

METROPOLIS



"This is Pixel Sprite reporting for IC&D News. I am standing in the site of what will become Metropolis and all I can think of to say right now is that I hope that they hurry up and get it built."

You are now the proud possessor of Metropolis, the interactive experience of a life time. You are a security agent, you have been employed by the leading software corporation IC&D to investigate certain crimes that have been committed in the teeming city of Metropolis. Your first mission is to recover a master tape, of the game Imagination. You will be met when you arrive by a police droid, who will lead you to the IC&D building, after that it is up to you. Once you have solved this crime you can progress via the zoom tube to the next level, where there is another crime for you to solve, and so on till you have completed the ten levels. The following note, given to all tourists visiting the city, may prove helpful.

(Note this leaflet is to given to Humans only)

Welcome to the streets of Metropolis, the biggest and most advanced city to exist in the Network States. This guide tells you a bit about some of its sights and how to get around the city.

The city was founded by a chance interrupt in the nano 5067. Trade built up as large programs migrated here to communicate with the

other side. It soon became the centre of all communications and attracted huge investment. Many different programmers have designed the various architectures visible as you walk down the streets. The ZoomTube was established in 6334 after the Von Nuean bottleneck became too much of a problem for users to get in on time. This rapid transit system has run without problem since then, and although at first there are a few minor problems, the ZoomTube is now the envy of all the other cities. For pedestrians travelling short distances, the Passway provides a quick and easy way of travelling from street to street.

We hope you find your stay rewarding. All cities have their problems and ours is no exception. Metropolis has a population problem. Once a thriving urban reality, our human population has dwindled somewhat of late. In fact your appearance has brought the number of human residents to a grand total of, let me check, one. So see the Sights! Enjoy the company of our congenial mechanical population, all our droids are programmed for courtesy and efficiency, they will be only too glad to engage in conversation or help you with any enquiry you have. They are not always as helpful as they might be, and some only have courtesy circuits so do not really understand you anyway, but nobody's perfect are they. And *do* try and stay alive you are 100% of this season's tourist population, and we would hate to lose you!



"This is Pixel Sprite reporting for IC&D News. As the disk drives motor over the fields of ferric oxide and silicon, the tall domes that will soon become the busy hub of Metropolis are gleaming even now in resplendent glory. Ready for whatever they have got to be ready for."

LOADING INSTRUCTIONS

IBM PC, TANDY 1000, AMSTRAD PC & 100% COMPATIBLES

Requirements

256k RAM

A CGA/EGA or compatible graphics card, if in doubt consult your dealer.

1 disc drive.

A copy of the game there are 2 discs.

Loading Instructions

Switch your computer on or reset it using CNTL-ALT-DEL or the reset button.

Insert disc A into drive A, with the label uppermost.

- When requested remove disc and drive and replace it with disc B.

Hit any key to tell the machine you have changed discs.

Hit any key to start play.

• AMIGA

Requirements

512k RAM.

1 Disc Drive.

A copy of the game there are 2 discs.

Loading Instructions

Insert Kikstart disk if required.

At request for Workbench disk, insert disc A into drive A, with the label uppermost.

When requested remove disc from drive and replace it with disc B.

Hit any key to tell the machine you have changed discs.

Hit any key to start play.

ATARI ST

Requirements

512k RAM.

1 Disc Drive.

A copy of the game there are 2 discs.

Loading Instructions

Simply turn the computer off.

Make sure the disk-drive is switched on.

Insert disk A into drive A with the label uppermost.

Switch the computer back on.

When requested remove disc and drive and replace it with disc B.

Hit any key to tell the machine you have changed discs.

Hit any key to start play.

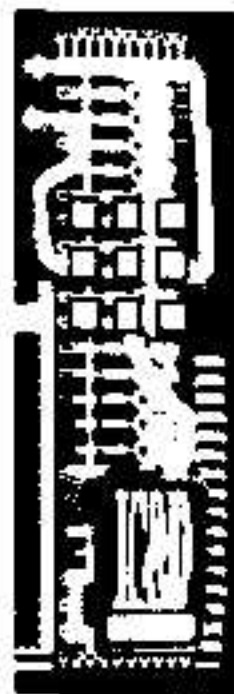


"This is Pixel Sprite reporting for IC&D News. The city of Metropolis is not finished. As the first shipment of Robots arrives I can now tell you that this is going to be one of the hardest places in the world to get an overdraft. Even if it is one of the easiest places to get around, what do you think about that Bob."

