CRIME STOPPER

for the

COMMODORE 64

by

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Welcome to CRIME STOPPER — the adventure game that tests your skills as a private eye.

You're Al Clubs, detective. You're three months late with the rent, your secretary has quit, and your office has seen better days. But you've got two things going for you: brains and a nose for sniffing out trouble.

An unopened telegram lies on your desk. Suddenly the phone rings. A terror-filled female voice on the other end of the line pleads with you for help. And then the line goes dead.

Cartier-Blanche Sizemore, young heiress to the massive Sizemore fortune, has been kidnapped. Her mother wants to get her back. Alive. Sounds simple right?

Wrong. It's 7:00 a.m. and you've only got till midnight to get the heiress back. The city is filled with clues but it's a jungle too. The subways are dangerous, the streets are menacing, and enemies lurk in unexpected places.

Better get moving. Time is money. Or murder.

HARDWARE REQUIREMENTS

To play CRIME STOPPER, you will need a Commodore 64 computer, VIC 1541 disk drive and TV (or monitor and 5-Pin Din audio cable).

LOADING INSTRUCTIONS

1. Make sure your computer and disk drive are turned OFF.

2. Turn ON the disk drive.

3. Turn ON the TV or monitor; then turn ON the computer.

4. When the red error light on the disk drive goes out, open the drive door. Insert the CRIME STOPPER disk, label side up. Close the drive door. (Note: It is important to turn the disk drive OFF and ON again before loading a new program.)

5. When READY appears on the screen, type **LOAD "START"**, **8** and press **RETURN**. The screen will display the message SEARCHING FOR START followed by the word LOADING.

6. When READY appears on the screen, type **RUN** and press **RETURN**. The screen will display the message PLEASE WAIT, NOW LOADING, and then the title screen will appear.

7. Press any key and the following Color Option Menu will appear:

    F1 - Change Response Color
    F3 - Change Text Color
    F5 - Change Background Color
    F7 - Begin Game

By pressing each of the function keys you can cycle through all of the possible color combinations and select the colors you would like to appear on the screen. Once you've begun playing, you cannot change the colors of your screen.

8. Press **F7** to begin the game.

BASIC MOVES

The following commands, entered on your Commodore keyboard, direct your search for Miss Sizemore. After each command entry, press **RETURN**.

N, S, E, W	- Enter any compass direction (or combination, such as **SW**) to indicate the direction of your desired movement.
UP, DOWN	- To change a level, such as up a ladder.
TIME	- To get the game time (beginning with 7 a.m.).
WAIT	- To advance the game clock one minute (for example, while you wait for a train).
TAKE	- To retain objects you find (like money or a gun) which you may need later.
I or **INVENTORY**	- To review the list of objects you have acquired.
L or **LOOK**	- To repeat the description of your position.
~~F4~~ **F7**	- To control scrolling of the newspaper.
QUIT	- To end the game.
SAVE	- To store in game file 1, 2 or 3 the sequence of commands you have entered to that point, and the objects you have acquired. Storing commands in a file writes over and erases the previous contents of the file. (Note: If your disk is write-protected, be sure to remove the write-protect tab from the disk before saving a game.)
RESTORE	- To recall the contents of a game file and restart the game from the point at which you left it.

*The system will accept many full sentences and commands. Sentences must begin with a verb (such as **OPEN DRAWER, GO DOWN STAIRS, PICK UP GUN**). Simple directional commands may be entered with or without a verb (such as **GO EAST, EAST**, or simply **E**). You may also enter strings of sequential commands (such as "**E, NE, WAIT, TAKE GUN, UP**"), separated by commas.

CLUES AND CAUTIONS

Be suspicious! Anything you see may be a clue — or be hiding one. Move, lift, open and look behind everything. Even your own office could bring you closer to cracking the case, so search it thoroughly. Take anything remotely useful. Like money ... or a gun.

You think the city's your turf? Don't be smug. Jot down notes. Make a map. You'll need them along with your **SAVE** command.

But the clock runs out at midnight, Al Clubs.

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