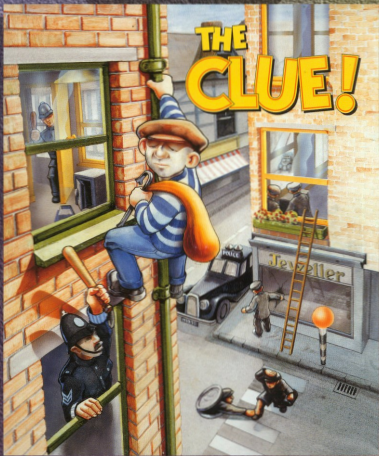


neo



THE CLUE!

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Dobrischgasse 10, A-2552 Hirtenberg

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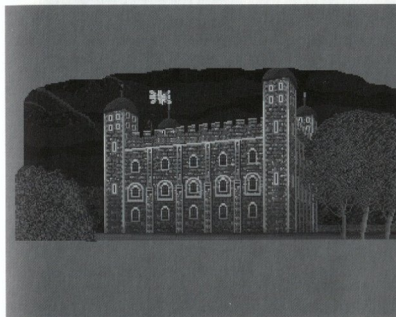
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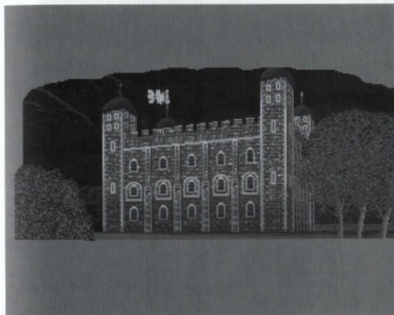
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I. Loading Instructions and Installation





.....
IMPORTANT NOTE: It is advisable to make safety copies of the original disks before starting the game. When playing, please use the safety copies ONLY.
.....

Hardware Requirements

The Clue is available for the Amiga 500, 500+, 600, A1200/A4000, CD32, IBM PC compatibles and IBM PC CD-ROM.

AMIGA 500, 500+, 600:

The game will work on all of the above Amiga computers with 1 Megabyte of memory minimum. External drives are detected and utilised by the game.

AMIGA 1200/4000:

A special version has been written so that it uses the advanced chip set. Additional RAM expansions are not required and external drives are utilised.

CD32:

The game uses the CD32 full colour palette, a complete speech system has been installed, offering speech in CD quality.

IBM PC compatibles:

Suitable for all IBM compatible computers from the 386 onwards, which have a capacity of at least 2 Megabytes of memory as well as a VGA compatible screen.

IBM PC CD-ROM:

Like the version for CD32, this version offers additional graphics, as well as a full speech in CD quality.





Loading instructions and installation

AMIGA:

Following the instructions appearing on the screen, insert disk 1 into the internal drive. The game is loaded automatically. If it is necessary to change disks, you will be instructed to do so. All drives connected are supported automatically.

AMIGA hard disk:

If your computer is equipped with a hard disk, the game can be installed on it by using the programme 'Installation' (on disk 1) from Workbench.

PC:

The game has to be installed on your hard disk by using the install programme on disk 1. Type either 'a:' or 'b:', according to which one is your 3.5 inch drive. Finally, start the installation by entering the command 'Install'.

Preparing a Save Game Disk

This necessity only arises for users playing on AMIGA and using disks. If the game is installed on a hard disk, the savegames will automatically be saved on it. Otherwise, a Save Game Disk is indispensable to be able to save a game! Therefore, please prepare a Save Game Disk before starting the game. In principle, any disk is suitable for this task. However, please note that its original contents will be deleted. Therefore, never use a disk with important contents or one of your 'The Clue' disks as a Save Game Disk.



Load the Workbench and insert disk 1 into any drive.

Upon activating the symbol 'The Clou Disk1' twice, another window containing the symbol 'CreateSaveDisk' will open.

Start the process by activating this symbol twice with your left mouse button.

Illegal copies

Please note that this product has been prepared with great care. The producers have invested a great deal of money, time and effort. To be able to keep supplying the software market with high-quality games, we ask all users not to pass on illegal copies of this game to anyone. It is important that enough users decide to acquire games in the legal way - by buying them. Otherwise, the development of new game software may not be possible.