CONTROLS

On the right hand side of the display there is a panel of nine squares, these correspond to the keys of the numeric keypad on your keyboard. These flash to warn you that

(-7-)	(-8-)	(-9-)
Redisplay Help	Enter Door	
(-4-)	(-5-)	(-6-)
Left	Stop Talking	Right
(-1-)	(-2-)	(-3-)
	News	



Pressing 2 will always gives you a newscast, however it will only be relevant to the plot if the square is flashing, all other items are just filling.

Pressing 4 or 6 will move your character, or move the cursor

indicating who you are talking to, see conversation.

Pressing 8 will take you through a door. You can only do this when you are lined up with the door.

Pressing 7 will cause the last helpful statement to be re-read by Pixel Sprite. It does not cause news items or conversations with robots to be repeated.



"This is Pixel Sprite reporting for IC&D News. Asked by Bob Sleigh on his popular television chat show 'Sleigh and be Slayed' today First Citizen Nano Byte replying to the question 'Are Robots really friendly enough to encourage tourism' said 'Good I am glad to see humans are talking as much sense as ever'."

CONVERSATION

All the interactions in the game consist of talking to other inhabitants and listening to what they have to say.

Talking is simple, just type in what you have to say, this appears in a speech bubble as you type, use the back space key to correct mistakes, when you have finished press RETURN, and the computer will read it back to you.

The computer will normally assume you are talking to the nearest robot. If there are two robots to whom you could be speaking on the screen at once, a yellow bar will appear at the foot of the screen. Move the cursor along this bar using the left and right keys, until it is under the robot you want to speak to.

If you find that you cannot walk in the middle of a conversation, as left and right are used to switch between the different robots you could be talking to, press 5 to end the conversation and then the controls will revert to moving you.

Robots are intelligent and normally you can get away with using standard English, however they have short memories and you need to be specific. If you were in a conversation like this,

YOU "Do you know where the floppy disk is?"

DROID "Yes"

YOU "Where is it?"

DROID "Where is what?"

You should have said "WHERE IS THE FLOPPY DISK?" however apart from this you should find that anything you type will be understood.

Most Droids that you meet only have courtesy circuits and though they will reply very politely, they do not really understand what you are saying.



"This is Pixel Sprite reporting for IC&D News. Metropolis advertising itself as the friendly city has today announced that all tourists will receive a free M.U.M. code. This offer is only applicable to Carbon based Life-forms."

SHOPPING

To buy anything in Metropolis you need a M.U.M. code – M.U.M. is the Municipal Union of Metropolis – which allows funds to be transferred directly from your account at Metropolis Bank to their account. To acquire your M.U.M. code you need to apply directly to the Metropolis Bank.

When you go to a shop you can be as polite or as concise as you like, the Droids will not mind. Therefore if you wanted to buy a floppy disk you could say.

I would like to buy a floppy disk please and my M.U.M. code is 3432 thank you.

or

3432 floppy disk.

or

I need a floppy disk. My M.U.M. code is 3432.

All these mean the same thing and will receive the same treatment from the serving droid.



"This is Pixel Sprite reporting for IC&D News. As an added enhancement to their already renown Tourist package, the Municipal Union of Metropolis have produced some Time Dimension Products for free use by all visiting organic beings."

OTHER CONTROLS

There are some commands that you can enter from the keyboard that alter the game.

"I QUIT" Cancels current game and restarts.

"PAUSE ON" Keeps speech bubbles on screen until a key is pressed.

"PAUSE OFF" Switches off pause mode on speech bubbles.

"SPEECH OFF" Turns off speech.

"SPEECH ON" Turns speech back on.

* "SAVE GAME" Saves current game to disk.

* "LOAD GAME" Reloads a previously saved game.

* AMIGA and Atari ST versions only.

OUT AND ABOUT IN THE CITY

or how to survive in the Metropolis

for 953 credits a day



"This is Pixel Sprite reporting for IC&D News. Rumours are circulating that a tourist has arrived in the city, the police have been warned, and have issued a statement that they will not shoot him on sight. More after these words from the sponsors."

Astro Arcade

Owned and operated by IC&D. Some of the transactions here are of a less than legal status. Be very careful and think fully before you enter into deals with anyone here.

