

User's Manual PayDay!

Money, money, money, money, money, money, money...

You want more money??

The hunting for juicy money is gonna begin.

Just make the best of every dirty trick beyond your wildest dream.

Get rid of your opponent and become the king of the streets.

Come and prove how good you are.

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1. System Requirements

Operating System:	Microsoft Windows 98/ME/2000/xp
CPU:	Pentium/Athlon
Memory:	64MB
Resolution:	640x480 HiColor
System Requirement:	DirectX 7.0 compatible
Display mode:	SVGA
Controls:	Keyboard and mouse
Hard Disk:	600 MB
Players:	1 / 4 Network Players
Optional:	Network Adapter (needed for multiplayer games)

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2. Installation

1. Place the game CD into CD-ROM drive and wait for the installer to launch.
2. Didn't see the installation screen? It's okay. Double click on the CD-ROM icon to open the content of game CD. Let's launch the installer manually.
3. Double click on Install.exe to launch the installer. (See fig 1)
4. There are 4 options here:

Install	Install game files to hard disk
Uninstall	Remove game files from hard disk
Link	Visit the website of Ace Platinum Family
Exit	Leave the installer



<Install.BMP>



Setup2.bmp

Note that if you run the installer for the first time, Uninstall option will not be available. In other words,

once you have installed the game, you will see the Play option in place of Install option. You can click on it to start the game. The Uninstall option now also becomes available.

5. Let's move on... Click on Install to install the game. After some sequences of screens, the installer will prompt you to choose where to install the game files, as illustrated in fig 2. Just to remind you: It's better to choose a disk with larger space.

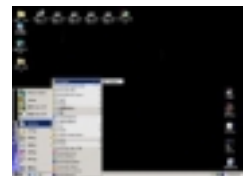
6. Click on "next". Installer will now ask you to choose a program folder to store the game files. But what is a "program folder"? It's okay if you don't understand. Just click on "next" to accept default values.

Note: After you installed the game, click on "Start" from desktop, and then "Program Files". See? The name you specified in "program folder" will be displayed here.



Setup4.bmp

7. After the installer has finished installing game files, click on "Finish" and the game will start automatically.
8. Next time when you want to start the game, either click on "Play" from installer, or click on "Start" from desktop, then "Program files", and then "Ace Platinum Family" (or whatever name you specified during installation). Click on "PayDay" to start the game.



Setup5.bmp

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3. Controls

Too lazy to read the instructions?

Good. Just keep the following three rules in mind. I can assure you that you can make out most of controlling methods even if you skip the detailed instructions.

Click on objects or buttons	-> Left Click
Attack	-> Left Click
Use Item	-> Right Click

Then, catch a glimpse of the following listing. That's it.

Main Menu**Start a New Game (New)****Choose a character**

-> Solo mode. Start the game from the first scenario "Training Ground".

-> Choose a character from 12 of them. Note that new players can only choose SpeedDJ in the beginning. As you play the game for some time and accumulate more fortune, your choices will become more.

Left click to accept this character and the game begins.

Enter Password (Code)

-> Load a solo game. After clicking on this option, the most recent level password you have received will appear. Left click on any one of these level passwords to load the game. If you want to load the game from other level passwords, just click on the arrow keys at the upper left corner of the screen to browse them. You can also obtain a level password from others and type it here. All the status will remain the same except that your inventory will be empty.

Network Game(Net)

-> Play the game over network. If you click on this option for the first time, you will be prompt to enter player's basic information.

Name

-> Your real name or nickname. It must be unique across the network for the game server to identify each player. You must specify a name here.

Password

-> Network password. Name and password must be an exact match to load previous game data from the server. Otherwise, you will be treated as new player.

E-mail

-> E-mail address. It is here just for the sake of convenience if you want to contact with each other through e-mail. This field is optional.

CD-Key

-> You must enter the correct serial numbers accompanied with the game CD you purchased to play network game.

When everything is done, you can enter the chat room now. Note that every first-time network player will get a bonus of 100000 dollars issued by the system.

Sound Volume Control

-> There are two rollers at the bottom right of the screen. The upper one controls the sound volume. Right click on the upper part of the roller to decrease sound volume, and lower part to increase sound volume.

