HERO
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Independently Developed Software

INDEPENDENTLY DEVELOPED SOFTWARE
Presents

HERO

HUMAN EXTRACTION & RESCUE OPERATION

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EX–Thorp Transcript 28/PF/99

Message received 3:21 .1 4 22nd June

Notification Status: 2   Immediate Action Required: Non

:::

From   : EX-Thorp Bio-Nuclear Complex To

To   : Central Office, Downing Street

Location : EX-Thorp Complex in scottish central region, "Bodach Howf"

Purpose   Purpose

             : Artificial Intelligence research at genetic level. Inter connecting

              silcon chips and biological matter, creating living, 'thinking' computer

Comment systems.

:::::::::::::::: The complex is working on delicate interdependant systems
performing revolutionary tasks...perhaps too delicate..

:::

Time frame breakdown of current emergency 2.15pm 22nd June

2:00.00

Operator in area 2 spills unauthorised coffee onto a control panel and short circuits the panel.

2:00.15

All safety trips and failsafes - fail - coffee the unthought of variable.

2:00.17   Operator in area 2 hits the isolate control to limit the damage.

2:00.20   Damage limitation ineffective. Massive currents surge through Thorps cable network.

22:00.21 Finally reaching central control computer Z352-P-AI. The first bio-silicon "super computer" (a.k.a "The Beast")

2:00.25   Major system 'warping', program slippages and neutral blocks registered.

2:0028   Z352-P-AI conducts a bio scan of the complex.

2:00.33   Scans indicate that human personnel are escaped lab animals.

2:00.34   "The Beast" activates emergency procedure level 1.

2:00.35   Laser doors activated.

2:00.36   Radiation pools exposed.

2:00.50   Personnel panic and run to the exits.

Z352-P-AI senses escapees and triggers emergency procedure level

Continued

2:01.40   Central Control realise there is an emergency and try to isolate Z352-P-AI from the complex - all attempts fail.

2:05.22   Frightened personnel protect themselves as they can - hiding in ventilator free rooms or - if found - putting on anti- radiation suits.

2:10.21   A program 'backdoor' is found and some control is removed from Z352-P-AI

2:12.17   Z352-P-AI moves to crimson status and seals the complex from the world. Simultaneously activating the destruct sequence.

2:14.36   Personnel count reveals that only 3 people remain in a mobile   condition. - Roger McCormick (Complex supervisor), Jane Beltane (System Analyst) and Jim McKenzie (Clerk).

Meeting of the 3 remaining personnel define current status:

2:20.00

1) The complex is irradiated and has become incompatible for life, outside of specific sealed areas.

2) The complex is now under destruct sequence which will totally   destroy the complex within 12 hours.

3) There are trapped personnel.

4) All external doors and inter-level doors have been sealed thus disallowing any access to the levels.

Remedies are put forward to correct current emergency:

2:50.14

1) The recently installed, prototype teleport system must be   brought on line. While the system is problematic, it has access to all internal and external areas and can safely transport humans providing they have a gentic code teleport card, required for it's operation.

2) The trapped personnel must be rescued. This can only be achieved by releasing them from the rooms they have sealed themselves in and retrieving their teleport card. Further they must be provided with an anti radiation suit which, while it will protect them for an indefinite period, it will render them immobile. Their teleport card must be given to the transmitting teleport located on each level.

3) In order to deactivate the destruct sequence 3 chips must be   located and inserted into the sub level computer. This will   deactivate one section of the complex. However in order to   completely deactivate the destruct sequence all sub level   computers must be isolated.

Some problems are raised in reference to the remedies are:

The external location of personnel, teleports etc. is impossible due to isolation procedures and system malfunctions. Therefore any rescuer is 'running blind' within the complex.

3:05.16

1) Only some of the system control has been returned to central   control, so maintenance mechanoids will still damage any human who comes into contact with them, but at least they will not attack. And the lasers can only be brought under   partial control, thus making them flicker randomly. Some   internal doors could not be remotely unlocked,

Continued

2) Only some of the system control has been returned to central   control, so maintenance mechanoids will still damage any human who comes into contact with them, but at least they will not attack. And the lasers can only be brought under partial control, thus making them flicker randomly. Some internal doors could not be remotely unlocked, while others in a separate circuit require access cards. The radiation pools, and ventilator system could not be brought under any   control. Total control of the internal lifts were retained.

3) As anti radiation suits render the wearer immobile this form of protection is non viable. The alternative method of ingesting large quantities of iodine and other radiation sponges, leave the user open to vulnerability, even slight knocks can have fatal consequences. With the current status of the mechanoids this would make the rescuers attempts difficult in the extreme. No other alternatives are available so this is the only viable method.

