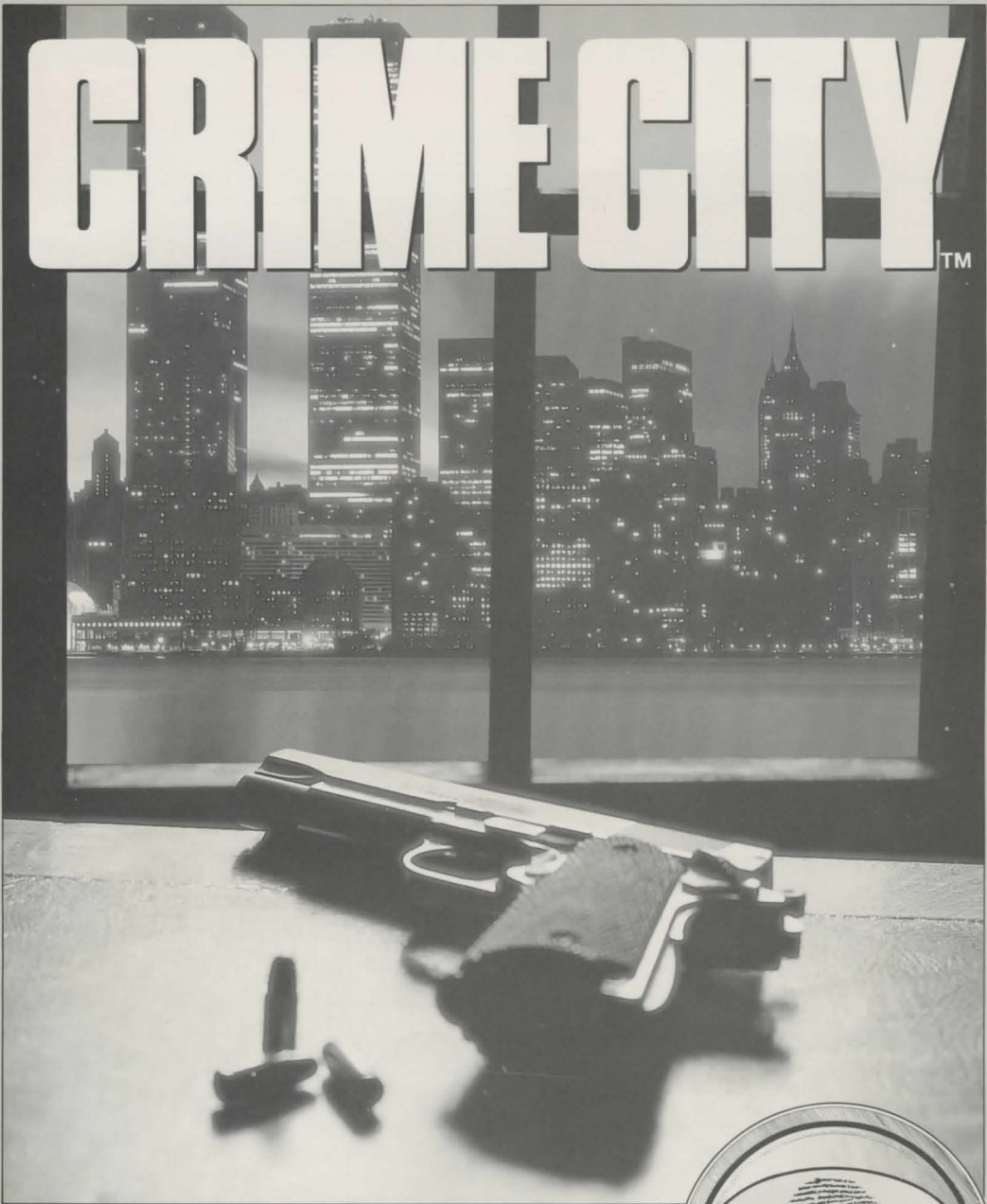


# CRIME CITY™



Now you can solve the mystery!



