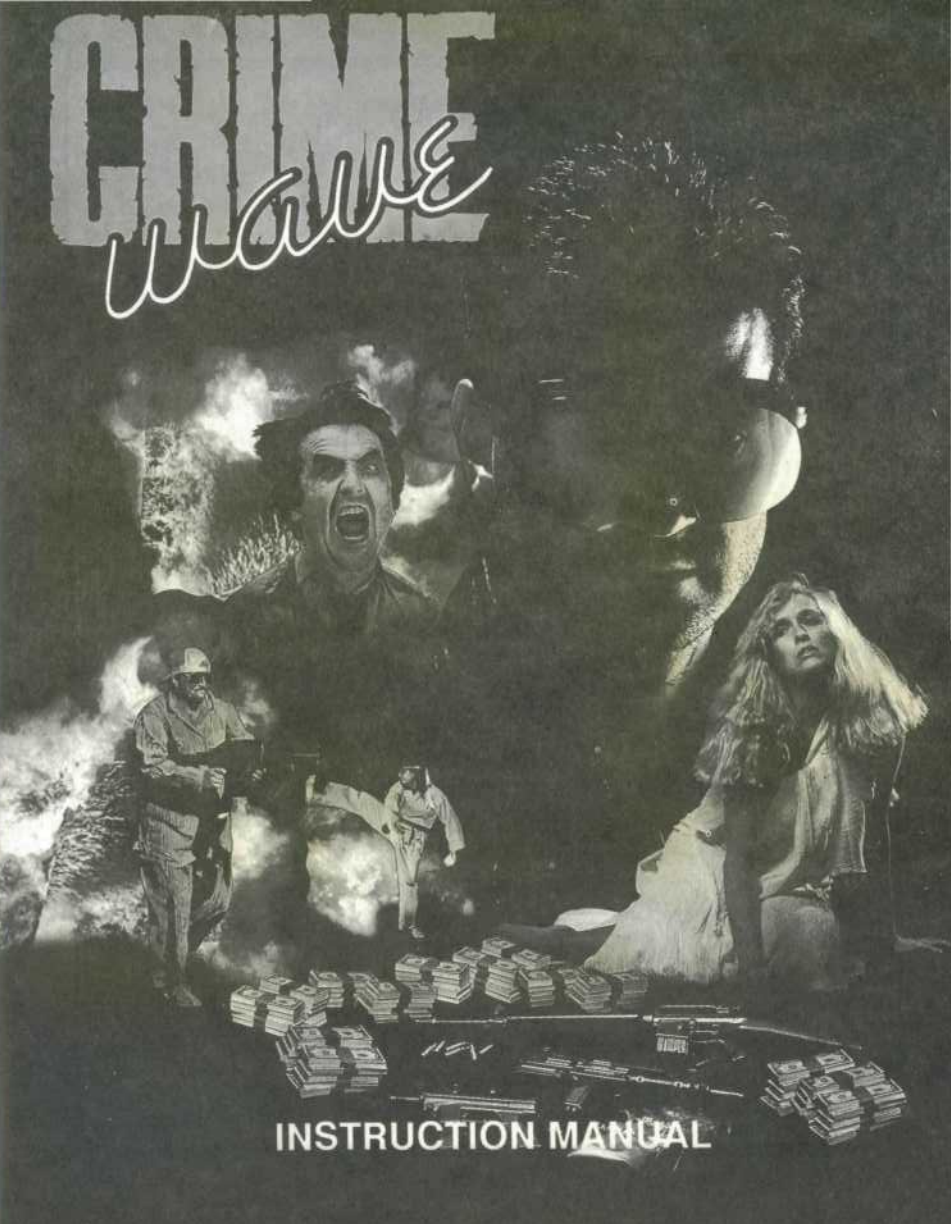


# CRIME

*WAVE*



INSTRUCTION MANUAL

## **ACTION SCENE KEYBOARD CONTROLS**

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### **PLEASE NOTE:**

**SOME KEY COMBINATIONS MAY NOT WORK PROPERLY.**

**Some keyboards do not support all multiple key combinations. If your controls are not working correctly, you can change the key assignments in the following manner:**

**STEP 1. Select GAME OPTIONS from the title screen by pressing "G".**

**STEP 2. Select CONFIGURE KEYBOARD by pressing "2".**

**STEP 3. Follow the instructions in the grey box.**

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**CRIMEWAVE**

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## PC USERS INSTRUCTIONS

### System Requirements

640 K RAM

Hard Disk

VGA, MCGA, EGA or TANDY 16 Color Video

Color Monitor

### Getting Started

Crime Wave must be installed on a hard disk to operate. The full game will require approximately 2.9 meg of disk space. A special installation option is available which will exclude the graphic story segments of the game. This "Short" version will require approximately 1.4 meg of disk space. You must use Method 1 below to install the "short" version of Crime Wave. Both methods 1 and 2 will install the full version.

