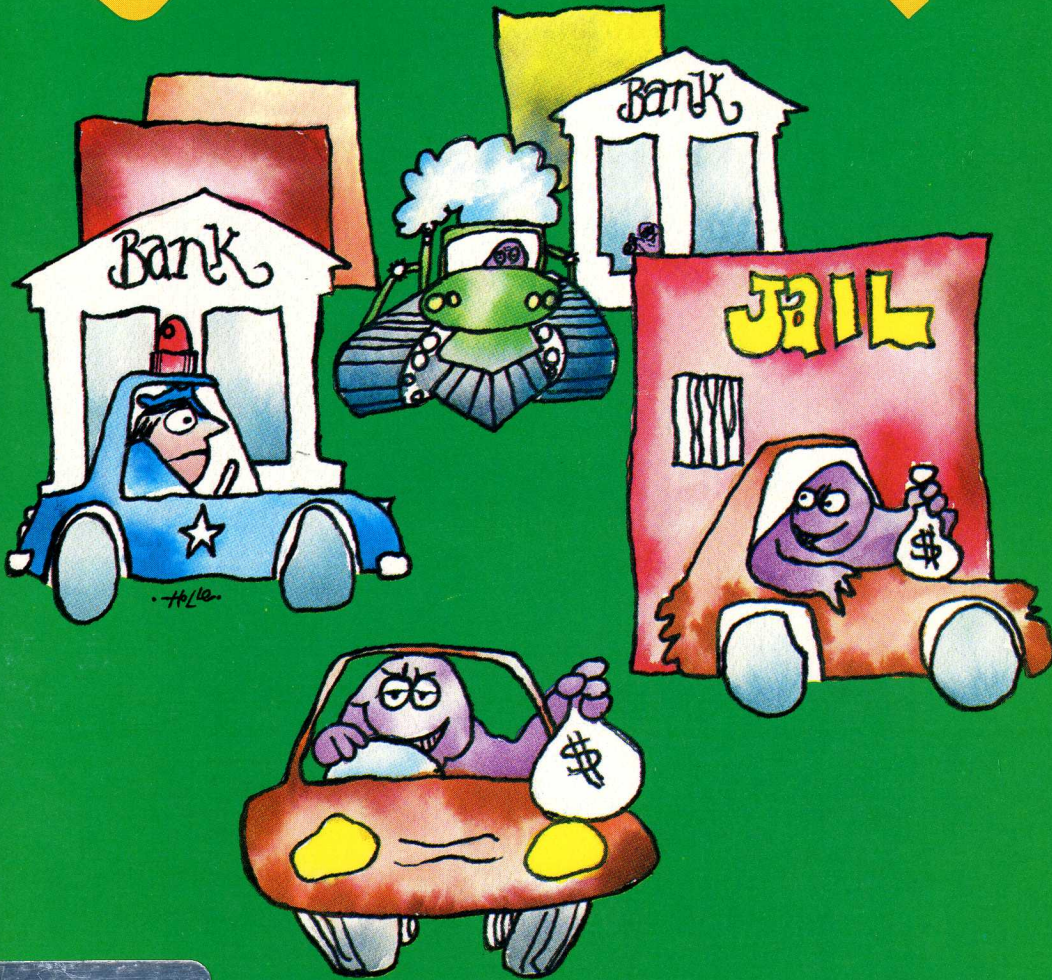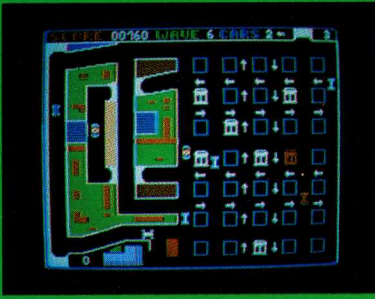# CRIME WAVE

a fast-action chase by Scott Schram

penguin software
the graphics people

Lawlessness runs rampant in the Big City. The minions of crime have been getting rambunctious of late and the beleaguered police force has its hands full trying to cope with the rampage. It seems every felon in town is trying to knock off a bank in order to raise the money to buy the latest in anti-peace officer technology: the dread Robot Rammer!

The ramifications are frightening. With these new killer machines the criminal element can literally destroy the forces of law and order. It's time to man the ramparts and drag these lawbreakers off to the hoosegow. Hop into your trusty blue Cruiser and see if you can round up these would-be bank robbers before they get their Robot Rammers onto the streets and turn orderly traffic into a demolition derby!

Crime Wave is written by Scott Schram. Thanks to Brian Couch for the running-man shapes, and Dav Holle for the packing routines.

Apple version requires 48K and one disk drive. Crime Wave can be played with Apple joystick, Atari joystick or keyboard, and optionally uses the Mockingboard Speech synthesizer.

CRIME WAVE

How to Play:

You are driving the blue police cruiser, patrolling the city streets. White cars emerge from the top right side of the screen and begin driving around the streets. Some of these are looking for a bank to knock off. When they spot a likely victim they will stop beside it. The bank being robbed will begin to flash orange, and the bank robber's car will also turn orange.

You must apprehend him at this point or soon thereafter. You apprehend a bank robber by running into him. If you do so while the robbery is in progress, the screen will change to a side view of the bank, showing the robber running out the door. You have a limited time to trap him by getting him in your sights and shooting a cage around him. Should you fail to trap him, he will make his escape and hop into his car.

At that point you must run into his car to tow him to the police station in the lower left corner of the screen.

If the robber manages to elude you and get to either of the hideouts on the left side of the screen, he will buy a Robot Rammer, then try to destroy you by ramming you.

Once the robbers have a Robot Rammer (or three) your only recourse is to drop a bomb in the path of the mechanical juggernaut and blow it up. Should this fail, you can use your limited shield energy to safely survive a collision (shields will also save you in a collision with an innocent motorist). Once your shield energy runs out, however, nothing can save you should a Robot Rammer hit you.

There is a white supply truck that emerges from time to time. If you run into it your shield energy or your bomb supply will be renewed. Bombs are only sent in when you have successfully used yours.

You are promoted when you have apprehended three robbers on the first and second waves, and after catching five robbers on each level thereafter.

Points are awarded for the speed at which you apprehend the robbers, and how fast you get them to jail. Bonus points are scored for each bank that hasn't been successfully robbed, including those which are flashing.

Successful promotion earns an extra police cruiser.

Controls:

Joystick: The joystick controls the direction of your police cruiser's movement. Button 0 drops a bomb, while Button 1 activates your shield.

Atari joystick: The joystick controls the direction of your police cruiser's movement. The button activates your shield. The spacebar drops a bomb.

Keyboard: The arrow keys control the lateral movement of your police cruiser, while the A and Z keys control the vertical movement. The S key activates your shield. The X key drops a bomb.

To launch the cage during the bank escape sequence, simply use the bomb or the shield control. With keyboard control, the space bar stops the crosshairs.

Other significant keys (function only during the car chase sequences):

CTRL-R	Restarts the Game
Esc	Pauses the game.
0	Reverse PDL 0.
1	Reverse PDL 1.
2	Reverse joystick axis.
CTRL-X	Toggles the engine sound.
CTRL-S	Toggles the sound effects.

Disk Replacement:

If your Crime Wave disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with $5 and we'll rush a new one to you right away. We feel this is a fair replacement policy, in line with our policy of not copy-protecting our applications software. Please help us by not copying our products for other than your own use.
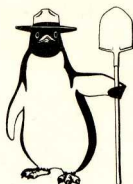
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Preston Penguin