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**MANUAL**

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## CREDITS

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## INTRODUCTION

I woke up at ten a.m.. It was a cold, gray December morning, one of those mornings when you don't realize you've woken up until noon, and then you wish you hadn't. An icy English wind whipped through the city, and below my window people scurried from doorway to doorway, clenching their coats about them like corsets.

My head was still a little foggy from the night before, so I took the glass of water next to the bed and splashed some on my face before getting dressed. I put on my thick, green plaid shirt and heavy blue slacks, with my favorite Italian shoes.

Leaving the house was like running into a wall of packed snow. I stumbled down to the corner shop and picked up a newspaper and a fresh supply of coffee. The girl behind the counter gave me a look that said she was doing me a favor by serving me, and she wasn't happy about it. It seemed like nobody was going to be cheerful today. I ran back to the house as fast as I dared on the icy stone surface.

Breakfast was cold leftovers and hot coffee, alone — the sort of meal you endure, rather than enjoy. The paper was the same as usual, with everyone fighting and swindling each other.

Eventually, I resigned myself to the inevitable and went reluctantly to my study. The typewriter sat on the desk by the window, its keys forming a laughing face that taunted me, reveling in my inability to write what I had to, and daring me to try.

Mentally, I cursed murderers and detectives and missing guns and false alibis. More than ever, I wished that I actually was a private eye, instead of being stuck with the task of writing about them. It was fate's cruelest trick, to give me a job of sitting endlessly alone at home, doing nothing real, and yet forcing me to immerse myself in a world of vividly real actions and people and decisions. I shook my head and sat down. Maybe one day lady luck would shuffle the deck and I would get a better hand, but things were what they were and I just had to play what I had.

On the page curled into the typewriter, Jack Blunt had written himself into a corner. To let him move on to the next chapter, the girl in the white Mercedes had to be in two places at once and the fat Korean from the Starlight club had to tell him about the statue, even

though he had no reason to do so. I tore out the page, crushed it into ball and loaded a new one.

I tried my best for Jack, but my thoughts kept drifting into bitterness and self recriminations. Detective work was in my blood. My father had been a policeman since before I was born, and then a private eye. Why didn't I just do the same? Maybe if this was the closest I could get, I didn't deserve to get any closer.

There seemed to be a strain of weakness running through me that I didn't like to think about, but I did anyway. I could think and dream and wish as much as I liked, but whenever I actually came close to doing anything about it, someone a lot stronger than me took control of my emotions. They whispered about risks and uncertainties, about an established career and six well-respected books. And then I just turned away, back to the gloating, triumphant typewriter, like a man who sees the best thing in the world across some deep divide, runs to the edge and simply stops, even though he had decided for certain to jump.

My self chastisement was interrupted by the harsh buzz of the doorbell. Grateful for the distraction, I pulled myself out of my pointless reflections and went to see who it was.

On the doorstep was a slim, blonde girl of twenty or maybe a little more. She was wearing a blouse with way too many colors for my still half-sleeping mind to register, and a thin black skirt which could have been made out of a handkerchief. I briefly wondered how I could be frozen right through while she looked as if it was June in Hawaii.

The girl was around five six, with legs that looked longer than that. She had an expression that rang warning bells in every part of my mind. On the surface, she looked composed and in control, but I got the feeling that if I gave her taut face one little tap, it would shatter away like breaking glass. I didn't know what was worrying her, but it had obviously gotten to her in a big way. A faint voice in a corner of my mind said I had seen her somewhere before.

"Don't I know you?", I asked, stepping aside to let her into the hall.

"I'm Gloria, your father's new secretary. We met once when you came to the office a couple of months ago."



Even nervous and upset, she had a voice that you could pour onto waffles and eat for breakfast. She came into my small living room. I shifted the papers off of the couch to let her sit down, but she stayed on her feet, pacing around like a condemned man waiting for the cell door to open, knowing it's the last time he'll ever hear it.

"Take your time", I said as gently as I could. "Whatever you have to say must be important, so think it through and say it right."

She froze for a few seconds, not thinking but dreading. "It's about your father, Mr. White. Some policemen came this morning to ask him some questions about David Walker." She froze up again, exhausted at having forced out that much.

