

TITUS

presents



CRIME DOES NOT PAY

TABLE OF CONTENTS

| | |
|-----------------------------------|--------------|
| 1 - Tips from an old timer | P. 2 |
| 2 - Getting Started | P. 7 |
| 3 - Game Play | P. 9 |
| 4 - Commands | P. 10 |
| 5 -Credits | P. 14 |
| 6 - Notice | P. 14 |

I- TIPS FROM AN OLD TIMER

by Don C.

PREFACE

To my trusted nephew, Titus Jr, the future king of crime.

As expected for some time now, I've decided to call it a day. That's right, this time it's official - I'm gettin' out of the business. It's been a chaotic 25 years and mark my words crime does not always pay.

To be quite honest I don't believe I will ever reach the top so I've decided to get out while the going's good. Before going, however, I want to make sure that all the years I've invested in trying to understand and master the underworld are not wasted.

So I've decided to pass the torch on to you kid, and let you benefit from my experience. So pay attention to my instructions. This is my farewell gift to you so that you can keep the family name alive.

My reasons are very simple. I believe that you can make it where I failed. You are hungry and a go-getter. You fear neither man nor beast and above all you have faith. It is this faith which will assure your success. My problem is that I no longer believe in what I do.

I suppose I could have called the instructions that follow "How to become the Big Boss" but I prefer to consider them as just some tips from an old timer.

Don C

Tips from an old timer

If you really want to be someone in this town there is only one way to do it; you've got to become the "King of Crime". To maintain this position you must get yourself elected mayor.

Yeah, I know what you're thinking and you're right; it's not that easy if you are surrounded by people as ambitious as you are. They will do everything to hold you back but its up to you to control them or as they say "take care of them".

So let's take things slowly and start from the beginning. Take a walk around town, make yourself at home, get a feeling for the place. You've got to try and tune in on the right frequency. When you've got the right rhythm you'll notice that there are many opportunities just beggin' to be snapped up. For example, what appears to be just a key can open many new doors.

The same for safe codes and above all the city map which places everything at your fingertips. If you are lucky you may get your hands on wads of money, even jewellery. Keep an eye out for the 20 or so confidential files which are floating around. The information they contain may prove useful when dealing with city officials.

Don't neglect the little things that you may find on the streets. The police transmitter for example will help you keep track of the 7 cops. h's no use trying to bump' em off since they all wear bullet proof vests. The cops are generally not good for business, particularly when they nab you. If they throw you in the slammer it's no joke.

Getting back to what can be found on the streets, be on the lookout for ammunition reloads. With the new laws it's not that easy to get your hands on ammo. So if you ever come across any don't hesitate taking it. If you ever find yourself short there is always the corner store where almost anything can be found.

Now listen carefully. If you've got plenty of ammo and nerves of steel you should consider doing a bank job. But don't make the same mistake as Robin Banks. He went for Fort Knox without a mask and got nabbed two days later in the bus. However an important point to note is not to drive around in a car, its better nowadays to mix in with the crowd- so get yourself some bus tickets.

If you happen to come by a survival kit, you might as well use it. Take full advantage of everything that comes your way while the going's good.

Now that we're on the subject of robbing banks, you should look out for dynamite and a detonator. No safe will resist this explosive recipe. For the Bank, you will need 4 sticks of dynamite.

Well, that's about all the advice I can give you regarding these minor details. Let's move on now to some meatier subjects, notably the cronies who live in this town.



I've already mentioned the cops - well here's something you should know about the Chief of Police. He's fast, in fact very fast, but if you can manage to hit him where it hurts, the boys in blue won't come near you.



The Judge is not all that different. If you can manage to line his pockets, you'll see that your kind of justice does in fact exist. Don't forget that the Judge has a very dark past. His wife made headlines a few years back for a rather dubious affair. She still has some weak spots, so if you approach her the right way, she can be a direct line to her husband.



There is also the Butcher who is the spokesman for the town's electorate. His profession is very representative of his political philosophy. Approach with extreme caution. He may, however be persuaded to act a little more friendly.

The banker on the other hand has a much more refined air. However, behind this facade of "the upstanding citizen" lie certain criminal tendencies. If you play your cards right you may earn a guided tour of his vault.



