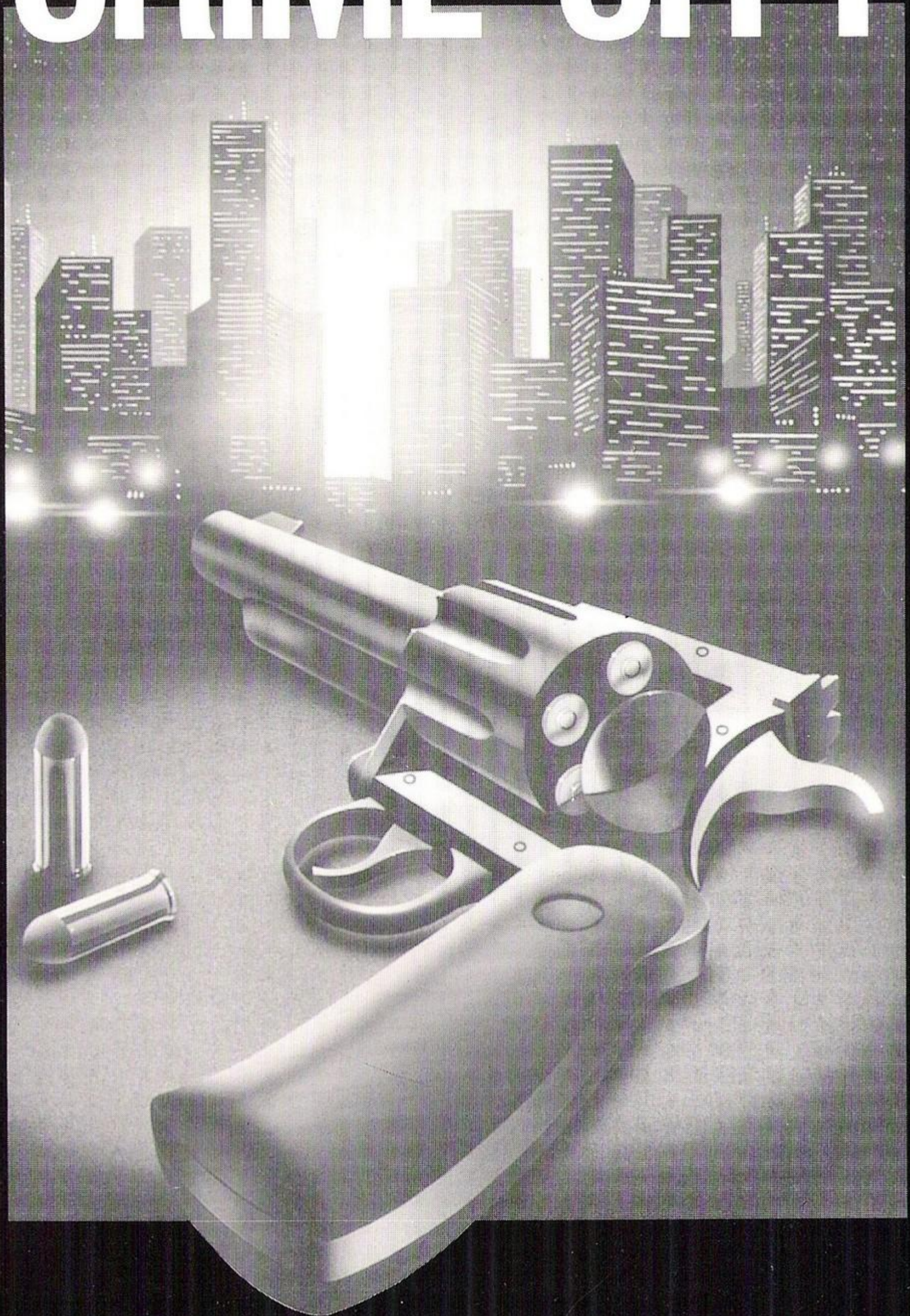


CRIME CITY



IF...