Z352-P-AI retains total control of internal closed loop doors thus requiring the doors to be destroyed if passage is required.

4) Of the 3 personnel available to achieve these tasks only one has a genetic code card enabling them to use the teleports - Jim McKenzie.

5) As Jim is only a clerk he is the least knowledgable about the   complexes computer systems so local disabling of computers is possible.

6) Due to teleport 'problems' no volatile product can be transported in this manner so standard gunpowder and shell defences are not viable. The only alternative is a hand held electro-static 'stun' gun which will either destroy mechanoids, cause them to alter their movements or do nothing, depending on the mechanoids mechanical and   electronic components.

7) In addition to defence weapons no explosives can be transported to remove closed loop doors. However it was pointed out that small amounts of explosives are routinely stored in the complex for experimental purposes.

Jim McKenzie agrees to make the rescue attempt and is currently preparing himself for the task.

8) : We have little choice but let Jim try and make this rescue. I hope he succeeds. God help us I hope he succeeds.

R.McCormick

Transmission ends

3:15.43

Transcript Ends

Final

Recommendations (Advisor 1):

No action required. Success in rescue attempt solves problem. If attempt fails, terrorist activity in the area can be arranged.

3:20.07 **Recommendations (Advisor 2):**

Agreement with Advisor 1, with caution in terrorist suggestion. Suggest a Waldegrave action more prudent.

Recommendations (Advisor 3):

Concurrent with Advisor 1.

Continued

Recommendations Advisor 2 :

Agreement with Advisor 1, with caution in terrorist suggestion. Suggest a Waldegrave action more prudent.

Recommendations Advisor 3 :

Concurrent with Advisor 1.

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THE EX-THORP COMPLEX

The **EX-Thorp Complex** was originally a Government biology and nuclear testing station. The complex itself is made up of a collection of **Domes** which are strong enough to withstand a nuclear attack. The Domes have a triangular formation and are sub-stations to a much smaller control unit in the centre of the triangle.

The Domes consist of multiple levels, which are accessed via lifts and teleporters. The lifts are operated completely from within the control unit allowing you freedom of movement on them at all times. The teleporters are only usable if you posess a **Holographic Genetic Card**. These cards hold vital genetic information of the traveller, and are inserted into the teleporter to gain access. Once inside the teleporter the traveller can gain access to other levels and Domes, however, no live weapons of any kind may be taken through a teleporter as this will cause a malfunction which will result in the death of the traveller.

When the central computer system malfunctioned there were only three people left in the central control room. The rest of the employees were trapped in the corridoors and Domes of the complex, making them vulnerable to the radiation being pumped inside the corridoors. Two of the remaining three people are needed at all times to operate the facilities left available to them, and to, of course purify the air intake inside the control unit.

One person only can be spared. This person is **Jim McKenzie**. He has a good geographical knowledge of the Domes and tunnels, and knows what to look out for on his missions. The survival of the remaining employees depends on this one man.

Jim is our HERO.

Remember, things are not always what they at first seem.
Logic is the key to success.

OBJECTIVE

Your aim is to search the complex for any human survivors and transport them to designated safe areas and collect three micro chips that you will need to repair the central computer, on completion of your mission. This must be done within the specified safe time limit. There will be one survivor per level.

* Please note that you will need a Teleporter Card, Teleporter Suit and Micro Chip to complete levels.
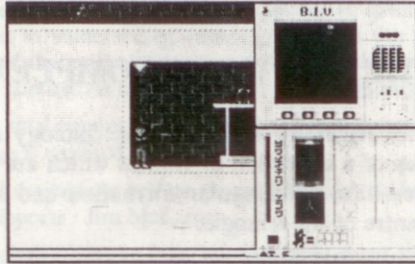
EQUIPMENT

You are supplied with one hand weapon. This requires immediate recharging when leaving the teleporter as no live weapons may be transported. To carry out your mission you must find: *Explosives, Pass Cards, Teleporter Card, Teleporter Suit* which is contained in one of the many lockers.

LOAD/SAVE OPTION

This option allows you to Save a game while in progress, allowing you to Load at a later time without having to return to the start of the game. This is done by facing one of the many monitor screens that are scattered around the complex. You can only save at the beginning of a new level, saving the previous one. A blank formatted disk will be needed for this proceedure.

TIMER

Each level is on a timer limit. Failure to beat the clock results in the computer being able to sense your presence, and fills the corridor with radioactive isotopes, rendering you immobile.