"That's not surprising. When a man's best friend and police partner for twelve years is suddenly murdered, you naturally hope he will be able to give you some ideas. And call me Steven. I'm only Mr. White to salesmen and bank managers." The thought of David dead ran through me for the hundredth time in two and a half days. I felt it, not like the petty whining of my earlier mood, but as a deep and profound emptiness. I had known the man too, and had considered him a good friend.

She shook her head rapidly. "No, you don't understand. It's not like that at all". Her tongue got tied up in itself and she took a moment to get her thoughts straight. She gave me a look so sad I immediately felt some sort of impending doom. "They think he did it, Mr. White. Something about an argument. Henry White was arrested for the murder of David Walker this morning."

I guess I just stood for a few seconds. The words hit me like a hard right to the jaw. When I came back to reality, I could tell from her expression that my own must have been pretty strong. I pulled myself together as well as I could and took a long deep breath.

I could see that there was no question about what I had to do. If they thought Dad had killed his best friend, they were obviously way off course and not likely to steer towards the truth. The only way to help was to investigate the whole case and try and find out what really had happened.

The thought of what I had been praying for just a few minutes ago went through me like a

cold wind. Fate had indeed passed me a new hand, but in the unpredictable way it always did. Now it was worse than ever. Far worse.





## YOUR OBJECTIVES

The aim of the game is straightforward, if challenging to achieve. You must clear your father of the charges against him. To do this, you will have to investigate what actually did happen to David Walker, and present your evidence to the police.

Remember - while you investigate, your father is stuck behind bars, with his guilt becoming more and more of an established fact in everyone's mind. Keep an eye the passage of time, shown by the clock at the top of the screen in your office. If two months go by and you haven't caught the real killer, you will run out of time.

Finally, be sure to take care of yourself - you will be descending into a murky and dangerous world. You have been warned!

## STARTING THE GAME

This game can be run from either the floppy drive or your hard drive. Once you have it running, you can look to the chapter titled **QUICK WALKTHROUGH** to get you started, or to the following chapters for detailed instructions.

### Running from the Floppy Disk(s)

First, switch on the computer. If WINDOWS, DOSSHELL or other menu programs appear automatically when you turn on your computer, you should exit them now.

In either case, you should now be at the DOS prompt, where you can enter commands. The prompt should look something like either "A:\>" or "C:\>". Insert Disk 1 into a floppy drive, and type

A: <ENTER>

or

B: <ENTER>

— to access whichever drive the disk is in.

Then, type

CITY <ENTER>

and the program will run. If you are playing the 5.25" version, you will be prompted when you need to switch disks.

You will need to choose the graphics mode your computer can use (either EGA or VGA), but the computer will automatically use your AdLib-compatible soundcard if you have one.



## Installing to the Hard Drive

First, switch on the computer. If WINDOWS, DOSHELL or other menu programs appear automatically when you turn on your computer, you should exit them now.

In either case, you should now be at the DOS prompt, where you can enter commands. The prompt should look something like either "A:\>" or "C:\>". Insert Disk 1 into a floppy drive, and type

A: <ENTER>

or

B: <ENTER>

— to access whichever drive the disk is in.

Then, type

**INSTALL** <dest-path> <ENTER>

— to run the installation program. <dest-path> names the destination drive and path where Crime City should be located on your hard drive. **Note:** There must be a space between INSTALL and the destination path. **Note:** You must use a colon after the drive name for the destination path.

If you are installing from 5.25" disks, you will be told when to switch disks. When the installation is completed, Crime City will be ready to run from the hard drive.

## Examples

To install Crime City into the CRIME directory on the C: hard drive, type

**INSTALL C:\CRIME** <ENTER>

To install Crime City into the GAMES\CITY directory on the D: hard drive, type

**INSTALL D:\GAMES\CITY** <ENTER>

**Note:** You can install to a pathname made up of more than one subdirectory, but all except the last subdirectory must already exist before installing the game. In other words, there would have to already be a C:\GAMES on your hard drive, if you intended to install Crime City to C:\GAMES\CITY.