CRIME CITY MANUAL

CRIME CITY

Thank you for buying this game. It is the result of much thought and development. We are pleased with the final product and hope that you will gain a lot of enjoyment from it. As a company, however, we are always looking for ways to improve our games further. Please fill in the registration card enclosed, along with any comments you may have about Crime City. We do try to listen to what our customers say, so please give us the chance to do that.

CREDITS

Programming	Andrew Prime
Graphics	Steve Redpath
Game design	Steve Redpath

Copyright (C) IF... 1992

STARTING UP

To load the game on the Amiga, just insert the disk into the drive and switch the computer on. The game will now load automatically. To load using an ST, put in the disk, and turn the machine on. Then click the left mouse button twice on the **CRIME.PRG** icon.

INTRODUCTION

I woke up at ten a.m. It was a cold, grey morning, one of those mornings when you don't realise you've woken up until noon, and then you wish you hadn't. An icy wind whined 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 favourite 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 favour 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, everybody 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. The keys seemed to form a laughing face. Not cheerful laughter, but cruel and taunting, revelling 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 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.

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 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 stimulus, I pulled myself out of my private pool of pointless reflection, 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 colours on it for my still half sleeping mind, and a thin black skirt which could have been made out of a handkerchief. I briefly wondered why I was frozen right through, and she looked as if it was June in Hawaii. Some women could wear a bikini on a glacier and be comfortable.

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. You came to the office once 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 sound of a door being opened, 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 trailed away into nonsense sounds and frantic gestures.

"Slowly, slowly. Grab a good firm hold of the story and get it out."

She gave me a look so sad a spaniel would give a thousand adoring humans for and still win out on the deal. "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 by Mike Tyson. When I came back to myself, 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.

When I had a hold of myself, I could see that there was no question about what I had to do. If they thought the old man had killed his best friend, they were obviously way wrong. 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 OBJECTIVE

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 wander about exploring, your father is stuck behind bars, with his guilt becoming more and more of an established fact in everyone's mind. Keep an eye on the time passing, shown at the top of the screen in your office. If too many weeks go by, 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!

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.

Notice board For example, 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. A letter icon will appear on the deck for you to click on and read.

Letter rack Once you have read your mail, it is filed in the letter rack 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 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. The price in pence of each share is displayed next to the company's name. To purchase shares, click on buy and then on the company you wish to invest in. A three digit number will appear. Specify the number of shares by clicking on the + and - icons surrounding the

number. Your holdings will not be added into your cash total until you sell them. Obviously, you want to buy shares that look like they will rise, and sell them at a higher price than you paid.

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. A panel will appear allowing you to dial their number, and the phone should ring. If they are in and answer the call, a dialogue box will pop up showing what they say, and giving you number of options for a reply. Choose one by clicking on it. 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.

Time Another thing you can do in the office is to inspect and control the passage of time. A bar across the top of the screen tells you what time and date it is. You can also turn in for the night by clicking on the sleep bubble on the right of the desk.

TRAVELLING 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 area. A large arrow will indicate your current position - the office, to start with. All of the locations you might want to visit are indicated by small labelled 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 same information bar available in the office. 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.

LOCATION

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 investigations progress.

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 above.

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 options:

Load a previously saved game.

Save a game in progress.

Start a New game from the beginning.

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.

HINTS

Steven White, whom you play, is a fully characterised 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. Above all, though, 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 on.

If you want to know what someone is up to, watch them!

If you find someone who would be willing to help you, use them. Call in on them every now and again to see if anything has come up.

Remember that the clock is ticking, and time is important. However, you won't solve the whole puzzle on your first day on the job. Sometimes you have to call it a day, and wait to see what tomorrow brings.

If you get stuck, take stock of the situation. Look at all of the information you have found outside or in the office. See if there is anything you could do that just might lead to something, even if it does not relate to your current problems.



Unit 2/12, Chelsea Garden Market, Chelsea Harbour, Lots Road,
London SW10 0XE Tel: 071-351 2133 Fax: 071-352 5915