Basic Instructions

Following commands apply to all versions and throughout the game:

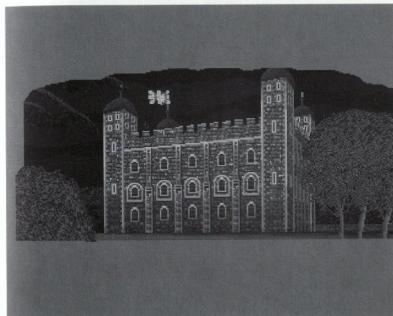
Press the left mouse button, the <Return> key or the Fire button to select an option in the menu. By pressing the right mouse button or the Escape key <ESC>, the proceeding action can be cancelled anytime.

Pressing the Function Keys (F1 to F10) will lead you to the Main Menu, where a current score can be saved or loaded. However, saving a score is only possible with a Save Game Disk Disk. (-see above for 'Preparing a Save Game Disk'.)



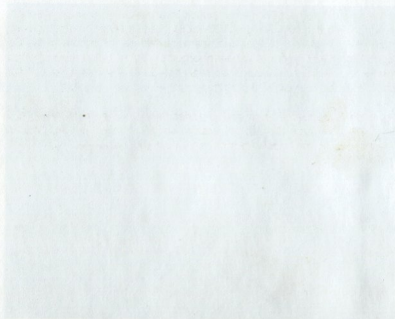


II. Introduction





18



19



London, Victoria Station. February 3rd, 1953. In a cloud of steam, the 5 o'clock train from Dover arrives at the station. With a long, exhausted hiss, it stops. As the wagon doors open, crowds of tired people in drab clothes come pouring out of the train's metal body. One of them is Matt Stuvysunt, a young man who is destined to steal England's most carefully protected treasure: The legendary Crown Jewels.

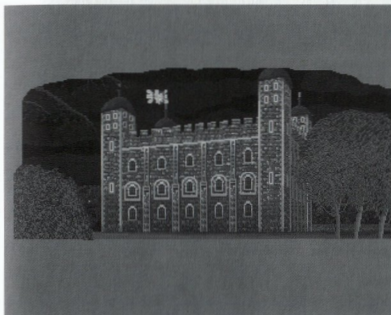
Put yourself into Matt Stuvysunt's position and venture a journey into the world of secret agents and criminals, policemen and dealers. It is a gloomy world full of tension, danger and suspicion, where the terrors of the Second World War have not yet been forgotten. But it is also a world where mere accomplices may turn into real friends, and where a young man may meet the woman who will change his whole life.

Face the challenge of planning the perfect burglary. Organise every detail from the necessary tools to the escape car. Roam the bars and pubs of London to find the best accomplices for your coup, and win them for your plan.



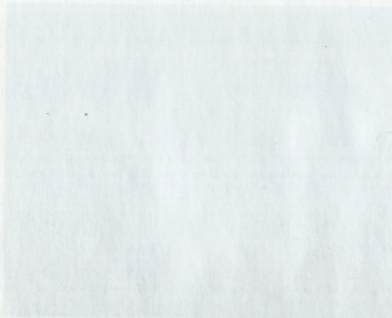


III. Excerpts from Matt Stuvysunt's Diary





22



23



01-12-1937

Dear diary, I've only just received you as a present. What a gorgeous day! When I woke up in the morning, there was one single thought in my mind: Today is my name day - finally!

I got up and put on the wildest pair of denims I could find in my cupboard - after all, a boy of my age should really begin to care about his reputation. My parents were already waiting for me in the parlour. They gave me my presents: A young shepherd's dog I called Albion, and you, my dear diary. I promise that I will tell you about every important incident in my future life - but not now, for Mummy is calling me...

Yours, Matt

01-12-1937

Here I am again, back from my name day party. It was absolutely brilliant. I feel like the happiest boy in the world... In fact, every name day should be as wonderful as this one. It's time to go for a walk with Albion now. See you tomorrow.

Yours, Matt

03-09-1938

I played hide-and-seek with Tom today. When I was hiding in the attic, I came across some old newspaper cuttings. They were articles about my dad! It seems that 20 years ago he was a famous burglar - until the police caught him and put him in jail for 3 years! I still can't believe it - my dear daddy, a burglar! But the name in the newspaper articles is right: Dean Stuvysunt. Just imagine that, my dear diary...





24



03-05-1944

Oh dear, I got myself absolutely stoned yesterday... I went to 'The Old World' with Tom. We must have drunk about half of the beer and spirits the pub had in stock, and they finally had to throw us out - otherwise there would have been no alcohol left for the other visitors... I also smoked my first cigarette. It wasn't all that bad.