## Running from the Hard Drive

If you do not still have the computer on, do so now, and get to the DOS prompt as described above. From the DOS prompt, type

C: <ENTER>

or

D: <ENTER>

or even E:, if necessary, to access the drive where you installed Crime City. Then, type

**CD**<path-name> <ENTER>

to select the directory which contains Crime City. <path-name> should be the same directory name you gave when installing the program minus the drive designation that starts it off. (In other words, to access C:\CRIME, make sure you are accessing the C: drive and type **CD\CRIME**.)

Then, type

**CITY** <ENTER>

to play the game. You will need to choose the graphics mode your computer can use (either EGA or VGA), but the computer will automatically use your AdLib-compatible soundcard if you have one.



## QUICK WALKTHROUGH

After you start the game (following the instructions in the **Installation and Loading** chapter), the game's introductory screen will appear. Press the ENTER key or click the left mouse button to continue. A newspaper headline should now appear — and the man on the front page accused of murder is Henry White, **your father!** It's your job to clear his name and find out "whodunit."

### Your Office

Click the mouse or press ENTER again, and you will be moved into your father's old detective office. Nearly everything you see here — the computer, the bulletin board, the map, the disk, the notebook, the envelope and the telephone — will help you in your adventure. The blue buttons at the top of the screen help you keep track of time, and allow you to "fast-forward" when you want.

### Answering Mail

It seems like some mail has arrived today — see the **envelope** at the edge of the desk? An envelope will appear here whenever mail arrives in the morning. Click on it, and you'll get a close-up view of the letter. As you can see from reading it, your mother has paid the rent on this office for **two months** — so have only that much time to catch the criminal. Click on the area marked **Exit** at the top-left corner of the screen, and the letter will disappear. See the bin under the bulletin board? That's where messages you read go. Click on it later if you want to read that letter (and any old mail) again. But right now, take note of the date at the top of the screen, so that you know when your time will run out.

### Your Notebook

You should find out a little more about yourself before you get to work. To do so, click on the **notebook** located to the left of the computer. It will be open to the **Score** section, where you can see your skill stats (generally low), attributes (mixed), and money. You start with **50 pounds** — since everything in England (and in this game) uses this form of

currency, don't bother converting these numbers into dollars. Later in the game you'll learn how to increase your skills. Select **Exit** when you're done.

### Traveling

Now it's time to start investigating. All the best detectives start out at the scene of the crime, so that's what we'll do. You travel using the map of the city hung on the office wall; click on it and you'll get a close-up view. The arrow points to your current location — the office — and names indicate all of the buildings you are currently interested in. The building marked "CRIME" is where the murder took place, so click on that building (not on the sign). A panel should appear, which offers three modes of travel to get there. In most cases, to get somewhere faster you will need to pay to take a bus or taxi; however in this case the location is so close that walking is as good as anything. Select that option from the panel, and you should arrive at the crime scene. (If there isn't a chalk outline of a body on the floor, then you've chosen the wrong place — click on the exit and try again.)

### How to Investigate

Investigate the scene by **clicking** on various items in the room — the chart, the cabinet, the chalk outline on the floor, and so on. **Don't** click on the exit, or you will leave the room. Look at everything in the room — you never know what may provide a clue. Make sure you click on the **picture** on the right-hand wall — you will discover a secret **safe** hidden there. Click on the safe, and a combination pad will appear. You can try to guess the combination, but unless you're extremely lucky, you'll need do some more footwork to get it.

Assuming you didn't open the safe, click on the exit to return to the city map. Travel to the places marked on the map, and talk to the people you find there. If you get any good phone numbers, go back to your office and call them. (See the parts of the manual that explain talking and making phone calls.) That combination's out there, and you're going to find it! Now you're on the case!

*To Be Continued... by YOU! Good Luck!*





## THE OFFICE

You start the game in your father's office. Much of your research and investigation will take place here. On and around your desk are various objects which you can use or examine. To do so, just move your mouse pointer onto the picture of the object, and press the left mouse button. All commands in **Crime City** are given this way.

### Bulletin Board

To look through the messages your father had left pinned up, click with the mouse on the notice board, which is on the wall towards the right of the office. You will then see the board enlarged. To read a note, just click on it. In the same way, you can use the **EXIT** sign in the top left corner to go back to where you were.