BGM Volume Control

-> The lower roller controls the BGM volume. The operation is the same as sound volume control.

Power Switch

-> Left click on the button at the bottom right of the screen to leave the game and get back to Windows.



Main_menu.BMP

Chat Room

Arena -> It is the label at the top of the screen. There are six different arenas.

Local -> Without connecting to the game server, you play the game in local area network.

General-> It's the starting place for beginners with wealth between 100.000 to 1.000.000.

Loser -> It's the hangout for pathetic losers with wealth less than 100.000.

New Money-> People with wealth between 1.000.000 to 100.000.000.

Rich Man -> Billionaires with wealth over 100.000.000. They are ruffians of the ruffians.

Top 10 -> Top 10 champions on the game server.

Challenges-> Dare to challenge the top 10 champions? Just leave a message here and your wishes will be granted...

Bear in mind that you can switch yourself to poorer arenas, but not the richer ones.

Dialog Box -> Dialogues in this chat room will be displayed here. Right below it is the place where you type what you want to say.

Player Listing-> The list shows the name of players who haven't join any game.

Campaign Listing-> List engaging campaigns that are ready to fight (white) or have already begun(green).

Open a New Game (New)-> This option is only available for those who are still on the player listing. After clicking on this option, a new campaign will appear in the campaign listing, and this option will switch to "Start" automatically.

Start a Game (Start)-> When all participants of a campaign are ready to fight (there will be an OKbutton), click on this option to start a campaign.

Join a Game (Join) -> This option will be available when you click on a ready campaign (green).Left click on it to join the game.

Prepare yourself (Ok)-> Choose a character and click on OK. Another small OK button will appearafter the listing.

Choose a Character-> Choose a character to represent you. Left click on the arrow buttons to browse.

Choose a Scenario-> Left click to browse different scenarios. Only available for game openers.

Wealth-> Display how wealthy you are. Newcomer will get a 100000 bonus issued by the system.

EXIT -> Back to the main menu.

Shop

Wealth -> How much money you have looted so far

Merchandise -> It is located at the left side of the screen. As long as you have enough money, click on whatever you want and it will be yours.

Inventory -> It is located at the center of the screen. Click unwanted item to sell it to the merchant.

Description -> Move the mouse cursor over an item and a short description will be displayed here.

Exit -> It is located at the upper right of the screen. Left click on it to proceed to the next level.

Screen Layout

It consists of five parts.

一. Information and System Panel

1. **Character Info** Current attributes of this character. Left click on it to switch to overview map.
You can also move it to anywhere you like by left dragging it.
2. **Overview Map** It gives you the idea of where you are. Left click on it to switch to Character Info.
3. **Health and Emotion** Click on the button on Information and System Panel (either up or down) to pull out this panel. Click again to push it back.
4. **System** Click on the button on Information and System Panel (either right or left) to pull out System panel. Click again to push it back. You can also move the mouse cursor away to see it fading away. The options from top to bottom are:
 - a. **System -> Sound** Adjust the volume of BGM and sound by left dragging the slider on the panel. The musical note represents BGM and the horn represents sound.
 - b. **System -> Reset** Restart this level.
 - c. **System -> Quit** Quit current game and go back to main menu.
5. **Mini Panel** Is the Information Panel a little too big for you? Click on the “-“ button on the Information and System panel..... Isn't it cute! The options from left to right are:
 - a. **Mini Panel -> Maximize** Left click on it to restore the panel to its default size.
 - b. **Mini Panel -> BGM & Sound** Just like the one in System Panel except that it is horizontal.
 - c. **Mini Panel -> Restart** Restart the same level.
 - d. **Mini Panel -> Quit** Quit current game and go back to main menu.

二. Inventory

It is located diagonally beside the Information and System Panel. It consists of three parts:

1. **Weapons:** These are horizontal slots that you can place guns and ammos. There are 15 slots. The ammo you are using will be placed in the first slot. You can choose any type of ammo you prefer, or let the system make the decision for you automatically when you take a shot.
2. **Items:** These are vertical slots that you can place things other than guns and ammos. There are also 15 slots. The item you are using, such as armors that can increase your defensiveness, will be placed in the first slot.
3. **Firearms:** It is the slot located in the intersection weapon and item slots. It is the gun you are using.