04-02-1945

I am in love with Mandy. It's such a shame that I do not have enough courage to talk to her. Every time I see her my heart starts beating like mad and I cannot think of anything to say...

27-03-1951

Tom is getting married! Gosh! I'm looking forward to his wedding. I still remember how he first met Julia at school - and now she is becoming his wife! This is crazy...

01-12-1952

I went for a drink with Dad today. In fact we ended up having more than just one drink. Dad also told me a few stories from his past. One of his old friends is now living in London - his name is Herbert Briggs. He used to pull a few jobs with Dad. Briggs was never caught by the police, and Dad did not even give him away when he was put in jail. Well, that's just like my Dad...



25



24-12-1952

I have made up my mind. Sooner or later I will leave this place and go to a bigger city. London wouldn't be bad...

30-12-1952

Today I told Tom and my mother about my plans to go to London. Mum was rather sad about my decision, but after all London is not as far away as Japan or Australia. And anyway, we don't see each other very often these days.

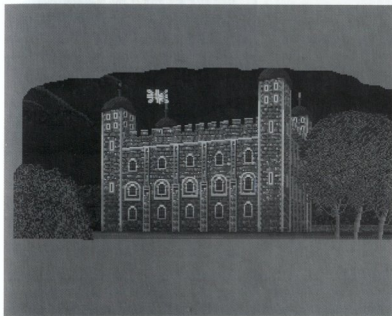
18-01-1953

I went to see Tom, and we went for a drink to our habitual haunt, 'The Old World'. It is hard for me to give up all this - this pub, this town, Tom, Dad...Mum... But I've made up my mind to go to London, and I'm leaving tomorrow.



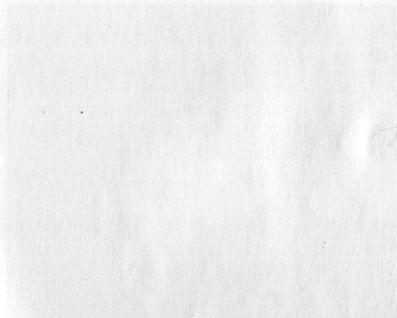


IV. Operating Instructions





IV. Operating instructions



1. Screen arrangement and control functions

1.1. Screen arrangement



↔ (1)

↔ (2)

↔ (3)

The screen consists of three areas:

The balloon area (1)

The scenery area (2)

The menu area (3)

The balloon area:

In this part of the screen, the current time is indicated, as well as texts such as conversations, Matt's thoughts, or notes with information (for example about cars or tools). During a conversation, Matt's options are shown in the balloon area.

The scenery area:

This area usually shows the player's current surroundings. Only during the planning stage and the course of a burglary a ground plan of the current target building is shown.





The menu area:

This part of the screen contains a list of the player's current options. More detailed information about the options indicated here will be given in chapters 2, 3 and 4 of this handbook. Moreover the current place and date is indicated at the top of the menu area.

1.2. Operating instructions when using a Mouse

To select an action, move the Mouse cursor to the corresponding word in the menu or balloon area. The word is immediately marked by a change of colour. To start the action, press your left Mouse button. Most actions indicated in the balloon area can be cancelled at any time by simply pressing the right Mouse button. However, some options - such as saving or loading - can only be carried out using the keyboard. (for details see below in chapter 1.4.)

1.3. Operating instructions when using a Joystick

With the joystick lever you can easily move between the words in the menu or balloon area. The current word is marked by a change of colour. The corresponding action is selected and started by pressing the 'Fire'-button. However, some options - such as saving or loading - can only be carried out using the keyboard.



1.4. Operating instructions when using the keyboard

By pressing the cursor keys you can select an option indicated in the menu or balloon area. The word of your choice is marked by a change of colour on the screen. To start the corresponding action, press either the <RETURN> or the <SPACE> key. Most actions indicated in the balloon area can be cancelled by pressing the <ESCAPE> key. The score display menu can be loaded by pressing any function key (<F1> to <F10>). (See below, 1.5.)

