the spot: so to get to a new location, walk forwards after turning left.



To the right of the screen, the cursor becomes a "turn right" sign. Clicking here with the mouse will cause Jon Daring to turn right on the spot.



If a "no entry" sign comes up, that means that you can't go in that direction.

Using these four simple commands, Jon Daring can be made to walk around the whole of the mapped area of London.

At the bottom of the screen is the main control panel. Over this panel, the cursor becomes a hand or takes the shape of any selected icon where appropriate.

CONTROL PANEL FUNCTIONS



SAVE GAME

Clicking on the "Save Game" icon on the bottom panel will bring up a menu which allows you to save up to four games. To save a game, simply click on one of the four spaces provided on the right and this will automatically save your position and any objects which you may have. On the left of the Save Game menu screen appears the photograph of your exact location in London and on the right, the same information is given in words, e.g. KING'S ROAD. The menu will then capture the photograph of your exact location in London and on the right, the same information is given in words, e.g. KING'S ROAD. The menu will then automatically shut down, and alternatively you can resume playing the game or you can quit, knowing that you can jump straight back to this point in the game when you next get an opportunity to play.

Games may be saved at any point in the game except for during an animation sequence. It is a good idea to save games fairly often as you play so that in event of a mistake, you don't have to start all over again. But be warned! It is possible to miss something in the early stages which won't be noticed until later. Only four games can be saved at any one time, so use them wisely!



LOAD GAME

Clicking on the "Load Game" icon brings up the menu of saved games. At first, this will be empty, but when games have been saved, they are retrieved by clicking on the appropriate panel in the menu containing the description of the location. Play begins from that point.

Games may be loaded at any time except during animations or conversations.



OBJECT LIST

Clicking on the bag-shaped icon will display an object list on the right of the screen above Jon Daring's inventory of possessions. This shows if there are any items at Jon Daring's current location which may be of interest to him. Objects include items which Jon Daring may wish to use there and then, and objects which Daring may wish to take away with him for later use.

The Object List occasionally closes after certain significant animations or sequences have been played, so, as an additional reminder, a smaller version of the bag-shaped icon appears at the very top right-hand corner of the screen when a location is reached where there are objects. If this bag appears at the top of the screen and the Object List is not open, then it is a good idea to open the Object List by clicking on the bag in the bottom panel so that you can see what the objects are.

Above the bag icon in the control panel is an indicator light which is lit red when the Object List is displayed and goes out when the Object List is closed, so that you can tell at a glance if the List has closed.



MAP

Clicking on the Map icon in the bottom control panel will immediately make navigation simple. A portion of a Map of London showing your location and immediate surroundings appears in the top right-hand corner of the screen. Jon Daring's position is marked by a white dot with an arrow indicating the direction in which he is facing. When Jon Daring moves, the arrow and the Map move as well, revealing Daring's new location and direction and a slightly different portion of the Map so that Daring can always see an area of approximately one square mile around him. When the Map is being used, the red light above the Map icon in the bottom panel is lit. To close the Map, click on the down button on the left of the Map window and the Map will close.

It is possible to obtain a full-sized Map, but you have to look for it!. When you find the Map as an object somewhere in London, pick it up so that it is listed in your inventory. When you bring the Map up next time, there will be an additional button in the top right hand corner of the Map window, with the symbol . Click on this button to enlarge the Map to full screen. This will be enormously helpful for finding your way across long distances. It also has the added advantage of being slightly quicker. As Jon Daring approaches his desired destination, however, it may become necessary to find the exact location by reverting to the smaller Map and photos. This is done by clicking on the "reduce" button , located on the top right of the screen.



EXAMINE

This is the magnifying glass icon to examine objects. To examine an object which is listed in the room object list or in Jon Daring's personal inventory, click on the magnifying glass icon so that the red light above the magnifying glass is illuminated and then click on the object which you wish to examine. The object then will be shown in more detail and also described. Jon Daring will now be able to use the "Examine" facility until he chooses another function, in which case the "examine" facility is automatically discarded, and the red light goes out.



USE

Clicking on the wrench-shaped icon on the bottom control panel enables Jon Daring to use objects which are in his possession or present at his location. To use an object (for example, money to buy another object), click on the wrench icon so that the red light above it goes on. Then click on the object that you want to use (in this case, money). (Daring then uses his money to purchase the new object. You don't need to tell Daring what to use the money on - he's not daft.) Daring now has the "Use" facility until he chooses another function.



