
NEW YORK CITY

Commodore 64 Version
By Greg Nelson

Atari Version
By Russ Segal

synapse

New York City © 1984 by **Synapse Software Corporation**

Atari is a registered trademark of Atari, Inc.

Commodore 64 is a registered trademark of
Commodore Business Machines, Inc.

LOADING INSTRUCTIONS

Notice! Game loading and/or play may be affected by multiple peripherals or non-standard modifications made to original equipment. If the game won't boot or play, try disconnecting all non-essential peripherals (printer, modem, etc.).

ATARI

Cassette

Make sure you have enough memory (48K required), and remove any cartridges. NYC does NOT need the BASIC cartridge to run.

Insert the cassette into the cassette recorder with the label side up, making sure it is rewound. Press the [PLAY] button until it locks in the Down position. Hold down [START] on the computer and press [RETURN]. The program will load in a few minutes.

Disk

Turn on your disk drive and wait for the 'busy' light to go out. Insert the game disk with the label side up and the open end facing the rear of the drive. Close the drive door and turn on the computer. The program will load in about one minute.

Joystick

The joystick should be plugged into Port 1.

Pausing

Hitting any key pauses the game.

COMMODORE 64

Cassette

Place cassette in player. Press [PLAY] button. Hold down shift key on Keyboard. Press run/stop button once. Release shift key. When monitor screen reads 'Found', push Commodore key.

Disk

Insert the disk into drive. Be certain both the drive and the computer are powered up—when the monitor screen is lit, type load "*"8,1 then press return. After the game is loaded, hitting [F7] will restart the game.

Joystick

Connect your joystick to Port 2.

Pausing

Hitting the [SPACE BAR] pauses the game.

NOTE!

These instructions are for both the Commodore-64 and Atari versions of the programs. Where differences occur between the two versions, the Atari version will be indicated in parentheses.

INTRODUCTION

Welcome to NEW YORK CITY, otherwise known as THE BIG APPLE. This hurried jungle of steel, concrete, and glass bristles with fascinating sights and more than its share of danger. From the placid greenery of Central Park to the massive presence of the World Trade Center, there is no city in the world like New York.

OBJECTIVE

As a visiting tourist, you must visit 12 locations in New York City within a specific amount of time. These locations are:

LOCATION	SYMBOL
EMPIRE STATE BUILDING	ES
UNITED NATIONS BUILDING	UN
GRANT'S TOMB	GT
WORLD TRADE CENTER	WT
CITICORP CENTER	CC
CITY HALL	CH
CENTRAL PARK ZOO	ZO
POST OFFICE	PO
AUTOMAT	AU
MART	MA
BANK	BA
SUBWAY	SU

The BANK and SUBWAY are always open during the game. All other locations are open only when you see their two letter symbol at the bottom of the screen under the heading VISIT (Atari: the message is at the top of the screen under SIGHT). In addition to these 12 locations, you will see 3 other locations:

LOT: You must retrieve your car from the lot if it is towed. To get your car back you must pay \$100. (Atari: You are charged \$90 + \$20 for each 7.5 minutes on the game clock).

GAS AND GARAGE: If you are involved in an accident or run out of gas, your car will be brought here. When you pick up your car, your tank will be full and you will be charged for the gas and \$50 - \$350 for repairs. You may voluntarily buy gas by parking and then getting back into your car (Atari: To buy gas, enter the building and position the man in the top center of the screen. Then hold down the fire button and your gas supply will go up. You will be charged \$1 per gallon.

HOSPITAL: if you are hit by a vehicle while walking, or if your car is hit by the blue tow truck, you will be brought here to recuperate and will be charged \$200.

Each time you start the game, all locations will be randomly placed except for:

ZOO: Always at the east end of Central Park (Atari: the zoo is in Central Park).

GARAGE: Always at the west end of Central Park (Atari: east end).

SUBWAY: Entrances are always on the street that runs along the south edge of Central Park.

DRIVING THE CAR

Your car is the red car (Atari: blue) in the center of the screen. You can drive it forward by moving the joystick in the direction the car is facing. To stop, simply release the joystick. You can turn 45 degrees from your current direction by moving the joystick in the desired direction. If you park your car and your meter expires, you will get a 'METER EXPIRED' message. If you run out of gas or your meter expires, your car will be towed to the GAS AND GARAGE, and you will become a pedestrian if you weren't already one.

BEING A PEDESTRIAN

To enter any of the 12 locations you must visit, you will have to get out of your car. Getting into an accident with the blue tow truck will get you out of the car automatically. A better way is to pull into a parking space or parking lot and push the joystick button. Pushing the button will get you out of your car only when you are legally parked or out of gas.

To enter a location, just walk in the front door. If you don't disappear inside, you are not lined up with the door.

To get back into your car, stand on the left end of the car and push the fire button.

If you leave your car parked in a space too long, the tow truck will come to tow your car away to the lot.

THE LOCATIONS:

EMPIRE STATE BUILDING	(ES)
UNITED NATIONS BUILDING	(UN)
GRANT'S TOMB	(GT)
WORLD TRADE CENTER	(WT)
CITICORP CENTER	(CC)
CITY HALL	(CH)

These six locations have the same objective but each one will be successively more difficult. You must make your way to the top of the grid of platforms and ladders, grab the pretzel or key, and exit the bottom of the screen without running into the men who are chasing you. If you get caught, you will lose \$50 and have to start again at the bottom of the screen. The two men who are chasing you can bridge the gaps which might be present. You must try to lure the men to the necessary place.