≡.Dialogue Box

When playing a network game, you can type words here to chat with other players. Just type anything as you do in common Windows environment. They almost work the same way.

四.Wealth

It shows how wealthy you are at the present time.

五.Quick Help

When the mouse cursor moves over an item of interest or a game interface, a short description about it will be shown here.

Action

- Run -> Hold down mouse right button
- Pick Up -> Right click on flashing objects around you. If they are too heavy or too far away, you can not pick them up.
- Disarm Trap -> Right click on any visible trap, no matter whom it belongs to.
- Search -> Double right click and hold down the button to reveal traps.
- Melee -> Left click to attack with fist and feet. The gun slot must be empty, and you must be close enough to enemies. The gun slot is located in the intersection of weapon and item slots.
- Fire -> Left click to fire a gun. You must place a gun first in the gun slot, and keep a distance from the enemies.
- Throw -> If you have picked up something, just left click to throw.
- Jump -> Click the mouse middle button, or the up arrow key on the keyboard..

Manipulating Inventory

Basic Concept

- Open / close inventory -> Left click on the first slot of item or weapons slots.
- Lock inventory -> Open the inventory and left click on the lock icon at the end of inventory.
- Browse inventory -> Open the inventory and left click on the triangle icon at the end of inventory.

Manipulating Items

- Use an item -> Right click on the item.
- Use an item on a specific spot -> Right drag the item to the spot you wish to use on. But you cannot use a weapon that way.
- Equip items or ammos -> Left click on any slot other than the first one.
- Drop an item -> Left drag the item to anywhere other than item slots.
- Swap location -> Left drag the item to any other slot (But don't do anything like dragging a firearm to an item slot. It won't work of course.)
- Drop an item with quantities -> Left click on the item and hold down the Shift key simultaneously to determine the quantity. The longer you hold down the Shift key, the quicker the quantity increases.

4. About Characters

There are 12 participants in the annual Hooligans Competetion this year. They are abnormal to the utmost extent. They will do whatever they can just to achieve their goals.

When you play the game for the first time, SpeedDJ is the only character you can choose. As you progress in this game, the character you can choose from will be determined by how much money you have. In other words, each of them has different personal value.

Every character guards a level. As a rule of thumb, you will never encounter the same character you are playing currently.

Now let me introduce you the participants of this year.

1. [SpeedDJ](#)
2. [Elisabeth 3rd](#)
3. [Clown](#)
4. [MicroDogless](#)
5. [Patrick](#)
6. [Milka](#)
7. [Game Over](#)
8. [SleeplessMadam](#)
9. [PumpKing](#)
10. [Lunakittic](#)
11. [BloodyMary](#)
12. [Zodiac](#)

—. SpeedDJ

Name: SpeedD.J Sex: ♂Male
 DOB: Jul 2 Cancer Age: 20
 Height: 179CM Weight: 68kg
 Habitat: Queens, New York
 Job: None

Hobby: Shining his car in front of the shopping mall. (Maybe because there are many audience), But one thing worth mentioned here is: you can watch, but you cannot touch. He will lose his sanity in no time when you are trying to do that.

Pet Phrase: "Shit Man..."

Personality: Swift, energetic, and good at firearms. He is the most normal human being of all participants.

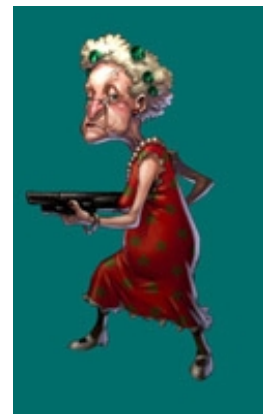


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二. Elisabeth 3rd

Name: Elisabeth 3rd Sex: ♀Female
 DOB: Oct 10 Scorpio Age: 83
 Height: 150CM Weight: 45kg
 Habitat: Old apartment in Brooklyn, New York
 Job: Landlord
 Hobby: Jab the bums with umbrella alongside the streets.
 Pet Phrase: God damn it!!
 Personality: Stingy, greedy and endless cursing