MIX

The icon in the bottom control panel which looks like two flasks, one pouring liquid into the other, is the "Mix" icon. This has a specific function. It allows Jon Daring to mix two objects together. To use the Mix facility, click on the Mix icon so that the red light above it is illuminated. Then from the object list select the two objects that you wish to mix. Click on them one after the other and Jon Daring will endeavor to mix them together.



TALK

On his travels through London, Jon Daring meets up with a variety of individuals with whom he may need to speak. To start up a conversation, click on

the Talk icon on the bottom panel so that the red light above it is illuminated and then click on the object (person). If that person is inclined to talk to John Daring, a conversation will begin where John Daring chooses his lines from a set of options and the other person responds accordingly.

Daring can use the "Talk" facility until the red light above the talk icon is extinguished.



GET

The hand-shaped or Hand icon enables Daring to pick up objects. When Daring enters a location where there are objects, he can choose to pick them up and carry them for later use, provided that the object is not too heavy. Clicking on the Hand icon so that the red light above it on the control panel is lit, gives Jon Daring the facility to pick up objects. Clicking on the object that you wish to get, removes that object from the room object list and includes it instead in Jon Daring's personal object inventory. This object will now stay with Daring as he travels about, and he may use it as and when necessary.



INVENTORY

This is Jon Daring's own list of personnel possessions which he is carrying with him. It is on the right hand side of the bottom control panel and is similar to the room object list. When Daring has more objects than can be displayed at one time in the inventory, click on the up and down arrows on the right of the inventory list and this will show you the rest of the objects that Daring has. Objects are included in this inventory after Jon Daring has used the "Get" function to acquire the object from the room object list, or Daring is occasionally given objects by his contacts in which case the objects are added to the inventory after the relevant animation has been shown. Objects are used and examined in the same way as objects in the room object list.

A FEW HANDY HINTS

CITY2000© - LONDON is an adventure game set in London. If you are unfamiliar with adventure games and how to go about solving them, the following may be useful. If you are familiar with this kind of thing, then there's nothing more that I can tell you - is there?

Watch each animation very carefully at least a couple times, specially those where you are given instructions, to make sure that you have gathered all of the information contained in the sequence. Most of the clues for successful completion of the game are contained in the animation sequences, and they are not always easy to spot. For example, a passing reference to an "artist friend" may be a clue to try to find a location where artists might hang out, such as art galleries, perhaps.

It is possible to skip animations by pressing ESC, but this is not advisable until you are very familiar with the sequence. At first you may prefer to type R, which will repeat the animation.

A bit of lateral thinking never goes amiss if you're stuck. Try to put yourself in Jon Daring's shoes - what would you do if you were left in London and unsure what to do? You may return to your hotel or go to visit anyone you can think of who might be able to give you a hint - just because it's a computer game doesn't mean that things don't happen in your absence, your British counterparts are also working around the clock trying to get the evil Rooter before it's too late - they may have uncovered vital clues and left messages.

It's a good idea to explore absolutely everywhere. Often, extra objects are available which aren't absolutely necessary for completion of the game but are very helpful - some might say indispensable. These objects can be located off the beaten track, but it is well worth spending a little time to see what you can find.

Occasionally, you may try to ask Jon Daring to do things that he can't do. For example, talking to a object which isn't a person. When you try to do the impossible, you will receive a short message explaining that it can't be done. When you hear a male voice, it generally indicates that you have missed the mark by a rather long way. A female voice, however, usually means that you're on the right track.

A final tip, as a general pointer. If you're given any direct instructions, it's usually a good idea to follow them.

HELP

WHAT IS VESA?

VESA is simply a name given to a method of allowing different makes of graphics cards to work the same way. CITY2000© - LONDON uses VESA for it's hi-resolution graphical routines. Most modern graphics cards have VESA standard built in so you might never need to install a driver allowing your graphic card to be VESA card. However, if you do, supplied on the disk are the most commonly used VESA drivers today.

If you need to install a VESA driver, CITY2000© will tell you to run the INSTVESA program!

To install a VESA driver, run the INSTVESA program after you have completed setup; from the options select the option that matches your graphics card; if you have selected the right driver, LONDON will now run. If the Game still does not work, you may have selected an incorrect driver. If this does not work reboot your machine, change to the CITY2000\LONDON subdirectory and rerun INSTVESA. It is quite helpful to know the make of VGA card which you are using if you do not have the original VESA driver supplied with your VGA card.

