CRIME™ STOPPER

THE HIJACKED HEIRESS CAPER

An Original Adventure Game by **Daniel J. Kitchen** and **Barry Marx**

HAYDEN SOFTWARE

SOMEONE'S GOT MY DAUGHTER!

Insert the **CRIME STOPPER** disk in your disk drive, power up your Apple, and boot the game on your system.

You're Al Clubs and your office looks it: beat-up furniture, a television that barely works, an unopened telegram on the desk.

And a phone that rings. And rings. And rings.

Millicent Hyacinth Sizemore wants her daughter back. And Cartier-Blanche Sizemore wants to get back. Alive. Sounds simple.

But you know this kind of caper. It's never simple. In the urban jungle, nothing is what it seems. The subways are dangerous, the street's no picnic, and clues are everywhere. Weapons, too. And enemies.

The clock is not your friend. You've only got till midnight. Better get moving, pal. Time is money. Or murder.

BASIC MOVES

The following commands, entered on your Apple keyboard, direct your search for Miss Sizemore. After each command entry, press **RETURN**.

N, E, W, S —	To indicate the direction of your desired movement.
UP, DOWN —	To change a level, such as up a ladder or down a staircase.
TIME —	To get the game time (beginning with 9 am, when the game starts).
WAIT —	To advance the game clock one minute (while you wait for a train, for example).
TAKE —	To retain objects you find (like money or a gun) which you may need later.
I or INVENTORY —	To review the list of objects you have acquired.
L or LOOK —	To repeat the description of your position.

QUIT —	To end the game.
SAVE —	To store in game file 1, 2 or 3 the sequence of commands you have entered to that point, and the objects you have acquired. Storing commands in a file writes over and erases the previous contents of the file.
RESTORE —	To recall the contents of a game file.

CLUES AND CAUTIONS

Al Clubs wasn't born yesterday and **CRIME STOPPER** knows it: the game accepts many full sentences, as well as strings of sequential commands. (For example, you may enter: **N, N, WAIT, TAKE GUN, UP**)

Be suspicious! Anything you see can be a clue — or be hiding one. Move, lift, open and look behind everything, even in Miss Hemple's neat office. Take anything remotely useful. Like a gun.

You think the city's your turf? Don't be smug. Jot down notes. Make a map. You'll need them along with your **SAVE** commands.

But the clock runs out at midnight, Al Clubs.

TIME RUNS OUT AT MIDNIGHT.

It's 9 am and your phone's ringing, Al Clubs, private eye. The woman's name is Cartier-Blanche Sizemore, and she's screaming. She's got reason to scream.

She's been kidnapped.

Her mother wants her back, the media's on your back, and you've only got 'till midnight to find her.

Clues are everywhere, and some of them are traps: subways can be murder in the city. Dead ends are waiting everywhere for you.

And all the time you're searching, sifting, running — the clock runs on, adding the challenge of a time dimension to **CRIME STOPPER**, one of the newest in a series of adventure games from **HAYDEN SOFTWARE**.

When you've saved the fair Miss Sizemore from near-death, go rescue more adventure games by **HAYDEN** . . .

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