### Installing Crime Wave on your Hard Disk

#### METHOD 1

STEP 1. Insert DISK 1 into drive A or B.

STEP 2. Type: **A:HINSTALL** or **B:HINSTALL**

STEP 3. Follow the instructions on screen.

#### METHOD 2

STEP 1. Create a subdirectory on your hard disk and call it whatever name you wish (e.g. CRIME).

STEP 2. Copy the contents of all disks into the subdirectory.

### Playing Crime Wave

STEP 1. Go to the drive where Crime Wave was installed. For example, if you told the install program to put Crime Wave on drive C, then type: **C: <enter>**

STEP 2. Type: **CD/CRIME <enter>**

STEP 3. Type: **CW <enter>**

Insert Disk in Drive A, switch on computer, game will Boot and Run Automatically.

## Video Modes

If you are starting Crime Wave for the first time, the program will ask you to select a video mode. The following modes are supported:

### VGA/MCGA 320 x 200 256 colors

Choose this mode if you have VGA or MCGA.

### EGA 640 x 200 16 colors

Choose this mode if you have EGA and a fairly fast machine.

### EGA 320 x 200 16 colors

Choose this mode if you have EGA and a slower machine.

### TANDY 320 x 200 16 colors

Choose this mode if you have Tandy 16 color.

**NOTE:** To change video modes at any time, choose **GAME OPTIONS** from the Title Screen, then select **CHANGE VIDEO MODE** from the menu.

## ATARI ST/AMIGA USER INSTRUCTIONS

### System Requirements

512 K RAM

Color Monitor

One or two floppy drives

### Playing Crimewave

Insert DISK 1 into DRIVE A, if you have two drives insert DISK 2 into DRIVE B. Switch on the computer. The game will load automatically

### Information

If you're running Crime Wave for the first time, be sure to select the **INFORMATION** option from the Title Screen. This will acquaint you with features and changes that may not be contained in this manual.



## Story Scene Controls

During the story segments, the following controls are active:

FUNCTION	KEY
Finish Text Bubble (I'm done reading, go on)	Space Bar
Skip To Next Action Scene (Bypass story from here to next Action Scene)	"S"
Repeat Animation (Press while animation is in progress)	"R"
Pause/Unpause	"P"
Quit Game	"ESC"

## GAME OPTIONS

### For PC

The following options are available by selecting **GAME OPTIONS** from the Title Screen

#### Adjust Sound

Lets you turn the sound off during selected portions of the game. RealSound uses a large amount of CPU time and can cause sluggish game play on slower machines.

#### Configure Keyboard

Lets you re-assign the keyboard controls for the **ACTION SCENES**.

## Change Video Mode

Sets the game's video to one of 4 possible modes.

## PLAY SHORT VERSION

This skips the animation sequences and just plays the action scenes.

## GAME OPTIONS

### For ST/AMIGA

**SOUND** on/off turns sound effects on or off.

**50-60 Hz** shows current display mode, and on ST allows user to toggle.

**# OF DRIVES** allows users to change # of drives installed.

**SHORT-LONG PLAY** This allows the user to skip animation sequences and just play the action scenes.

## SCENARIO

A powerful crime syndicate has taken over large areas of our major cities, turning them into vast criminal wastelands.

Arson, extortion, drug distribution, murder and now... terrorist abduction! You have just learned that they have taken the president's daughter and are holding her and our country hostage.

**YOUR PURPOSE:** To wipe out this criminal organization and rescue the president's daughter. Even with the most sophisticated assault technology available it won't be easy. You are the only one that can save the country from this sinister infestation...

## COPY PROTECTION ALL FORMATS

After the game has loaded you will be asked a question similar to the example below.

On Page 6 under the heading GAMEPLAY what is the EIGHTH word?

Type in the word located at the stated position and press ENTER. The correct word will allow you to play the game.

## GAMEPLAY

You start the game with five lives. The game is over once all of your lives have been lost or you have rescued the President's daughter. Extra lives are awarded on achieving a pre-defined number of points. Lives can also be found throughout the playfields as you progress through the game. With each life comes a shield. This shield level is drained as you are hit by the enemy. When the shield is depleted the life is lost.

You are equipped with the most advanced assault technology. Your weapon is a combination machine gun and rocket launcher. You can also obtain other weapons in certain playfields as you advance through the game. These weapons can be used for a limited amount of time. You have a large variety of movements that allow both offensive and defensive tactics. See the section on **ACTION SCENE CONTROLS** for more details.

## Objects

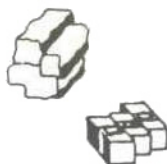
You can pick up objects throughout the game. Objects are dropped by the enemy and can be found under crates, barrels, etc. or can be activated by shooting secret switches.