1.5. The Score Display Menu

This menu offers you the options to 'Quit' or 'Continue' the game, as well as the commands to 'Save' or 'Load' a score. The score display menu can be loaded by pressing any function key (<F1 to F10>). Saving is only possible when the player is IN FRONT OF any building in town. When loading, the player can choose among the scores that have been saved so far; however, only four different scores can be saved. When saving a fifth score, one of the previous scores is deleted from the score display menu, and the name of the new score is indicated instead. This name consists of Matt Stuyvunt's whereabouts at the time of saving and the current date in the game. For example, if the score is saved in Holland Street, Feb.3rd 1953, its name in the score display menu will be 'Holland, 3. 2. 1953(1)'. The last figure (in brackets) indicates the current number of this score.

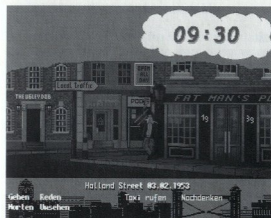




2. In Town - Preparing for a Burglary

Once you are in London, you can make preparations for different burglaries. Though you will always start planning a crime in your hotel room, your dangerous task will lead you to various other places as you go along.

During the preparatory stage, the following data will always be indicated on your screen:



↔ (1)

↔ (2)

↔ (3/4)

the current time(1)

your current whereabouts(2)

the current date(3) and the name of the current whereabouts(4)

To take action, you only need to select one of the activities indicated in the menu area. Further information on the activity options will be given in the following chapters.



2.1. Walking

This is the option you need to select if you wish to move around in England. Usually a new menu will appear on the screen, offering the destinations you can choose from. All you need to do is select the place where you want to go -and you will be there immediately. However, the realistic duration of your journey is registered in the game, as you will see on the 'Current Time' display. If there is only one way to leave a place, you cannot choose from a menu. In this case, you will automatically be taken to the only possible destination. For longer journeys, you need to take a taxi. You will find one on every street, and board it by choosing the corresponding option. Of course you can also call a taxi. Further information on how to do this and on the possible activities inside the taxi is given below.

2.2. Talking

This option is only given if someone you can talk to is close by. The conversation will differ according to the person, place and situation. When talking to someone at their place of work, the conversation will be solely professional, whereas it may become more private when you are talking to the same person in the street or in a pub. Private conversations are of great advantage, for they are the best way to gather information about the person you are talking to, and thus can help you find the most useful accomplices for a coup.

'I've got a job for you there...'

By uttering this sentence, you can ask your current conversation partner to take part in one of your coups. A sentence like 'There are 2/3/4 of us.' will give you further information about how expensive this person could be to you.





The value of such an offer depends on many factors, such as the possible accomplices' characters, their physical and mental abilities and the like. Next you have to decide whether you are interested in working together with this person. If you indicate your interest ('I will call you as soon as...') you can use this accomplice in your plans from now on. However, it is advisable to be very careful! In the past, some excellent plans have been known to fail because too many people knew about them. Every additional accomplice also means taking an additional risk! Therefore, you have the possibility of 'Thinking' about a person after you have offered them a job. 'Thinking'(- see below for further information -) will help you to appreciate a person's advantages and disadvantages. After a successful burglary, the accomplices will go different ways again. To offer them another job, you have to contact them again - however, do not be surprised if the same person shows a different reaction than the first time!

'What's your job?'

Upon asking this question, you will be told your current conversation partner's actual profession.

'Have you ever had trouble with the police?'

Choosing an accomplice who is already known to the police means taking a great risk, for the police might easily suspect and arrest him during their investigations.

'Any experience?'

Ask this question to learn something about the person's experiences in the past.

'See you.'

This sentence will end the conversation.



2.3. Looking round (outside a building)

It is always advisable to take the time and look at what is going on around you. Sometimes you may find interesting details that can help you on your way. You can either concentrate on the people around you, or on your general surroundings. The options appear in a balloon representing your thoughts. If you select 'person', you also have to decide upon which single person you intend to watch. If you do not yet know the person of your choice, there will only be a short text about your first impression. (In this case, it is advisable to chose 'Talking'.) After you have offered the person a job, you will be given a more detailed description.

2.4. Looking round (inside a target building)

If you chose 'Looking round' while you are inside a building, you will be given information concerning the objects around you, especially possible loot. It is important to watch a building before actually entering it, because this will increase your knowledge about the building's possible dangers and the best ways to break into it. The more time you dedicate to watching a building, the more information you will put down in your notebook. Once you have entered the target building, it is crucial to memorise every detail of your surroundings. Pay special attention to alarm systems and the electricity supply of objects you might need to damage or steal. When you have spent enough time looking round, one of the objects around you will be indicated by a flashing signal on the screen. This object is now 'activated'-this means that you can gather further information by taking a close look at it. (See below, 'Taking a close look'.)





