

CRIME TIME



Crime Time

The whole episode started out of the blue, when my best friend Roger and I made the decision to take a vacation in sunny Europe. Well, to tell the truth, it was mainly Roger's decision. It was also his idea to travel with the thumb in the wind, just to save a little money for the more interesting things in life, like beer and cigarettes.

"Believe me, it will be a helluva lot more fun, if we hitchhike!", Roger told me the day we were leaving, "We'll breath the fresh air and enjoy the sun, without being caged in a small and uncomfortable train compartment." A few hours later, after crossing the Swiss border, the two of us were standing beside the road, raising our thumbs and waiting for a ride. Exactly as I anticipated, about eight dozen cars drove by, but not a single one of them picked us up.

A few more hours later, I was just about to jump on Roger and strangle him to death, when the blue sky opened and started to drop a few tons of cold, disgustingly wet water on us! Luckily for us, I had waited for this to occur and bought a nice tent complete with two cozy warm sleeping bags, just the day before we had started our trip. Unluckily for me, I stored it at home in my basement, where it still was...

Ha, you should have seen Roger's face as I told him about that! After trying to defend myself against Roger (he made a deadly missile out of almost everything in our backpack!), I succeeded in convincing him to spare my life and follow me to a nearby town, where we realised that all our money together was barely enough to pay the room and buy some rations of food. Nevertheless, we decided to stay there, because the rain was falling harder and harder and made it impossible to travel further this day.

Soon, Roger was bored to death and started to explore the remote control of the TV in our room, while I started to explore the hotel's bar.

Sometime later I wasn't able to drink a single beer more and tried to get some sleep. A few minutes later, that bully barkeeper came and dragged me out from under the table, telling me to go upstairs to my room if I wanted to take a nap! Slightly drowsy and confused, I managed to climb up the stairs and staggered to our room, where I tried to stick the key in the door. Several attempts later, I recognized my mistake and tried to stick the key in the keyhole. Of course, the key didn't fit! I started to rap my knuckles on the door, but obviously Roger was already asleep and couldn't hear me begging and crying. When I tried to break the door open with my shoulders, someone opened it from inside and I rushed inside! As soon as I passed the door, something hit me bad at the back of my head and I fell into my long deserved sleep...

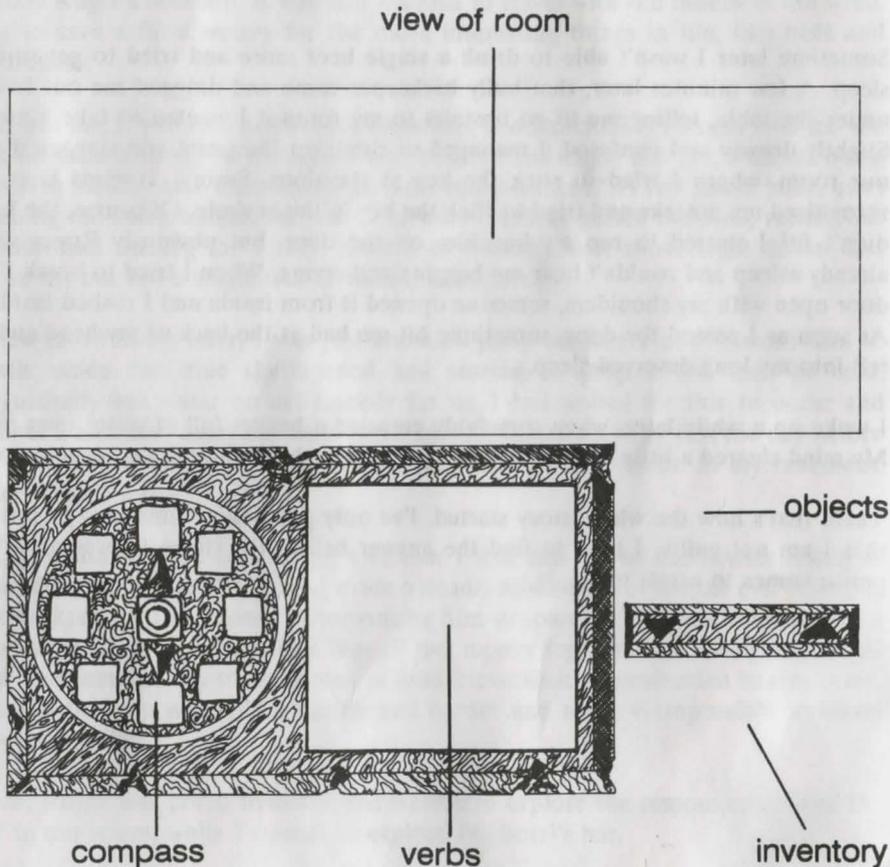
I woke up a while later, when somebody emptied a bucket full of water over me. My mind cleared a little and I took a closer look at the cushion I was sleeping on.

Yeah, that's how the whole story started. I've only got a short time now to prove that I am not guilty. I have to find the answer before the storm is over and the police comes to arrest me...

SCREEN DESCRIPTION

On the upper part of the screen the picture of the room in which you are at present is shown. Entering this room for the first time the equivalent room description will appear on the screen. By pressing the fire button or the left mouse button you get to the next page, by pressing "SPACE" or the right mouse button the text ends.

On the lower part of the screen you have got a kind of compass at your disposal. Should you click on the centre of the compass the respective room description is shown once again. Right beside you will find a list of verbs which you can call up in connection with the objects shown on the right hand side. The upper column indicates all objects and persons being presently in the room. The lower column contains objects which you carry with you during the game. These can be scrolled up or down by clicking on the arrow symbols.



Loading Instruction CRIME TIME IBM PC

Installation on disk

For installation you will need several formatted disks. Just type "INSTALL". The installation programme will ask you for your graphics and sound card. Type A: or B: to mark the disk drive.

Hard disk installation

Just type "INSTALL". If it asks for the track, type

"D:\Games\Crime"

for instance. Now you strictly have to follow the instructions on the screen.

Installation

The installation on EGA and Hercules might take a bit longer, as those pictures have to be converted first.

SCREEN DESCRIPTION

On the upper part of the screen the picture of the room in which you are at present is shown. Entering this room for the first time the previous room description will appear on the screen. By pressing the left button or the right mouse button you get to the next page, by pressing "SPACE" or the right mouse button the next case.

On the lower part of the screen you have got a list of computers at your disposal. Should you click on the name of the computer the respective room description is shown once again. Right mouse button will get a list of rooms which you can call up in connection with the computer. The upper column indicates all objects and prices. The lower column indicates all objects and prices.

Playing CRIME TIME

If you control the game by mouse, you can select an option by pressing the left mouse button, the right mouse button will help you to return. Playing with the help of the keyboard, you can use the keys 2, 4, 6, and 8 in the external block of tens. The NUM LOCK key should now be illuminated. "+" and "-" will help you scroll up and down the inventory. The "ENTER" key corresponds to the functions of the left mouse button respectively "SPACE" to the right mouse button.

Sound menu

MUSIC - switch music on/off
SOUND - switch sound effects on/off

This only works in case you own one of the given sound cards.

Saving CRIME TIME

Should you wish to save your score, click on the requested score. In case the score is already engaged it shows "*" at the end. You can save your score nevertheless.

Keyboard instructions

F1-disk menu

F1= load score from disk
F3= save score on disk
F7= return to game

F3-RAM menu

F1= load score from RAM
F3= save score into RAM
F7= return to game

F7-otions menu

F1= start game again
F3= quit game (reset)
F7= return to game

F5, SPACE= room description
S= sound on/off

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