UP	(1) Jim will jump up into thin air.
	(2) Jim will climb a wall.
	(3) Jim will jump up onto a ledge (if there is one).
	(4) Jim will move the lift up.
	(5) Jim will stand (if knelt shooting or crawling).
	(6) look in cabinet, look at various objects.
	(7) look at monitor and use save load options.
	(8) use access card at access slot near door.
	(9) climb into teleporter.
UP/LEFT	(1) diagonal jump to left from standing position.
UP/RIGHT	(1) diagnal jump right from standing position.
RIGHT	(1) run right.
	(2) turn to right.
LEFT	(1) run left.
	(2) turn to left.
RIGHT/FIRE	(1) if you press fire while running right then Jim will do a long jump.
LEFT/FIRE	(1) if you press fire while running left Jim will do a long jump.
DOWN	(while Jim pointing right) (1) crawl right.
DOWN/RIGHT	(1) as above (1).
DOWN	(while jim pointing left) (1) crawl left.
DOWN/LEFT	(1) as above (1).
DOWN/FIRE	(1) Jim will kneel and fire.
DOWN	(if at end of platform) (1) Jim will look down, if he can see the floor then its safe to jump, if he can't then he will die if he jumps.
STATIC	(idle) hanky if stood left, cola if right.
FIRE	(1) shoot gun, or if you are stood next to a door and you have explosives then blow the door away. **Gun Charger** Press fire when next to a charger and the gun will automatically load.

TELEPORT CARD

Use this card to escape on the teleporters to another part of the complex.

ACCESS CARD

Opens main doors. Slide through the machine next to the door that you wish to enter.

EXPLOSIVES

Blow up doors. Simply stand next to the door you wish to enter, press fire, stand well back and wait for the door to explode.

GUN CHARGER

Press fire whilst next to one of these machines and your gun will recharge.

CARD PASS MACHINE

Place you card into this machine to open a door.

LOCKERS

Face to open the locker, it may have contents and it may also be empty.

MICRO CHIP

There are three of these per level, somewhere in the complex. Collect all three and use them to destroy the *faulty systems.*

TELEPORTER SUIT

Give this to your comrade upon rescuing him. This will enable your liberated captive to teleport to another part of the complex which is designated as a safe zone. Your rescued comrade does not have to return to the teleporter to do this.

ARROWS/BIRDS/ROBOTS

Used for sending messages, avoid them. Shoot to make them change direction, but remember they can't be killed.

TOXIC WASTE

Do not tread on this or get it on your clothes, it is 100% lethal and ensures instant death.

DEATH BARRELS

These containers are full of toxic waste. They contain deadly poisons. Do not attempt to touch these at any cost.

WORKBOTS

Simple carrying machines used for light haulage. They now run amok as the controller in sub-systems has failed. Easy to destroy, but approach with caution as they have no sense of direction.

CEILING DROIDS

Floor clearance is their speciality, whilst spinning faster than the naked eye can see, they shoot across floors of the corridors clearing anything non-mechanical in its path. Upon reaching its destination will shoot up to the ceiling, pause for a moment, then repeats its movements in the opposite direction.

WORK FORCE SPY

Simply appear and disappear randomly. They cannot be killed, but as long as you do not walk into them they will not kill you.

RADIOACTIVE BATHS

A burning inferno, failure to jump these carefully results in instant death. Originally used for heating and experiments.

LASER

Avoid touching these at all costs, they will kill you. The lasers were originally used to keep animals concained in confined areas of the complex. There is a continual battle for control of these by the central computer and its sub-systems, hence the irregularity of their on and off positions. Good timing is essential.

BARRIER DOORS

These are used to secure corridors. They may be opened with a Door Pass Card. If you run out of Door Pass Cards, or there are non found, you must use explosives to destroy them.

DOORS

These are unormal, unlocked doors, which you are free to go through at any time, bringing you onto a different floor each time.

MONITOR SCREEN

These can be used if you wish to carry out a load or save functiion. Instructions are provided on0screen.

TELEPORTER

Your only way in or out of levels. Don't enter with loaded gun or explosives.

1. Display Screen: *Gives you any information you need.*
2. Gun Charge Display: *Shows your gun power.*
3. Teleporter Card Displayer.
4. Door Pass Card Displayer.
5. Teleport Suit Displayer.
6. Micro Chip Displayer.
7. Explosives Displayer.
8. Time Limit Displayer

GUN CHARGE

Please Note:

This program is Hard Drive compatable and will run in both A and B Floppy Drives. HERO is also compatable with the ST/E and requires 1 meg memory minimum. This program will not run on TOS 2.06.