### Diary

This contains information on your father's schedule and telephone numbers. It also has some general information on the game, and a summary of how well you are doing so far. Click on a section's divider to look it up.

### Letters

From time to time, you will receive some mail. An envelope icon will appear on the desk for you to click on and read.

### Letter Bin

Once you have read your mail, it is filed in the letter bin on the wall. Accessing this will allow you cycle through everything you have received.

### Computer

The modern gumshoe is naturally equipped with a computer. You can use this to look up **records** on various people, to order **surveillance** on somebody and to use a number of **telecommunication** functions such as on line share trading, bulletin boards and possibly a bit of surreptitious computer hacking. You can even pass the time playing a **game!**

By no means everything that you will need will be free. Travel expenses can mount up, and as you will see, skills training can be expensive too. Playing the computer's **stock market** is one way to generate money. See the next chapter for details.

The computer also contains a traditional **arcade game**. The aim is simple — to stop the ball escaping off the bottom of the screen, and to demolish the wall at the top. Guide the bat left and right with the mouse. Use it to bounce the ball back up. It will destroy any bricks that it hits. The left mouse button will start each screen. The right quits the game.

You will have to find out about the other activities for yourself!

### Telephone

Use this to call someone up. Dial a number on the large keypad that appears, and the phone should ring. If the number is legitimate and pertinent to the case, you will either get a busy signal or the person you're looking for will pick up. If the line's busy, call back later. If the person is in and answers the call, a dialogue box will pop up showing what they say, and giving you a number of options for a reply. Choose a reply by clicking on it; after they respond, you can then ask them something else. As the conversation progresses and you learn more, the options will change, allowing you to follow a train of thought through the discussion.

### Disk

Use this to save or load a game, to start again, or to quit the game. See **Saving and Loading**, below.





## TRAVELING

To leave your office, just click on the icon of the map on the wall. This will bring up a full screen map of the city. A large red-and-yellow arrow will indicate your current position — the office, to start with. All of the locations you might want to visit are indicated by small labeled arrows.

To go somewhere, simply click on the site in question. You will be asked how you intend to travel. Some ways are quicker than others, but they tend to be more expensive. Remember that not all places are open all of the time, so you may have to wait around or go back if you turn up at an unsociable hour. You can see and advance time using the time controls at the top of the screen; these are identical to those in the office.

**Warning:** If you insist on being out and about twenty four hours a day, don't expect to be in a clear state of mind for very long. Remember to get rest.

## LOCATIONS AND INVESTIGATIONS

To start with, there are eight locations marked on your map. These are:

- Your office
- Your parents' home
- Your girlfriend's home
- The scene of the crime
- The police station
- The hospital
- The local pub
- The church

More will appear later, as your investigation brings them to your attention.

### Investigating a Location

Once you are in a location, you can explore it by clicking on any interesting objects within the scene. A message will appear at the top of the screen telling you what you have found. Look carefully through the places you go to. Some of the things in them are vital clues which you will need to complete the game.

You will also encounter many different people during the game. Clicking on them will allow you to start a conversation. This will work in much the same way as the telephone conversations described in an earlier chapter.



## SAVING AND LOADING

To save a game in progress or to load a previously saved game, click on the disk icon in the office. You will then be presented with five choices:

- Load a previously saved game.
- Save a game in progress.
- Quit out of Crime City and return to your operating system.
- Return to where you were in the game.

To select a option, just click on it. **Floppy Users:** Remember that you will need a formatted disk when you want to save anything.

**NOTE:** Do **NOT** use the "New Game" option on this screen. Quit the game and restart it if you want to begin again.

## ENGLISH-TO-AMERICAN DICTIONARY

Some of the British slang in Crime City may be a bit confusing, so we've provided a small phrasebook to make understanding this "foreign" language easy!

### Special Notes

**Telephone numbers:** In England, most phone have **six-digit** phone numbers, instead of seven (as we have in America).

**Dates:** In England, dates are printed day-month-year, instead of month-day-year (as we have in America). Example: 25/6/91 is June 25, 1991.