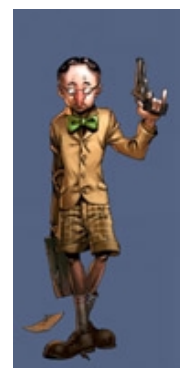
三. Clown

Name: Ugly Clown Sex: ♂Male
 DOB: Jan 1 Capricorn Age: N/A
 Height: 130CM Weight: 130kg
 Habitat: The circus that travels around the world
 Job: Clown (Manager of the circus)
 Hobby: Makes every child feel creepy about clowns
 Pet Phrase: “Ta ta” – the sound of chimes
 Personality: He vows to entertain the world with his bad jokes and scary faces shocking all people around.



四. MicroDobless

Name: Micro DogLess Sex: ♂Male
 DOB: Sep 9 Virgo Age: 38
 Height: 165CM Weight: 59kg
 Habitat: The suburbs near New York
 Job: Programmer
 Hobby: Develop computer virus
 Pet Phrase: “Hmm...” (Note: Whoever blames him with anything, Micor DogLess always stares his shoe toe with a dismal look on his face and murmurs “Hmm...”)
 Personality: Unhappy white-collar worker who goes nearly cracked up. He is burdened with so huge workload that he can barely catch his breath.



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五. Milka

Name: Milka Sex: ♂Male
 DOB: Feb 18 Pisces Age: ??
 Height: 200CM Weight: 500 Kg
 Habitat: Kindergarten
 Job: None
 Hobby: Chop down the head of toy bear and destroy all the toys.
 Pet Phrase: Chirp chirp (the sound he makes when sucking at the nipple)
 Personality: Though he behaves rudely and violently, he still remains the nature of a baby.
 He will weep and sniffle when he can't get anything he wants.



六. Game Over

Name: Elder brother, Game, and younger brother, Over Sex: ♂Male
 DOB: May 31 Gemini Age: 13
 Height: 145CM Weight: 30kg
 Habitat: LA Thousand Oaks
 Job: Studen
 Hobby: Any bad prank you can think of.
 Pet Phrase: Grown up, you little devil.
 Personality: Elder brother likes beating up people and younger brother likes to be beaten up.
 They are a perfect couple. They are so bad that even adults dare not provoke them.



七. SleeplessMadam

Name: Seepless Madam Sex: ♀Female
 DOB: Nov 12 Scorpio Age: 21
 Height: 167CM Weight: 53 Kg
 Habitat: Anybody's home
 Job: Prostitute
 Hobby: Torture all people
 Pet Phrase: Come-on Baby
 Personality: Lazy and charming when not working. When at work, she gets really stimulated to bother other people

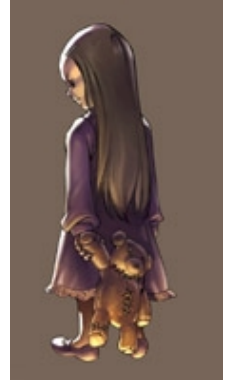


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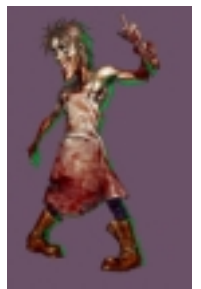
十二.BloodyMary

Name: BloodyMary Sex: ♀Female
 DOB: N/A Age: N/A
 Height: Cannot measure since she's always floating Weight : N/A
 Habitat: Castle
 Job: None
 Hobby: Floats in the air, singing the lullaby, or rides a bicycle, singing a children's song.
 Pet Phrase: Never been heard
 Personality: Mysterious, holds unimaginable power.



十二.Zodiac

Name: Ed Zodiac Sex: ♂Male
 DOB: Jul 7 Cancer Age: 20
 Height: 182CM Weight: 50kg
 Habitat: Collapsed cabin
 Job: Jobless
 Hobby: Collect the V8, videos and photos shot by him
 Pet Phrase: Get you
 Personality: He is restless and opts to paranoia. He cannot get along with others.



