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## NOTES



**Warranty**

If this product is found to be defective, Interplay will replace it, free of charge, upon receipt of the product, postage paid, together with proof of purchase.

**Lifetime Replacement Service**

If the CD or media is damaged by the user or through wear and tear, we can provide a replacement on receipt of the damaged media, together with a cheque or postal order for £5 towards the cost of the replacement, postage and packaging.

Interplay disclaims all responsibility for incidental or consequential damages.

These statements do not affect your statutory rights.

Please send returns to:

Customer Services – Returns,  
Interplay Productions Ltd, Harleyford Manor,  
Harleyford, Marlow, Buckinghamshire  
SL7 2DX, United Kingdom

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**Notice**

Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

**INSTALLING THE GAME**

- 1 Start the Windows® 95 operating system.
- 2 Insert the Crime Killer CD into your CD drive. The Autorun menu will now appear.

**NOTE:** If the Autorun menu does not appear, double-click the My Computer icon on the Desktop. Now double-click the icon corresponding to your computer's CD drive. The Autorun menu will now appear.

- 3 Follow the on-screen instructions step by step.

**UNINSTALLING THE GAME**

- 1 Insert the Crime Killer CD into your CD drive. The Autorun menu will now appear.
- 2 Select UNINSTALL.

**NOTE:** If the Autorun menu does not appear, double-click the My Computer icon on the Desktop. Now double-click the icon corresponding to your computer's CD drive. The Autorun menu will now appear.

- 3 Follow the on-screen instructions step by step.

**RUNNING THE GAME**

- 1. Start the Windows® 95 operating system.
- 2. Insert the Crime Killer CD into your CD drive. The Autorun menu will now appear.

**NOTE:** If the Autorun menu does not appear, double-click the My Computer icon on the Desktop. Now double-click the icon corresponding to your computer's CD drive. The Autorun menu will now appear.

- 3 Select PLAY GAME.

**MACHINE SPECIFICATIONS**

**Operating Systems**

Windows® 95  
DirectX version 6

**Minimum System Requirements**

Pentium 166 CPU  
16Mb RAM  
4x CD-ROM drive  
4Mb Video Card (DirectX compatible)  
Sound Blaster or compatible Sound Card  
3Dfx/PowerVR

**Maximum System Requirements**

Pentium 200 CPU  
32Mb RAM  
8x CD-ROM drive  
4Mb Video Card (DirectX compatible)  
Sound Blaster or compatible Sound Card  
3Dfx/PowerVR



## THE FUTURE PLACE

"The world of tomorrow turned out to be just like the world of today. Sure, some things have changed. After the escape of the Petrol Bug a few years back, technology 'kinda took a side-step. It turned out some eastern company had created a new kind of super light-powered battery pack. When the petrol vanished, they started using these power packs to run practically everything. Cars, factories - even food mixers! Then they started making real-life, honest to God ray guns, and things really went wild.

See, all the wealth and power was now going into the various companies that grew up round the power packs. The original governments and ruling powers had always lived off the backs of the old industrial economy, and with that out of the way they were near dead. Crime became rampant throughout the cities. This was partly due to the new technology they could get their hands on, but mostly because the cities couldn't afford to run the police departments anymore.

For a while there, things started to look really bad. Until last year, when the URIEL Consortium bought the City Police Department and let them back out onto the streets complete with trademarks and a logo. URIEL had been the founding father of the company which had accidentally created the Petrol Bug, so I guess they were just trying to make amends. Whatever. Now

the cops are just as well armed as the criminals and a full scale war is going to break out between law and lawlessness."



## CONTROLLING YOUR VEHICLE

You can customise your keyboard configuration but the default settings are as follows-

|                     |                |
|---------------------|----------------|
| Steer Left          | - Left Cursor  |
| Steer Right         | - Right Cursor |
| Scan                | - Left Shift   |
| Rear View           | - Page Down    |
| Accelerate          | - Up Cursor    |
| Brake               | - Down Cursor  |
| Special Move        | - Spacebar     |
| Wing Height Toggle  | - A            |
| Pursuit             | - Left-CTRL    |
| Fire Primary Weapon | - \            |
| Pacifier            | - Z            |
| Special Weapon      | - X            |



## Technical support

If you have any problems while installing or using this game, please follow the steps below.