### Glossary

- 0898 number** — the British equivalent of 900 numbers
- ABH** — technical term found on police reports, meaning "actual bodily harm"
- action man** — like an American G.I. Joe doll; action figure
- chemists** — like an American drugstore, here you can buy small household items, process film, and get prescriptions filled
- chubbybubblykins** — don't ask
- Constable** — police officer
- cuppa** — slang for "cup of", usually referring to tea or coffee.
- Fun Fare** — traveling carnival
- GBH** — technical term found on police reports, meaning "grievous bodily harm"; worse than ABH
- Ice Lolly** — popsicle
- Milton Keynes** — a town in Britain, constructed in the 60's; not a person.
- NHS** — National Health Service, a government-run, public health service. Free of charge, but has a reputation as underpaid and poorly run.
- naff** — boring; untrendy; poor quality
- vicar** — priest



## TIPS AND TACTICS

Steven White, whom you play, is an individual with various natural abilities and talents. During the course of the game, you will also have the opportunity to learn a number of skills. These will all help you in your quest to clear your father. However, above all **Crime City** is a mystery game. You will need to find clues, to get important information from the people you meet, and so to piece together the entire sequence of events.

- Take a note of all of the information in the office. It may be useful immediately or at some point later in the game.
- If you want to know what someone is up to, watch them!
- If you find someone who would be willing to help you, talk to them. Call on them every now and again to see if anything new has come up, or if they can help you sort out the information you have.
- Remember that the clock is ticking, and time is important. However, you won't solve the whole puzzle in twenty-four hours. Sometimes you have to call it a day, and wait to see what tomorrow brings. (You have two months to complete your investigation.)
- If you find a phone number and it doesn't work, or an address which doesn't lead to a new building, don't worry. If they don't work, they aren't important **at the moment**. If information later in the game tells you that they have become important, you'll want to check them out again.
- If you run out of things to do, try the following things:
  - 1) Check for new mail
  - 2) Talk to Dave in the pub
  - 3) Visit any new buildings on the map
  - 4) Check out new telecommunications services
  - 5) Try surveillance on any new suspectsIf all else fails, try waiting a couple of days. A new letter might arrive in the mail, which will usually provide a vital clue.

The chapter titled **Hints** provides information that will help you when you get stuck. However, don't look at it too often, or you will make the game too easy!



## HINTS

If you're stuck and looking for help, this section should help you. Look for the pertinent question on the list below, then find a vague answer to it on page 26, or a specific answer on page 28.

- 1) Where do I find the combination to the safe?
- 2) I've found some film... what do I do with it?
- 3) What do I do with the photos?
- 4) Something happened to Phil, and I can't find him!
- 5) What can I find out from Phil?
- 6) What can I do at the bridge?
- 7) Phil's Girlfriend keeps getting upset when I talk to her.
- 8) What do I do at Phil's house?
- 9) What do I say on the phone to Jeff?
- 10) How do I keep an eye on George?
- 11) What do I do while I wait to hear from my girlfriend?
- 12) How do I know that George is telling the truth?
- 13) What do I do on the BBS?
- 14) I'm keep losing Jason when I try to follow him.
- 15) After I get beaten up for following Jason, I'm stuck!

- 16) What do I do regarding the affair?
- 17) After I talk to Debbie, then what?
- 18) Simon's story seems too good to be true. How do I check it?
- 19) The vicar wasn't very helpful. Now what?
- 20) How do I help Ian?
- 21) How do I find Bill?
- 22) I can't past that man in the hospital!
- 23) How do I track down Bill's murderer?
- 24) I can't get into Stancrowe!
- 25) How do I get into the safe?
- 26) How do I find Gordon's house?
- 27) How do I get in to Gordon's house?
- 28) What do I do in Gordon's house?
- 29) What do I do with the contents of the Stancrowe safe?
- 30) Once I've got the evidence from Stancrowe, then what do I do?
- 31) Where's the weapon?
- 32) I've got all the evidence to clear my father. What do I do now?
- 33) I think I've uncovered everything, but the policeman says I've still got two suspects! What do I do?