Finally there is the mayor. His iron grip on power can be loosened by neutralizing his influential allies (the butcher, chief of police etc.) But remember that he is currently the "King of Crime".

Despite this list of adversaries there are some amicable characters in town.

The Barman is a talker particularly when you slip him a buck or two. He is to be found in the bar or the night-club and is a very rich source of information, which I even found enlightening.



The doctor is also very helpful. If he's on your side, he won't bother you with medical fees.

One last point. There are some slimy punks crawling around town. These guys are hungry as wolves and attack at any opportunity. If you can find something for their chief they'll leave you alone for a while. With your 45 automatic you will prove they're not just whistling dixie when they say there's "NO FUTURE".



Finally there is the Gypsy. He is very mean and struts around heavily armed with a machine gun. Watch out, cause if he opens fire you're history.

Well kid, that's about it. It's rather strange for me to finish this letter this way. I'm turning over a new leaf and I'm turning my back on crime. I know that I'll miss it, but now I am certain you will succeed. So now it's up to you kid, you have a lot of things to discover. Above all, don't forget that "the end justifies the means"...

2 - GETTING STARTED

For PC/XT/AT/PS

Switch on monitor and then the computer and insert MS/DOS (or PC/DOS) disk in the first internal disk drive.

Your computer will read the system and will display the on-screen prompt A:>

Remove the MS-DOS disk from the drive and insert the CRIME DOES NOT PAY disk in the same drive and type **MAFIA** then press ENTER.

If MS/DOS is on the hard-disk, it loads automatically. Once it is loaded, type A:. The computer displays A>. Type **MAFIA** then press ENTER.

If you want to install the game on your hard-disk, type **INSTALL**. After loading the files, choose the CDNP directory and type **MAFIA**.

WARNING : do not remove the disk from the internal drive because the computer needs it to initialize protection.

AMIGA 1000 512 Ko

Switch on monitor and then the computer. Insert KICKSTART 1.2 or 1.3 in the internal drive (DFO). After loading Kickstan, the Amiga will ask you for WORKBENCH. At this point the loading sequence is the same as for other types of Amiga shown below.

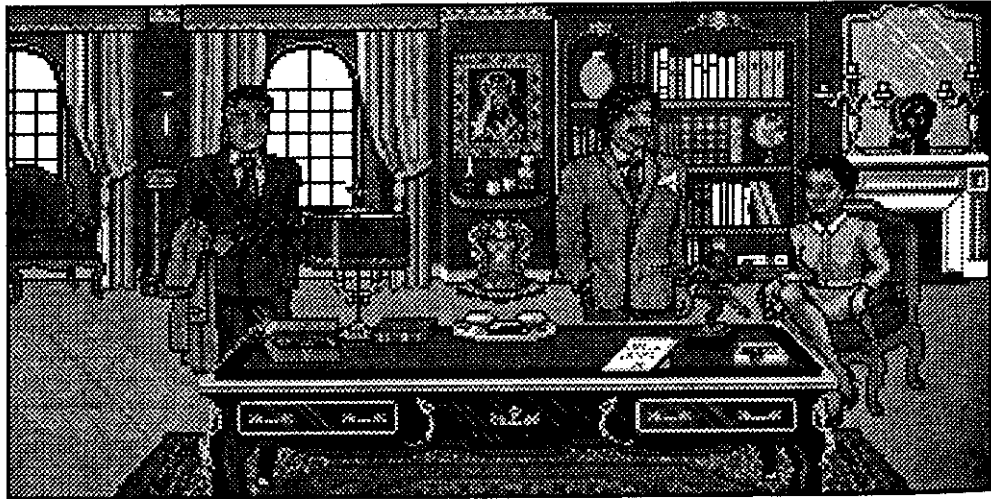
AMIGA 500/3000/2000/1000 (follow above steps first).

At the WORKBENCH prompt, insert the CRIME DOES NOT PAY disk in drive 1 and the game will load.

ATARI ST 520/1040/MEGA ST2 and MEGA ST4 (with TOS in ROM)

Ensure that your computer is switched off and no cartridge is inserted.

Insert the CRIME DOES NOT PAY disk in the first drive and switch on the computer. The game will automatically load.



3 - GAME PLAY

A) CHOICE OF CLAN

At the beginning of the game choose either your Italian or Chinese Mafia partners in crime.