**Five-Shot Machine Gun.** This weapon discharges five shells at once.



**Ball Blaster Gun.** This weapon fires a single burst that explodes and sends out small projectiles covering a 360 degree radius.



**Drugs and Money.** You receive points immediately for picking these up and they will also be added to the totals on the Command Center. At the end of play you receive an additional bonus for confiscating these items. The goal is to keep the M.O.B. from using these for their Master Plan.



**Machine Gun Ammo.** Picking up Ammo increases your supply. The amount you currently have is indicated on the Command Center.



**Rocket Launcher Ammo.** Pick these up whenever possible. Entering the higher levels with a low supply of rockets is certain death.



**Energy.** Picking up energy icons will restore your shield level back to full power. These can be used strategically for maximizing points. Be careful not to wait too long as objects stay on screen only a limited time.



**Lives.** Extra lives can be found in various places throughout the playfields. Memorize where these are as you will need many of them to complete the game.

## Bonus Rooms

Bonus Rooms start appearing in the Ghetto. They can be found in all playfields between the Ghetto and the Drug Factory and are indicated by a flashing green arrow above the door. Bonus Rooms were devised by a mentally unstable scientist working for King Pin. They contain lethal laser beam sequencers and kinetic death pads. They are essentially puzzles to solve. Many needed supplies can be found here and you will be amply awarded with points for the risk. Be cautious though, it will take some practice before these rooms are mastered.

## Scoring

Eddie The Lump	500 points
Crack Mack	1000 points
The Evil Ninja	2000 points
Tiny	2000 points
Mounted Wall Cannons	2000 points
Money and Drugs	2000 points
Crates, Barrels and Boxes	500-2000 points
Bonus Room Sequences	3000 points
K909	5000 points
King Pin	25000 points

\* Bonus points are awarded for each level completed

\* Extra Lives are awarded for accumulative points

## HINTS AND TIPS

Crouching is the most effective way to maneuver and survive.

If you are having trouble staying alive, shoot barrels, crates, etc. with your rocket launcher or multiple times with your machine gun to uncover the objects underneath. There are extra lives, energy, ammo and more under these items.

The Evil Ninja's weapons have homing capabilities and are extremely deadly. You can guide them into surrounding objects or avoid them until they go away.

Look for weapons with extended capabilities in the higher levels. These will increase your offensive capabilities.

Be cautious of enemies shooting from train windows and from the top of subway cars. These can be destroyed by moving as close to the wall as possible, then jumping and shooting. These same tactics can destroy Wall Mounted Cannons found in the factories and Bonus Rooms.

## ACTION SCENE CONTROLS

During the action scenes, the following controls are active:

FUNCTION	PC	ST/AMIGA
1 FIRE LARGE WEAPON .....	Space Bar .....	Space
2 FIRE SMALL WEAPON .....	"E" and "R" .....	Alternate
3 CROUCH .....	"tab" .....	Left Shift
4 JUMP .....	"+" and "enter" .....	Control
5 WALK RIGHT .....	"→" .....	→
6 WALK LEFT .....	"←" .....	←
7 WALK UP .....	"↑" .....	↑
8 WALK DOWN .....	"↓" and "5" .....	↓
9 PAUSE/UNPAUSE .....	"P" .....	P
10 QUIT GAME .....	"ESC" .....	ESC

### PC USERS NOTE:

Controls 1 through 8 can be assigned to other keys and to multiple keys (on PC) if you wish. Simply select the GAME OPTIONS from the Title Screen and then select CONFIGURE KEYBOARD. (Be sure not to use "P" or "ESC" when re-assigning keys.)

### ATARI ST/AMIGA USERS NOTE

In addition to the above controls, if you are using a joystick, the following are applicable:

Tapping the joystick up allows you to jump

Tapping the joystick down allows you to crouch

Tapping the joystick down again allows you to stand up (after crouching).

A long press on the button will fire a small weapon.

A tap on the button will release a large weapon.



## **PROBLEMS? PC VERSION**

### **Slow game play**

If you're experiencing slow or sluggish game play, you have a slow computer or a slow video card or both. Try the following:

### **VGA/MCGA/TANDY**

Turn off RealSound during the action scenes.

(Select GAME OPTIONS from the title screen, then select ADJUST SOUND)

### **EGA**

1. Change video mode to 320x200. Although the 640x200 mode looks better, it is slower. (Select GAME OPTIONS from the title screen, then select CHANGE VIDEO MODE.)

