

Catch a Thief

The game is played in a museum or picture gallery which is currently suffering from a minor reconstruction. The building comprises three levels, 81 rooms, 6 corridors and 4 elevators. Three guards are working on the security. The player, supervising these guards, is working in a control room where three color monitors have been installed to watch for robbers via any one of the 91 cameras located throughout the building. The player's salary (due at the end of each month) will depend on his playing efficiency.

LOAD INSTRUCTIONS:

Type: LOAD"1",8 press RETURN when the READY appears,

Type: Run then press RETURN

The title screen will appear, when the player presses the fire button (joystick in port #2) the program will finish loading.

Your starting salary is \$1,000 per month. You may increase this to \$2,000 or \$3,000 by pressing the joystick up, thus setting the difficulty level. Higher salaries demand more work!

Press the fire button again, scoring rules will be displayed according to the level selected. Press the fire button again, and the game screen will appear.

The screen layout appears as follows: at the top will appear 3 color monitors with a red, blue and green rectangle under them; at the middle right will appear a cross section of the building with the current position of each elevator (the floor level number will flash); at the middle left will appear a time display (M=months, D=days, P=pictures stolen in this game); at the bottom will appear four function boxes. Moving your cursor to one of these boxes and pressing fire will cause one of the following to occur (from left to right): Box #1 - one of the monitors will display a room where a picture was stolen. Box #2 - cell is black if a robber is locked up and white if the cell is empty. Pressing the fire button here will make the captured robber sing about the any other robbers whereabouts. Of course in exchange the captured robber will regain his freedom. Box #3 - allows you to select the color-coded guard you wish to control. Box #4 - pauses the program until you press the fire button again.

CONTROLLING THE GUARDS

Move the cursor to one of the rooms on the map and press fire. The cursor will disappear and the camera will turn on. The joystick's left/right movement will control the camera and the room's view will appear in one of the monitors.

If there is a guard in the room the player is viewing, he will also be seen. When the scrolling reaches the point where the guards are seen approximately in the middle of the screen, the joystick will control them if the color of the guard selection box matches the color of the guards uniform.

By pulling the joystick back, you can move the guard closer to the camera and walk him over to the other side of the room, temporarily out of view. Without the guard displayed, the room will scroll faster on the monitor. Moving the camera in either direction, the guard will reappear on the other side of the room.

Push the joystick forward and the guard will move up to the wall or if there is a door, he will walk into the adjoining room. The monitor will automatically switch to the camera in the next room.

The fire button speeds up the guard's movement while walking and also makes him raise his arm to catch the robbers.

To enter the elevator, move the guard down the corridor to the door. Up/down movement of the joystick will raise or lower the elevator. At the right floor, press fire and the map will change into the map of the floor selected. Press the fire again and the guard under control will appear at the end of the corridor.

If you move the guard into a room where the camera is disabled (black and white stripes on the monitor), you lose control of him until the camera is repaired. The guard in the light gray uniform is the technical guy (his walk is somewhat slower, for he's carrying all those tools). If you move him into the room where there is a disabled camera he will make repairs.

To catch a robber, move the guard up to the side of the delinquent while pressing the fire button. Position the guard accurately, for the thief will tend to move away from you. If your positioning is right, the robber will freeze, his black outfit will change into a convict's striped attire, then he'll

dissolve and reappear in one of the cells on the bottom. If he had a picture under his arm, the guard will take hold of it. While the guard is carrying a picture, he is unable to catch another robber, so the picture must be rehung first. Where the picture should hang can be found by looking for a location where two dark rectangles are seen on the wall (these are the lamps to illuminate the picture) with nothing underneath. Move the guard to the display area and push the joystick forward. The guard will hang the picture in it's proper place.

If you want to lose control of a guard and regain the cursor, press fire twice in rapid succession.

SCORING

At the end of each month, a score board is displayed with the players current score. The middle column shows the score of the last month, while the column on the right shows total score. For each robber captured (and not released) a \$400 bonus is added. The bonus will be doubled if no painting was stolen in the given month.

At the end of the year, if not more than 10 paintings were stolen, an extra bonus is added.

Penalty is deducted from the salary for each picture stolen (\$300, \$600 or \$900, according to the difficulty level). A picture is considered stolen if robber has managed to take it out through the window.

At the moment when the 11th picture is taken out of the building, an instant scoreboard shows up, with the message, "We hate to tell you, but you are fired!"

The player can enter his name to the high score chart where it will be saved on the disk, updating the high score file. After that, the game starts again from the beginning.

During score board display, game time is suspended and robbers are not active.

HINTS

First decide which camera you want to assign to each of your monitors. Move the cursor to one of the colored rectangles under the monitor and press fire. The cursor will turn the color of the rectangle. Now move the cursor into the room you

want to observe on that monitor, and press fire again. The view of the room selected will appear on the proper monitor and you'll get the cursor back to make another color or room selection.

You may also have outside views of the building as there are outdoor cameras on the sides of the house.

Cameras in rooms can be rotated 360 degrees. Cameras in corridors flip from one side to another. Outdoor cameras cannot be moved.

You can select a new floor simply by moving the cursor to the cross section of the building and press fire at the required level.

Do not leave your guards in rooms, leave them out in the corridors instead. You'll have to search much less if you forget where you left them.

Locating robbers in the building can be done by various methods. Beside the cameras, the gallery's security sysem also includes floor sensors which give warning when a robber enters the room (the camera icon flashes for a brief period of time). Damaged cameras also indicate the possible whereabouts of robbers, as well as elevators moving with no guard in them. Outdoor cameras show robbers approaching the museum and leaving it with paintings, so outside views help you to know from which direction you can expect the next robber. The main entrance of the building is always open, but robbers never use it; they only go in and out through the windows.

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Any Questions?

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