The Chinese Mafia is a more difficult game for which you should master all game commands.

Select your team with the keys <-> (or with the joystick), then press Key 5 to validate your choice.

B) CHOICE OF MEMBERS

The game opens in your Mafia headquarters with your chosen group of Mafia partners.

Each group is composed of three members: the Godfather, the Hitman and the pretty... but dangerous Girl. Each character has specific characteristics. It's up to you to discover them and then, adapt your actions correspondingly.

You may at all times go back to your headquarters and change the active character.

4 - COMMANDS

For all formats:

A) *During the game:*

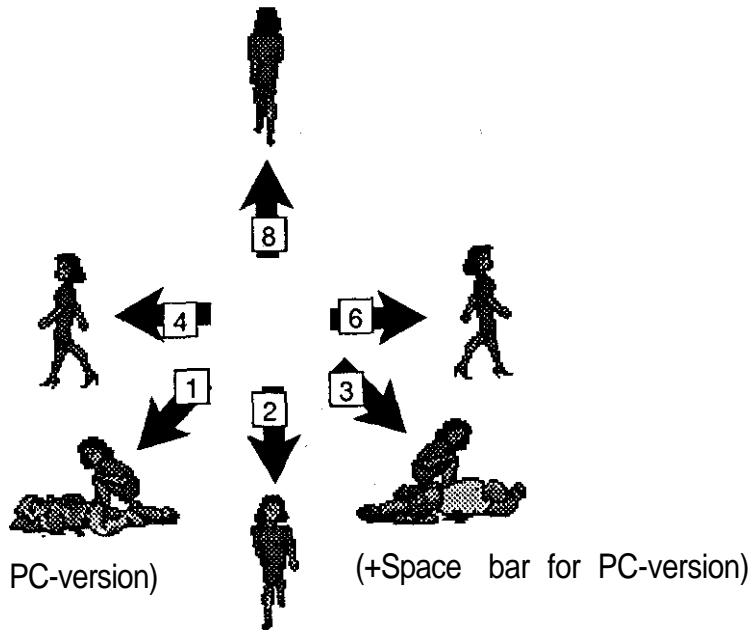
F2 Music On/Off

F10..... Pause

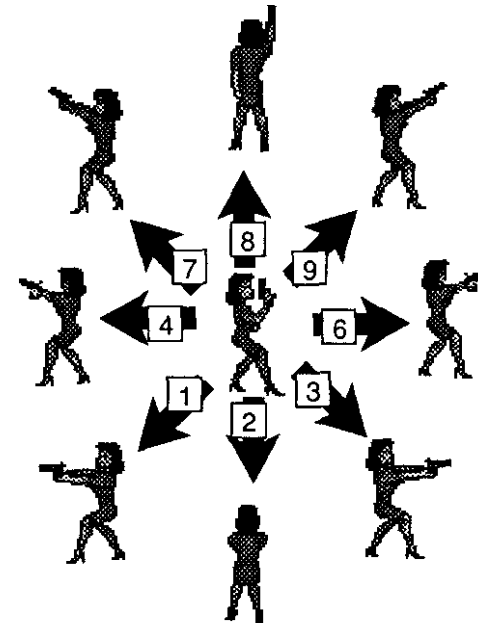
ESC..... Quit/Load/Save the game

5 or Fire Button.... Draw Gun/Holster gun

B) *In the streets of the City:*



To draw your gun, you have to press key 5 or the fire button, To shoot, you have to simultaneously press key 5 and push your joystick as follows:

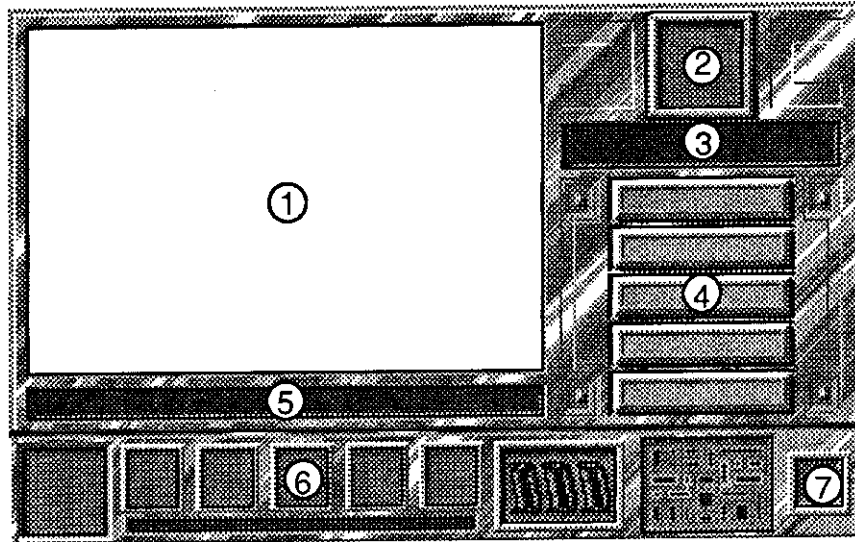


C) *In the rooms of the City:*

- Enter a room:

To enter a room, the character must be in front of the door. *Open* the door by pressing key 8 and key 5 simultaneously (You can push your joystick up and press the fire button to validate your choice as well).

- Interaction with object inside a room:



Place the cursor in window (1) on an object. Move the cursor with the keyboard (arrow keys) or with the joystick.

After placing the cursor on an object, press key 5 (or fire button) to validate your choice...

Then select the required action (TAKE, USE, FRIENDLY TALK, SHOOT, CANCEL) with the “up” and “down” cursor keys.

- For objects you already possess:

Place the cursor in window (1) in an area which has no objects. The cursor can be moved either with the keyboard or with the joystick. Then press key 5 (or fire button) to validate your choice. You may therefore choose one of the 5 objects you possess in your pockets (6) by using the direction keys or the joystick. Choose the required action (4) by using the “up” and “down” cursor keys.

- To converse with someone in a room.

Once you are in a room with another character, you can converse with them. To do this, move the cursor to the head of your interlocutor (his face appears on (2)). Use the action functions as with objects.

- To leave a room

Once you are inside a room, move the cursor to the bottom of the screen; the message “EXIT” appears on the screen (5). To validate your choice, press the fire button or press key 5 while keeping the “Down” cursor button pressed.

D) To save your game

Once your character reaches the streets, press ESC. The following message appears on your screen.

```
Q ..... Quit
S ..... Save
L ..... Load
```

If during the game you found or bought a disk (7), you may save this stage. Each time you save, you require a new disk. There are various disks in the rooms of the town, or you may buy as many as you want at 1,000 a piece.

5 - CREDITS

Game's original design by Corinne & Alexander YARMITSKY

6 - NOTICE

Software copyright 1991 Titus Software Corporation. All rights reserved including the look and feel of the product.

Manual copyright 1991 Titus Software Corporation. All rights reserved.

This manual, this software or any part of either may not be copied, reproduced, disposed, transferred, distributed or reduced in any form or by any means, including electronic medium, or machine readable form, nor may it be transmitted or publicly performed by any means, electronic or otherwise unless Titus Software Corporation consents in writing.

TRADEMARKS

Crime Does Not Pay and Crime Does Not Pay logo are registered trademarks of TITUS Software Corporation.

Titus and Titus logo are registered trademarks of TITUS Software Corporation.

IBM is a registered trademark of the International Business Machines, Corp.

Amiga, Kickstart and Workbench are registered trademarks of Commodore-Amiga Inc...

Apple and Macintosh are registered trademarks of Apple Computer, Inc...

Commodore 64 & 128 are registered trademarks of Commodore Business Machines, inc...

Atari is a registered trademark of Atari, Inc.

Tandy is a registered trademark of Tandy Computer Corporation.

Adlib is a registered trademark of Adlib, Inc.

MS/DOS is a registered trademark of Microsoft, Inc.

WARRANTY:

Titus Software Corporation reserves the right to make improvements to the product described in this manual and to this manual at any time and without notice.

Titus Software Corporation makes no warranties expressed or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose. The manual is provided "as is".

Titus Software Corporation warrants that under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship. Titus Software Corporation disclaims any implied warranties with respect to the media and the software, including warranties of merchantability or fitness for a particular purpose.

Titus Software Corporation provides an unlimited warranty on the recording media. The warranty does not apply to the software programs themselves, which are provided "as is".