2. Turn off RealSound during the action scenes. (Select GAME OPTIONS from the title screen, then select ADJUST SOUND)

### **Program fails to operate properly**

1. Turn off the computer, re-boot and try again.

2. Remove all memory resident programs. Crime Wave requires 640k to operate.

3. Make sure you have installed Crime Wave on your hard disk.

4. Call our Customer service dept. at (800) 800-4880 or (801) 359-2900.

## **REALSOUND™**

Since its introduction the tiny speaker on the IBM PC has limited the microcomputer to beeps, buzzes and clicks. Music, speech and sophisticated sound effects were only possible on computers with more robust sound systems...until now!

RealSound is a Patent Pending technological breakthrough that allows your PC to playback hardware quality digitized sounds such as speech, music and sound effects without adding any hardware. This is the first time anyone has been able to produce realistic sound on the PC with software alone.

### **How did the sounds get on my disk?**

The sounds you hear in this program were recorded in a recording studio or on location using some of the most advanced recording equipment available. The master recordings were then electronically enhanced. The audio tapes were digitized on custom hardware and then computer edited for inclusion in this program.

### **Does realsound work with any PC?**

RealSound works in any IBM compatible computer with a built-in speaker. If it beeps when you turn it on, then it is compatible with RealSound.

### **How about sound quality?**

As a general rule any PC will reproduce good quality sound. However, machines with a clock speed of greater than 4.77 MHz (such as a turbo) will have slightly higher quality.

### **It sounds louder on my neighbor's computer than mine...Why?**

Computer manufacturers have long felt that it was impossible to provide digitized sound through their systems and thus have not paid much attention to the placement of the tiny internal speaker.

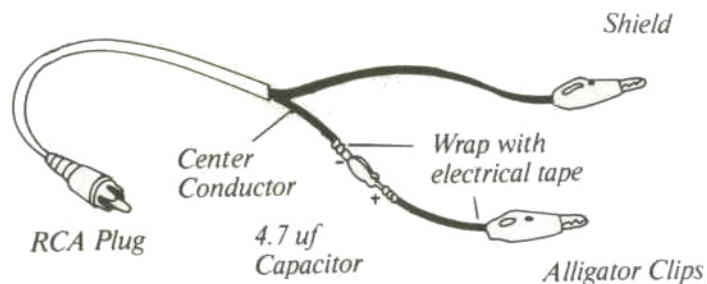


The volume will be determined by the speaker placement, the location and size of vent holes provided for sound, and the speaker enclosure. If sound is especially low in volume, you might even consider replacing the speaker with a 3½" speaker. It is a fairly easy project.

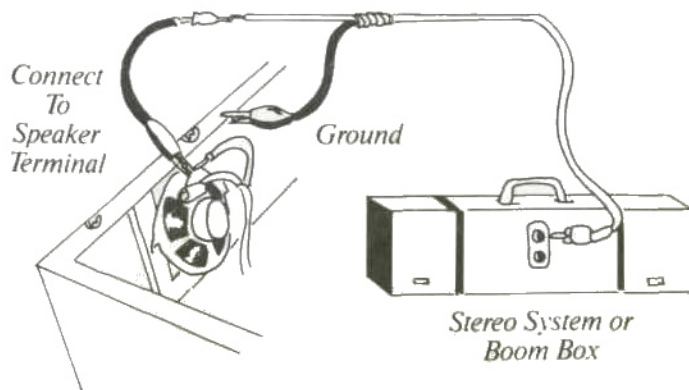
**Can I connect the sound to my stereo system?**

Yes! By connecting a special cable between your computer's internal speaker and the auxiliary input on the stereo system or boom box, you will greatly improve the quality of the sound and the volume. (Remember the speaker in the computer is only a 2 inch speaker.) See diagram. Unplug the computer, then connect the cable. Be very careful when connecting this cable as improper hookup may damage the computer or the stereo system!!! Turn on system, then run the program. If sound does not come from stereo — move the alligator clip on the speaker to the other lead.

**USER BUILT CABLE**



**HOW TO INSTALL CABLE**



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## LUCAS McCABE

McCabe is a former detective who worked for the NYPD until a vindictive crime boss executed his wife. Now McCabe uses his special talents to deal with slimy crime and drug lords in his own fashion. Supported by a top-secret Federal Government Task Force, McCabe battles corruption on the street and in police and government agencies.

## BRITTANY COLE

Daughter of President Edward Cole, Brittany is a streetwise, Harvard-educated attorney who frequently runs afoul of her father and his administration for her stands on human rights and environmental issues. When news of her kidnapping broke, several members of the president's staff whispered "good riddance".

Fiesty, smart and aggressive, the crime lords may have a much more dangerous package than they bargained for . . .



## KING PIN

Background information on King Pin is sketchy. As a hit man for one of the big crime families, he rose to the top of the drug syndicate and then ruthlessly and systematically eliminated the competition. Now at the pinnacle of his power, informants believe he is planning a major criminal operation against the government.