Desmond T. Rabbit (Superstar)

The cult hero of Metropolis, do not underestimate his popularity. He is hotter than 'The Beatles'. His latest movie 'Desmond the Rabbit meets the Killer Satsumas' has already taken more at the box office in the first day than his last movie, 'Desmond the Rabbit saves the Universe' released last Tuesday, did in its entire run. He is currently working on his new movie "Desmond the Rabbit saves the Universe Again!"

City Shop

The only outlet for consumer goods in the entire city, owned by the Metropolis bank. The staff here are always eager to supply you with your every need, even if they cannot always oblige.

City Transport

Another of the big conglomerates, ranking third after the television companies, City Transport was the first established company in the city, it owns and operates all of the street lamp robots, passways and zoomtubes.

Droid

These are 54 Pixels tall hulks of Metal and Silicon. They perform all the functions of the city and occasionally are helpful.

IC&D

Huge faceless corporation, that has diversified from its original purpose of creating tax evasion programs into providing the only source of recreation within the city, which it now largely owns.

Information Building

This grand building was made to help promote Metropolis as the friendly city. Although it has never really worked well it provides an interesting example of early programs, the coffee machine for example established itself as the centre of the universe before it was ever switched on. The information building has information about transactions, who has what, and who was where and when.

Lifts

The lifts and the underground are part of the original Metropolis constructed by the Humans before the Robots really started. This explains why they look older and probably smell a bit too.

Media

The media is the biggest industry in Metropolis at the moment, the advertising rates ensure that the T.V. companies have a virtual monopoly of everything in the city, from fashion to what and where you eat, or even if you eat! Currently Newstar 3 and TV 1 are battling to be top of the ratings.

Metropolis Bank

This institution ensures the smooth running of the Metropolis fiscal system. Also harbours some of the meanest and nastiest Robots in the whole of Metropolis. There are rumours saying that these Robots were supplied from Scotland, though others refuse to believe anywhere capable of making them exists.

Millies

The Ultra Fast Food Joint™. Provides food for Robotic and Organic Lifeforms. Conversations here are short and to the point, mainly due to the lack of any seating area. Try the Plasma Burger™.

M.U.M.

The Municipal Union of Metropolis has existed since the early programmers set it up as a co-operative. Since then it has expanded until it finances all major credit deals, and services most of the droids.

M.U.M. Code

A four digit code that provides access to your account at the Metropolis bank. This enables instant transfer of funds, and speeds up the process of shopping. Do not let your M.U.M. code fall into anybody else's possession. Myth and legend surrounds the fate of those who let their M.U.M. code expire.

Newscasts

A free service of the Metropolis News Corporation, which is also owned by IC&D. The only source of sure facts within the city. There is a constant stream of news items most of which are only of passing interest.

Passways

Provide a quick and easy way of getting about the city. The system was invented by the late great programmer Ellie Grimshaw, who in a moment of genius constructed the entire network out of materials available only in an alternative dimension. Proof that the passway system actually exists in this space time continuum has yet to be forthcoming.

Pixel Sprite

One of the more famous of the IC&D news casting team. Much prettier than the faceless Bob Sleigh, however not known for her insight into current affairs, except those of the heart. Quoted once as saying "I just read them Bob I don't make 'em up".

Plasma Burger™

The speciality of house at Millies Ultra Fast Food Joint. Do not even think about asking what is in it! But no one else in the city uses Diesel.

Police

Police Robots are amongst the lower intelligent units that roam the city streets. Watch out for their guns which can derez a program at 120 pixels.

SIM

All SIM's are wanted by the police and are immediately destroyed.

Bob Sleigh

The off beat presenter of 'Sleigh and be Slayed' and anchors the IC&D news with Pixel Sprite. Quoted as saying 'I don't read the news, I make the news'.

Street Lamp Robots

Illuminate the dark and damp sidewalks, but they rarely throw any light on the case.

Von Nuean Bottleneck

Some legends have it that this should really be called the Von Nuemann Bottleneck, but when the Television documentary series 'A History of Metropolis' was made the producer only had room for five letters. Other more reliable sources say that producer just could not spell. This is now merely a footnote to history after the success of the Zoomtube.