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5. Weapons

Firearms	Functionality	Description	Mode	Clip	
Handgun		The cheapest and most common single shot firearms without any accuracy.	Single	1	
Submachine Gun		A cheap and common burst shot firearm with poor accuracy.	Burst	4	
Pistol	Defense + 150	Single shot firearms with good defense used by police squad. It will increase much defense.	Single	1	
Fast Rifle	Move faster	Burst shot firearms with good accuracy. It has magical power to make whoever equips it move faster.	Burst	4	
Cyclops Rifle	Visual angle + 50%	Burst shot firearms equipped with guided scope. It has better accuracy and enhances the visual angle of whoever equips it.	Burst	6	
Assult Rifle	Visual angle + 30%	Single shot assult rifles used by the Seal team. The auto-locking feature makes it highly accurate and enhances the visual angle of whoever equips it.	Single	1	
Platinum Gun	Damage * 2	The most powerful weapon in the world. It is highly accurate and shooting with supreme speed. It will give its bullet mysterious power and double its damage.	Burst	8	

Ammos	Damage	Description	
Bullet	30	Common and poorly made bullets. But it is cheap and easy to get.	
Sharp Bullet	50	Better than Bullets. It is also widely used, but more expensive than common bullets.	
Silver Bullet	100	Excellent for hunting down werewolves and vampires. It can cause pretty much damage.	
Jumping Bullet	50	These funny bullets will bounce and bounce until it wears out. Excellent for coping with enemies near the corners.	
Oil Bullet	50	These mischievous bullets will cause victims to slip like stepping on engine oil and hard to walk.	
Sleepy Bullet	50	The victims will feel sudden dizziness and fell in sleep in no time. The most popular products for white-collar workers.	
Electric Bullet	50	Special bullets that cause effects like an electric eel. The victims will suffer from electric shock and bleeding continuously.	

Slow Bullet	50	Developed by military and medical research centers. The central nervous system of the victims will be inhibited so as to slow down their actions.	
Piercing Bullet	200	These bullets can penetrate through obstacles. They are forged with super alloy so they can penetrate through obstacles and hit enemies directly.	
Flame Bullet	200	It will cause fire at where they are destined. The fire can inflict continuous damage.	
Stardust Bullet	80	One of the most evil bullets. The stardust they spread will explode even with a gentle touch. It is the ammo you should beware of.	
Neuclear Bullet	600	Micro nuclear bomb. Though it can cause enormous damage, it will never be an option for an environmentlist.	
Explosive Bullet	150	Any target hit by these bullets will explode, but its coverage area is rather small. It is a weapon with small coverage area.	
Amnesia Bullet	50	Kind of nasty. Victims will forget where they have been, even the locations where they set up traps.	
Psycho Bullet	50	These bullets contain poisonous substance which cause victims to go crazy and beyond any control.	
Spinning Bullet	50	These unpleasant bullets will make victims lose control for 5 seconds.	
Vampire Bullet	200	These bullets, which are cursed by evil wizards, will transfer the damage of victims to the health of the attacker.	
Ultimate Bullet		These ultimate yet divine bullets will decrease the health of victims to 5 points instantly.	

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6. Items

Item	Functionality	Description	
Small Bomb	Offensive Item Damage 150	Small explosives with less effect. They can be installed on the ground or items.	
Medium Bomb	Offensive Item Damage 300	Medium explosives with lesser effect. They can be installed on the ground or items.	
Large Bomb	Offensive Item Damage 450	Large explosives with greater effect. They can be installed on the ground or items.	
Linear Chain Bomb	Offensive Item Damage 250	Though the effect is lesser, but the coverage area is wider. It will explode linearly toward the victim after being triggered.	
Chain Bomb	Offensive Item Damage 150	Though the effect is lesser, but beware of the damage accumulated from continuous explosions.	
Clipping Sandwich	Offensive Item Damage 300	They can only be buried in the grounds, and will clip opponents instantly when being triggered and destroy their items.	
Thumbtack Carpet	Offensive Item Damage 100	These are thumbtacks scattered on the ground. Unless its effect wears off, the victim will get hurt with every step he takes.	
Power Generator	Offensive Item Damage 40 * time	When triggered, the victim will suffer from electric shock instantly and being slowed down. The longer you stay in effect, the more damage you will get.	
Trembling Shock	Offensive Item Damage 200	It causes violent earthquakes and shakes down items from the victim.	
Vampire	Offensive Item Damage 200	It is an item with excellent economic efficiency, which transfers the damage of the victim to the health of the trap setter.	
Volcano	Offensive Item Damage 300	It causes damage not only by direct contact but also the lava spurted from it.	
Flash Bomb	Strategic Item	It generates dazzling flash light instantly, which gives you a great chance to escape from attacks of your opponents.	
Lubricant	Strategic Item	It is some kind of liquid that make victims slip. It has a great effect when placed around the corner.	
Bird Cage	Strategic Item	It is an item capable of keeping you opponent captive. The victim will remain inactive for 10 seconds.	
Quick Turn	Strategic Item	The victim will be getting out of control. Every step he takes will charge ahead.	