1. Check the readme file supplied on the CD
2. Make a note of any error messages
3. Check the Interplay web-site <http://www.interplay.com> for details of known problems, updates and patches.
4. Call the Interplay Europe customer services team on: +44 (0)1628 423723

For some problems we may need to refer you to your hardware supplier. For hint information please use the number in the following section.

## Hints, tips, and gameplay help

If you need a little help or a few hints to help you through, please contact our hints line on:

**0839 662666 (UK ONLY)**

If you are under 18 please seek the permission of the person paying the telephone bill. Calls are charged at 50p per minute at all times.

## Finding out more

You can find out more about Interplay games on our web site <http://www.interplay.com>

You can also order games, hints guides and merchandise through our direct sales team on +44 (0)1628 423723.

You can also contact us by: **email:** [Europe@interplay-uk.com](mailto:Europe@interplay-uk.com)  
**fax:** +44 (0)1628 423 777

or write to us at:

Customer Services, Interplay Productions Ltd  
Harleyford Manor, Harleyford, Marlow  
Buckinghamshire, SL7 2DX, United Kingdom

## Interplay's World Wide Web Site

"Welcome to the Interplay Web! As a company dedicated to providing innovative, high quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is designed to provide a wealth of information and opportunities to you. As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games.... and what you don't like about them ! Enjoy your visit to our web site, explore all the different areas we have to offer, and come back soon. Keep checking us out as we introduce new and exciting areas for you to experience.

Once again, Welcome !"

Brian Fargo

**WWW.INTERPLAY.COM**





## CREDITS

### INTERPLAY EUROPE PRESENTS A PIXELOGIC GAME

#### For Pixelogic:

Lead Programmer Chris Butler  
Programmer Martin Fowler  
Game Designer Bryan Reynolds  
Lead Artist Richard Richter  
Artist Bryan Reynolds  
Robin Ball  
FMV Artist Patrick Ward  
Sound Effects Soundwaves (UK), Sound Concepts - Sound Creations 01926 612345

#### Music

Babel Chase  
So Kool Akuzzed One  
Crime Killer Vicious Circle  
Violater Playboy  
Robbuz Outlaw

All tracks written and produced by Minuteman. Minuteman are Martyn Walsh, ex-Inspiral Carpets bass player, and Daren Mahomed, ex-studio engineer and prime mover in the early Detroit techno scene. They met on Dartmoor in October 1996 at the KLF Sonic Tank Extravaganza. Their first release - Signal To Noise EP - is available now on Tantrum Records.

Additional Music "Killa" - Ian Boddy

#### Conversion By Extreme FX:

Lead Programmer - Richard Carless  
Assistant Programmer - Stuart Middleton  
Assistant Programmer - Steve Keen  
Artist - Adam Batham  
Artist - Jason Skinner  
Producer - Scott Phillips  
Development Director - Paul Barnett

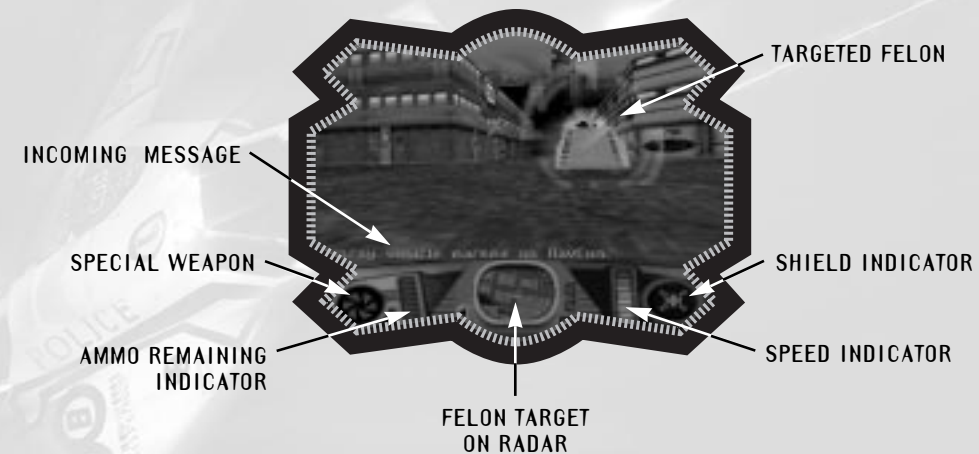
#### Credits For Interplay Europe:

European President - Peter Bilotta  
European Development Manager - Tony Bickley  
Producer - Sarah Thompson  
Localisation Manager - Neil McKenna  
Game Designer - Dan Kingdom  
Technical Resource - David Kinsella  
Co-ordinator - Steve Foote  
Senior Graphic Designer - Phil McDonnell  
QA Manager - Phil McDonnell  
Software Co-ordinator - Jamie Toghill  
Testers - Nathan Evans  
Phil Matthews  
Jock Campbell  
Lara Sweeney



An a.c.e manual

## GAME SCREEN



## MAIN MENU

Use the Cursor Keys to highlight required options. Press the **ENTER** key to confirm. Press the **ESCAPE** key to return to the previous menu.

#### Note:

The game will automatically enter the demo mode if no selections are made. Press any key to return to the main menu.

- Start Game - A brief cinematic sequence will play, taking you into the first mission.
- Load Game - Use this to continue playing from a previous game.
- Options - Use the Up / Down controls to choose an option.
- Credits - Press Escape to exit the credits movie.

## OPTIONS

- Controller Setup - Allows you to redefine the default keyboard configuration for controlling your vehicle.
- Sound Levels - Allows you to adjust the in-game sound and music levels.
- Language Selection - Allows you to choose from the game language settings.
- Music Selection - Allows you to choose from the in-game music tracks.



## PLAYING THE GAME

Selecting Start Game will take you in to the first mission, where you will be in control of the Patrol Car. Take a few minutes to get used to the controls and learn the lay out of the city block. When you feel ready, activate your police scanner by pressing the Left-SHIFT key (default settings). If there are any reported crimes in the area, a target will appear on the dashboard display. If no targets appear, drive to another area and try scanning again. Once you have a target, carry out the orders sent from police dispatch. When you successfully completed the order, re-activate your scanner for the next potential felon.

## WEAPONS

Your police vehicle will come supplied with a variety of weapons, ranging from standard issue and passive systems, up to ammo-hungry special issues. As you play, more weapons become available.

### Auto Cannon

The standard, all vehicle weapon. Useful for taking out targeted felons without endangering too many innocent civilians.

### Pacifier

Used as a non-violent pacifier, this projects ultra-low frequency sounds at targets. This not only disrupts electronic systems but also induces unconsciousness in vehicle passengers.

### Vulcan Cannons

Powerful, yet restrained. These will bring down most of the normal felons you will encounter while on patrol.

### Flechette

The more powerful brother of the vulcan cannon. Useful against particularly uncooperative felons.

### Mass Driver Cannon

The MDC is high-penetration weapon, allowing for maximum damage to be inflicted on armoured vehicles.

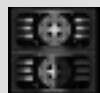
### The Cluster

launching a spread of small, Hi-Explosive shells in front of the police vehicle, this weapon can ensure a wide area of contact. Useful for taking out group targets.



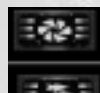
## PICK-UPS

Available from Police Drop-ships, when destroyed, these can contain;



### Shield Pickup

Restores your vehicles armour level.



### Weapon Pickup

Replaces your vehicles special weapon.



### Ammunition Pickup

Replenishes your special weapons ammunition level.

## LOAD/SAVE INSTRUCTIONS

After successfully completing one of the missions, before proceeding to the next mission, a screen will appear, which will prompt you to save the current game position. You have a choice of one of five slots that you can save your game to. You have to select one of the slots and then press **ENTER** to save the game.

To load a previously saved game, from the Main menu you must go into the Options menu and select Load Game. You will now be able to select to load your saved game.