CENTRAL PARK ZOO

Someone has let the animals out of their cages at the zoo! The animals must be put into separate fenced areas. To lay a fence, hold down the fire button and move the joystick. You must fence each animal so that it is completely surrounded by fencing or walls. You may freeze caged animals by moving to the top of the screen and pressing the fire button. Each caged animal will then be frozen (Atari: This costs \$25). You must freeze all the animals to complete this segment of the game. BEWARE! The animals bite (including frozen ones) and each bite costs you \$50 and you must start again at the top of the screen.

POST OFFICE

The Post Office is the most difficult of the locations to complete. The object is to grab the letter, place it on the empty stamp pad, wait for it to be stamped, take it off the stamp pad, climb up the ladder and put it into the green (Atari: white) mail box at the top of the screen.

The post office is divided into several colored bands. You must use the fire button to jump from one color up to the next. To move down the screen to a different color, simply move the joystick down.

Your first task is to get the letter you are trying to mail. You must chase the letter and jump if necessary to grab the letter. If you miss, you will be charged \$50 and have to start over at the bottom of the screen.

You must next get through the moving mail carts and past the dog to the stamping pads. Touching either the mail carts or the dog will cause you to start again at the bottom of the screen. Since the dog will follow you, try luring the dog to the far left of the screen and then dash to the right while avoiding the mail cars.

Your letter must next be stamped. To do this, position yourself next to a stamper. Wait until your stamper stamps and then jump onto the pad and quickly get out of the way. If you fail to get out of the way, you will also be stamped, lose \$50, and have to start over. If your letter is successfully stamped, you will start with your letter on the stamp pad any time you are forced to start over.

Next, you must take your letter off the pad and put it into the green (Atari: white) mail box at the top of the screen. You must retrieve your letter from the pad by jumping onto the pad. You must then jump onto a ladder and ride the ladder until you can drop your letter into the proper mail box. You may not ride a ladder off the edge of the screen, so it may be necessary to move off a ladder temporarily. To do this, move your character down off the ladder by moving the joystick down. Be sure you do not exit onto a stamper!

Once your letter has been dropped into the proper mail box, you must make your way back to the bottom of the screen while avoiding the dangers you have just passed. you must repeat this process with another letter to complete this location.

AUTOMAT

At 12:00 and 4:00 on the game clock, the message TIME TO EAT will appear (Atari: IT'S MEAL TIME appears at 10:00, 2:00 and 6:00). All locations except the automat, bank, gas and garage, and will then close until you complete the automat location.

The object is to eat 10 hamburgers. You can order your burgers by moving to the top of the screen and pressing the fire button. Each time you press the button you will be charged \$10 (Atari: \$20) and a burger will appear on the screen. You must catch 10 burgers while avoiding Felix Hunger who also has designs on your burgers. Getting bitten by Felix costs you \$50. When you are done, a bong will sound (Atari: CONGRATULATIONS, YOU ARE DONE HERE will appear). Do not exit the automat without eating your 10 burgers or all progress in the automat will be lost.

MART

In the mart you will find a maze of moving walls and guards. Your task is to take a pretzel to each corner of the screen. To grab a pretzel, stand in front of it and press the fire button. Head for the gray corner without touching anything else in the mart. Touching anything else will cost you \$50 and you will have to start over at the center of the screen. When you reach the open corner, press the fire button to deposit the pretzel. You are done when you have placed a pretzel in each of the four corners.

BANK

Nothing is cheap in New York City! You should locate the bank early in the game and remember how to get there. At any time, you can withdraw \$500 at a time up to a limit of \$4000 (Atari: \$4500). Unfortunately for you, there is a bank robbery in progress complete with a shootout. You must make your way past the guards and bank robbers up to the teller without getting shot. When at the teller window, press the fire button to withdraw \$500. If you are shot or run into another character, you will lose \$50 and have to start over at the bottom of the screen. Once you have made a \$500 withdrawal, you must exit and reenter the bank to make an additional withdrawal.

SUBWAY

The subway can be entered through any of four entrances marked IRT (Atari: S). You may enter at any time (Atari: you will not always be able to enter) and, except for the first time, ride the subway without completing the subway game, you may sometimes get a free ride. Otherwise, you must make your way down to the token and grab it by pressing your fire button to jump up to it. You must also jump to avoid the bullets which cost you \$50 if they hit you and force you to start over at the top of the screen. Once you have the token, you can go to the train platform (it is a different color) and wait for the next train. (Atari: to catch the train you need to stand under the arrow on the platform). Do not get hit by a train if you do not have a token!

Once you have completed the subway game, you can use it to quickly move about the city.

CITY HALL

When you have completed all the tasks, go to the City Hall and claim the key to the city! We hope you enjoy your visit to NEW YORK CITY, THE BIG APPLE.

WARRANTY

SYNAPSE warrants to the original consumer/purchaser that this *SYNAPSE* cassette/disk (not including the computer programs) shall be free from any defects in materials or workmanship for a period of 90 days from date of purchase. If a defect is discovered during this warranty period, **and you have timely validated this warranty**, *SYNAPSE* will repair or replace the cassette/disk at *SYNAPSE*'s option, provided the cassette/disk and proof of purchase is delivered or mailed, postage prepaid, to *SYNAPSE*.

This warranty shall not apply if the cassette/disk (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser permits the cassette/disk to be serviced by anyone other than *SYNAPSE*. Any applicable implied warranties, including merchantability and fitness, are hereby limited to 90 days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable expressed or implied warranties are hereby excluded.

NOTICE

All *SYNAPSE* programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the program prove defective following its purchase, the purchaser, not the manufacturer, distributor, or retailer, assumes the entire cost of necessary servicing or repair.

SYNAPSE shall have no liability or responsibility to a purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by programs sold through *SYNAPSE*.

The provisions of the foregoing warranty are subject to the laws of the state in which the cassette/disk is purchased. Such laws may broaden the warranty protection available to the purchaser.



5221 Central Ave.
Richmond, CA 94804
415/527-7751