If you have your own VESA driver that came supplied with your video card, you may install this in INSTVESA by specifying the EXACT file name, i.e. C:\PARADISE\VESA.COM. If the VESA driver is supplied on floppy disk, we recommend that you copy it to your hard-disk before continuing with the INSTVESA installation. You may if you wish copy it to the CITY2000©\LONDON directory for safe-keeping.

WHAT IS EXPANDED MEMORY (EMS)?

Expanded memory is memory that is located above the first 1mb. Some programs need this extra memory in order to run. To play CITY2000© - LONDON you will need 1mb of expandable memory available. You may do this by using a HIGH MEMORY MANAGER such as EMM386 or other popular memory management program.

Please refer to your DOS manual for information on how to load EMM386 or the respective manual for whichever memory manager you wish to use.

A typical line in your CONFIG.SYS would be:

DEVICE=C:\EMM386.EXE 1024 RAM

To ensure that EMM386 is running, type EMM386 at the DOS prompt, this will come up with a message like:

EMM386 successfully installed EMM386 is using extended memory to emulate expanded memory

Then, to ensure that you have enough MEMORY type MEM at the DOS prompt. This will display a screen full of information where there are two important lines;

Largest executable program size 636000 bytes (621k)

Free Expanded Memory 7200K (7372800 bytes) (EMS)

This should be at least 575k for executable program size and over 1mb (1000K) for expanded memory.

PROBLEMS

If in doubt, please re-boot your machine before running CITY2000©

1. Game music sounds distorted,

Have you just run windows?

Windows adjusts sound card settings. It is probably best to reset and not to run windows before running CITY2000©. CITY2000© should be run after a cold start.

2. Animation quality runs too slowly, actually stopping and starting.

CITY2000© was designed to run on an MPC1 compatible CD-ROM drive. All MPC1 compatible drives support DMA transfer, however, some drives during their installation give you the option to use DMA transfer during installation. You must always choose the DMA option when given the choice (e.g., Mitsumi drives use a program called MTMCDE.SYS)

3. Computer plays intro and then freezes or re-boots.

This condition may be caused by Largest Executable Program Size (Memory) being less than 575K (see HELP).

The memory manager that you are using is incorrectly setup. Please refer to your memory manager manual and re-run the optimization program supplied with it (Example: QEMM uses OPTIMIZE, 386MAX uses MAXIMIZE and DOS 6.0 uses MeMAKER). When using MeMaker under DOS 6.0 answer yes to the question, "Do you use any programs that need expended memory [EMS]?" YES

4. If the audio goes on and off repeatedly insert the following line in your AUTOEXEC.BAT file, SET BLASTER=A`XXX` IY DZ T4 where `XXX` is the address of your sound card (usually a 3 digit number), `Y` is the interrupt number of your sound card, and `Z` is the DMA channel of your sound card (consult your sound card manual for this information) or check in your CONFIG.SYS file for the way that your sound card is set.

CUSTOMER SUPPORT

Customer Support is available from 10:am - 3:00 pm est (eastern standard time) Monday through Friday, at 514-737-8360.

This Game CITY2000© is proprietary intellectual property and may not be reproduced in whole or in part.

© RolloGame Ltd, 1993 Licensed to ADITUS Inc.

Windows is a Trademark of Microsoft Corp.

Sound Blaster is a Trademark of Creative Labs Inc.

386Max is a trademark of Blue Point Technologies

Qemm is a trademark of Quarterdeck Inc.

DOS is a trademark of Microsoft Corp.

© Copyright 1993 ADITUS, Inc.

BE DARING IN LONDON!

CITY IN TROUBLE YEAR 2000

All the mystery of London awaits you in this thrilling game of espionage! Using your CD-ROM drive, you'll enter the real world of London as the American agent Jon Daring. Your mission: infiltrate and prevent the evil drug lord, S. Rooter, from taking control of England's capital city. But beware, for those who've gone before you have never returned!

This spy epic is set in the real streets of London. You'll actually learn your way around the town as you visit sites such as the houses of Parliament, Trafalgar Square, the Tower of London and hundreds more! Clues to S. Rooter's nefarious plot are scattered throughout the city and you'll need to travel around the town like a native in order to foil his diabolical plan!

Detailed maps, digitized sound and real-time animation give you the complete feeling of being in London (minus the jet lag).

See all the sites in one of Europe's greatest cities!

© Copyright 1993 ADITUS Inc.
C.I.T.Y.2000 (City in Trouble Year 2000) is proprietary to Aditus Inc.

Aditus Inc.
5756 Royalmount Avenue, Montreal, Quebec, Canada H4P 1K5
(514) 737-8360