## VAGUE ANSWERS

- 1) Maybe David (the owner of the safe) told someone he knew about it?
- 2) You'll need someone to develop it for you. Look at the bulletin board in your office for a clue.
- 3) There's someone at the pub around lunchtime who may be helpful.
- 4) What happened to Phil was pretty serious...
- 5) It's better to find things out from the living...
- 6) Look out for litterbugs.
- 7) Then stop upsetting her!
- 8) Look for some evidence to connect him to the crime.
- 9) Don't say anything too blunt or obnoxious.
- 10) Isn't there someone out there who'd do anything for you?
- 11) Check out old haunts, and kill some time.
- 12) Someone near him should check out his story.
- 13) There are clues to be had here.
- 14) Perhaps you need more training?
- 15) Shouldn't you warn your loved ones about the threats that have been made?
- 16) Check with old sources.
- 17) You should look for some confirmation of what she says.
- 18) Surely someone can vouch for his whereabouts.
- 19) You should follow his advice carefully.
- 20) Have you talked to him? Dave should have given you what you need to help him.
- 21) The clue you need will come from the company he works for, and your computer.
- 22) You need some friendly assistance.
- 23) Did you see the slip of paper in the hospital?
- 24) Patience and skill will both be rewarded.
- 25) The key to your problems lies with one of Stancrowe's employees.
- 26) Look at the paper the wastebasket at Stancrowe. Someone involved with the murder has his address — do you remember where?
- 27) Try the direct approach, but not too direct. Patience and training are virtues as well.
- 28) Find the key to your problems.
- 29) Do what comes naturally to those types of things.
- 30) You need to learn about the murder weapon from someone who'd know about it.
- 31) Follow Jeff's advice.
- 32) Tell someone!
- 33) You've ignored affairs of the heart.

**SPECIFIC ANSWERS**

- 1) Your father, who's currently in prison, has information that will lead you to it. Your computer will come in handy as well.
- 2) Your mother works at the chemist's, which is where they develop film.
- 3) Go to the pub and ask the bartender for information — he'll tell you who to talk to.
- 4) Check out the morgue — it's in the hospital.
- 5) Reading his medical report will show you where he died; a clue waits there.
- 6) Someone's phone number is written on some trash here.
- 7) Use the calmest possible responses.
- 8) In particular, try the phone and the letter on the floor.
- 9) Mention a friend, and then mention what the friend was after. Jeff will help you greatly with money and training.
- 10) Try your girlfriend.
- 11) Dave will give you information that you should use on your computer right away. And in a few days, Lisa will write you.
- 12) Your girlfriend could check it out for you. Call her and ask.
- 13) Look for two phone numbers here. Also, you might want to try downloading the VirusWipe program.
- 14) Jeff can teach you surveillance and other useful skills. However, you'll need to pay for them.
- 15) Talk to your mother about the attack. She'll tell you some information you need to continue.
- 16) Talk to Dave, then do some surveillance.
- 17) Your father's locked in the jail. Why not ask him?
- 18) Try the vicar at the church.

- 19) Seek out another person who visits the church — David's wife.
- 20) If you've talked to Dave lately, he will have given you the password to delete records from the police computer.
- 21) Access the BBS from your computer, and you'll find the phone number for Bill's company there.
- 22) Talk to the nurse. You'll need to talk to her more than once. Also, try entering ward A1 more than once.
- 23) Attempt surveillance on Nick Hobson, then visit the company where he has been sighted.
- 24) Pay Jeff to train you in lockpicking, and don't be afraid to try several times.
- 25) Gordon, an employee with Stancrowe, has the key.
- 26) Check Phil's house again.
- 27) Pick the front door. You need to pay Jeff for lock-picking training, and it may take several attempts.
- 28) The key to the Stancrowe safe is somewhere in Gordon's clothing.
- 29) Use the disc in your computer, use the money to pay off Jeff, and use the evidence to give to the police when everything is figured out.
- 30) Talk to Jeff about the weapon (after paying off all of your debts).
- 31) It's somewhere in Phil's house. Check everywhere — even places you checked before and found nothing.
- 32) Go to the police and show them the evidence.
- 33) Your girlfriend, once she regains consciousness, holds the remaining key to the mystery.







[Redacted text]

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