Well, recently I have heard a fair number of requests for dox to accompany the cracked games. Since I was able to get my hands on the dox, I figured that I might as well type them up...

Copied verbatim (almost) from the manual:

"Blue Angel 69" is a kind of board game played on a computer screen for one or two players. It is possible to play against the computer. According to the performing strength chosen you can either make your computer into an old abacus or a second "Cray". Superficially seen, the game is about undressing some attractive female robots, i.e. every piece taken from the board reveals more and more through a metal grid. So if you play your game right, if you remove all of the pieces from the board, or if you have won the game, the metal grid is removed hydraulically, thereby allowing you to survey your prize. If you want to win a round this way, you have to play against a computer: Once you have set the parameters in the main option menu a board appears on the screen with 64 pieces. The aim is always to find a piece with the highest value. The values are:1 to 11 and -1 to -10. The latter minus values are for the red pieces (or black in CGA.) After a piece has been selected from a certain row or coloumn, your opponent must choose his next piece from the same row or column, i.e. if you are clever you can force your opponent to make unfavorable choices. Get it?

You select a piece by pressing the left-hand mouse button or the space bar. The piece will then disappear, thereby revealing a piece of metal leg, or whatever. The value of the piece is added or subtracted from your score, which is shown on the right hand side of the screen. A green LED shows positive numbers and a red LED showes negative ones. (CGA uses + or - signs.) Strategically it would be better to force your opponent into a row or column with exclusively negative pieces, even if your piece does not have the maximum available value. The fast thinkers among you can work out several moves in advance. By the way, you and your opponent can only move horizontally or vertically. Working out moves in advance is not possible when using the "HIDE-MODUS", because in this case you can only see if it is a positive or a negative piece. Numbers can only be recognized in the row or column being played. At some time or other there will be only one piece left in any one row or column. The one whose turn it is to make a move now has no choice - right? For that reason there is the "Automatic move (A)". You can set this into motion and save yourself a lot of boaring clearing-up work. That sometimes means that a whole series of moves follow automatically, which looks really wild! The winner is the one with the highest score. If you win and not the computer, the grid disappears, as described above. There are 10 levels, and the score is shown after every game.

Well, I'm sorry these dox are a bit long-winded, but I think you get the point. I hope you enjoy this NYCrack...

-- JT, NYC '90