Zoomtube

Enables passage from one level of Metropolis to another. Levels in Metropolis stack not in the Spatial dimensions but in the Fractal Dimensions. Zoomtubes affect your metabolism so that what was present on one dimension is no longer available to you. In reality all this seems to alter is the flavour of the Plasma Burger™.

LAYOUT OF METROPOLIS



"This is Pixel Sprite reporting for IC&D News. We now have confirmation that there is a tourist in the city. We have not yet been able to acquire his photograph, but offer you this computer simulation. For the benefit of all our assumed visitors we now present this map of the city, as another absolutely free service of City Transport, your caring courier."

USEFUL PHRASES FOR THE TOURIST



"This is Pixel Sprite reporting for IC&D News. Following complaints that some robots are habitual liars, IC&D News now presents some totally factual and honest tourist information, for our now booming tourist population."

When was U.S. Independence?	An obvious question to ask the police droid in the IC&D building.
Bathysiderodromophobia	A fear of going on subways, the tube, the metro, etc.
I want a plasma burger, M.U.M. code xxxx	Useful in Millies for picking up clues.
Can you hum Beethoven's Fifth?	Always a useful phrase in tight situations.
I am glad to see humans are talking as much sense as ever	Translates as 'What are you talking about.'
A twenty megaton quark bomb	A sure sign of it's about time to shuffle off your mortal coil.
I am a tourist	Useful for getting additional help in exploring the city.

PASSWAY

MAIN	Information building
FENLAND	Passway to Babbage
ARISTOTLE	Passway to Forum
HIGH	The city shop
WESTPOINT	
BUSHNELL	The Astro Arcade
PAUL	
MIDWAY	
GRAHAM-BELL	
TURNER HILL	IC&D Office
FORUM	Passway to Aristotle
PENNY	City Bank
HUNTERWASSER	
BABBAGE	Passway to Fenland
BEDFORDBURY	Millies, the ultra fast burger bar (tm)
OPPEINHEIMER	Zoomtube

Where is Oppenheimer? An obvious but futile question.

Who stole the Master tape? Maybe a good question to ask the police inspector.

How many angels can you be fit on the head of a pin? Debated at great lengths on 'Sleigh and Slayed' last night and eventually dismissed as totally futile the obvious answer being three.

This sentence is a lie A good logic problem that will tie up the computer for at least ten nano seconds.



"This is Pixel Sprite reporting for IC&D News. Coming up soon is an exclusive interview with the programmers responsible for the natural language interface that we all have to live with, our phone lines are now open for questions on Vid Line HH335."

PLAYING HINTS

Always listen to the newscasts, besides letting you know how much time you have left, it is your main source of information regarding the crime, which is after all why you are here.

You may find it useful to use the Pause mode, so that you have plenty of time to study the 'casts. When you think you have gained any insight into the crime, go to the Information Building and ask the Droids there for more Information.

Of course you need to ask the right questions, if you are to gain any insights. Remember that the game keeps track of what it has told you. It will not give you information about anything that it has not told you about in this game. Therefore you cannot quit and restart to gain time. Neither can you profit by making wild guesses!

The police droid will take you to the IC&D building where you will be briefed on the crime by the Police Inspector, it is then up to you to follow up any clues that he might give (hint go to the Astro Arcade). When you have discovered who has stolen the tape proceed to

Oppenheimer and take the zoom tube to level two.



"This is Pixel Sprite reporting for IC&D News. Metropolis has a patchy history, it started up as a haven for hackers and ended up as the trendiest place for those up and coming software designers. All of the giants are here, IC&D, Mastertronic, Arcadia, Melbourne House, to name but a few. We will be back to the studio after this word."

CREDITS

Industrial Concepts and Design (Ice Cream and Doughnuts to its friends) consists of:

The people who make it every day of the year

Graeme Devine

Tim Ansell

Millie the Dog

The people whom without we wouldn't

Paul Braithwaite

John Devine

The people whom we depend upon for moral support

Frank Herman

Ron Harris

Martin Alper

The Coca Cola Company Limited

Special Mention

Terry, Veronica, Annabel, every one else at Mastertronic U.K. and U.S.A., My Mum, Lisa, John, Gary and Randall.

Marcus for the key bashing.

Special Thanks to the Martians for not invading.

"That was Pixel Sprite reporting from the war torn Metropolis Instruction Book. This is Bob Sleigh Live from the IC&D studio, next up, more of the same."