Slow Motion	Strategic Item	After triggered, the victim will act as slow as an elderly man.	
Orb of Chaos	Strategic Item	A shitty item with long duraion of effect. It not only cannot find traps of opponents but also triggers your own traps in an interval of 5 minutes.	
Teleporter	Strategic Item	It will teleport you to the location of previous teleporter set by you. So you can move back and forth between the two teleporters. As you can think of, setting only one teleporter will not accomplish anything.	
Robot Mouse	Strategic Item	Venture randomly throughout the scenes. It will trigger any trap it encounters and then vanish.	
Swift Hand	Strategic Item	Steal items from you opponent and transfer them to your inventory.	
Accelerator	Auxiliary	Could be placed on any movable object, which will then be moved at a high speed.	
Hidden Camera	Auxiliary	When your opponent passes by locations where you installed hidden cameras, they will appear in the overview map. But the effect range is small.	
Radar Detector	Auxiliary	A medium range of detector. It lasts longer than Hidden Camera.	
Satellite Detector	Auxiliary	Use this detector of ultra wide range to reveal all opponents. It lasts the longest time.	
Cool Underware	Auxiliary Defense + 80	Place it in the first slot of inventory to increase some defense.	
Bulletproof Underware	Auxiliary Defense + 150	Place it in the first slot of inventory to increase more defense.	
Bio Crystal Underware	Auxiliary Defense + 200	Place it in the first slot of inventory to transfer the damage inflicted by opponents to your own health at random time.	
Reflexible Underware	Auxiliary Defense + 200	Place it in the first slot of inventory to reflect attacks back to the attacker at random time. If your opponent wears a Bio Crystal Underware, it is wiser to use ranged weapons from a distance.	
Black Hole Underware	Auxiliary Defense + 200	Place it in the first slot of inventory to make you immune from all attacks and transfer every bullet being shot at to your inventory.	
F90 Wide-angle Lens	Auxiliary Increase visual angle by 45 degrees	Place it in the first slot of inventory to increase your visual angle by 45 degrees.	
F180 Wide-angle Lens	Auxiliary Enhance visual angle to full-angle	Place it in the first slot of inventory to enhance your visual angle to full-angle without dead space.	

Candy Bar	Auxiliary Health + 100	Restore health with less quantity	
Big Mac	Auxiliary Health + 250	Restore health with medium quantity	
Meal	Auxiliary Health + 500	Restore health with large quantity.	

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7. Scenario

The first six scenes of single player game are training grounds. You must finish these scenes to confront the real challenge in “Hooligans”.

The six scenes are:

[Scene 1\(Sanitarium\)](#) Training ground for basic skills

[Scene 2\(Sanitarium\)](#) Training ground for eyesight

[Scene 3\(Pumpkin Garden\)](#) Training ground for throwing objects

[Scene 4\(Wild Wide West\)](#) Training ground for firearms

[Scene 5\(Garage\)](#) Training ground for traps

[Scene 6\(Red Light Street\)](#) Training ground for using items

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If you have any comment on this game, please feel free to contact us in any way you prefer, including mails, telephone... etc.

Ace Platinum Family

Contact: Fion@apfamily.com

Address: 12F, No 269, Chung Ho Rd Sec 2, Taipei County, Taiwan

TEL: 886-2-22421880

FAX: 886-2-22439813

URL: www.apfamily.com