'Next object'

This command will activate the next object to be looked at, providing that you have found out enough about the one you have been looking at.

'Last object'

This command will activate the previous object you have looked at.

'Taking a close look'

With this command you can gather more detailed information about the object that is currently activated. You will be told whether the object is connected to an alarm system or a switch box, and you can find out about possible contents. If the object happens to be a switch box, you will even be shown a plan of its connections with the objects it is controlling. This plan will stay on the screen until you chose to 'Take a close look' at another switch box. In case the object activated happens to be an alarm system, you will be shown the connections with all objects that are protected by it. These connections will also remain visible until you 'Take a close look' at another alarm system.

'Guard'

If any guards or watchmen are present in the building, you are informed about their usual control routes.

'Ready!'

This statement will end the process of 'Looking round'.



2.5. Thinking

This option gives you the possibility to concentrate on general problems as well as on specific matters, such as your car, possible accomplices, tools, buildings and loot.

'Thinking about general matters'

You will be given information about Matt Stuvysunt's mood, his - and your past and present situation. This includes assessments of the following aspects:

Identity (name, age, sex, profession)

Health

A burglar should be in good physical shape, in order to be prepared for the strenuous work of the burglary and, of course, the escape afterwards.

Mood

The burglars' mood during a coup partly depends on the accomplices' characters. It is important that all accomplices are feeling well and secure during a burglary, so that they can concentrate on working quickly and avoiding mistakes.

Intelligence

Intelligence is needed for certain tasks during a burglary (such as cracking safes), but also before and afterwards (for example if the person has to hide from the police).

Physical strength

A person's strength is important for their chances during a fight, but also for carrying the loot.





Stamina

An accomplice with bad stamina will sometimes have to rest for a short time during a burglary. Think of this when you choose your accomplices! However, stamina is even more crucial in other respects: Someone who is exhausted and whose hands are moist with sweat will be likely to act clumsily - and probably make a dangerous mistake!

Loyalty

Your accomplices' loyalty is of great importance after a burglary has gone wrong. If one member of your gang is caught, you must be sure that he will not give away the names of the other accomplices.

Dexterity

Dexterity is important for any accomplice who has to carry out manual work. Dextrous people have less difficulty with acquiring new skills and may sometimes have an advantage in a fight.

Personal relationships

Your accomplices should be professional enough to forget about personal feelings during a burglary. Nevertheless, if someone is caught by the police, their personal relationship to the other accomplices may keep them from giving away their names. Dealers, as well, may make a better offer if they know the person they are dealing with well enough.

Reputation and fame

This value shows how well-known a person is within the criminal 'scene' of London. When it comes to it, it may well be more difficult for a famous criminal to go into hiding.



Greed

A greedy accomplice is a bad partner to share the loot with, and a greedy dealer is unlikely to make you an acceptable offer.

Nerves

A nervous burglar is more likely to leave traces or make other mistakes and therefore is a risk for his accomplices. If someone is pursued or even questioned by the police, the strength of his nerves may well be fatal for the whole gang.

Records existing

Some of the possible accomplices are already well-known to the local police. During their investigations on a crime, the police will search their files for possible culprits. Therefore, accomplices with a police record existing under their name are very likely to be suspected by the police, even if the burglary has been successful in every other way.

Abilities

This option will give you a list of a person's special abilities. The most important of them are:

Driving

The ability to drive the escape car.

Locks

The ability to crack the locks on doors.

Explosives

The ability to deal with explosives.





Electronics

Someone with knowledge on the field of electronics can turn alarm systems and switch boxes on and off.

Looking out

Someone who has a sixth sense for danger can be very useful as a look-out man during a burglary.

Fighting

The ability to overpower security guards.

'Thinking about your own cars'

Here you can think about the cars that you currently possess. You are given the following pieces of information:

Name

A car's 'name' consists of its type, the year of construction, its country of origin and age.

Value

This is the approximate monetary value of the car.

Performance

The motor's performance when new. This value can decrease as the motor grows older; you can only estimate the motor's current performance value.

Speed

This is the car's top speed when new. Just like the performance, this value decreases with age.

Registered for

The number of persons that may legally be transported in this car.



General state

The general state the car is in.

Body

The current state of the car's body. Furthermore, the shape of the escape car's body, as well as its type and colour, decides how conspicuous the car looks. Try to choose an escape car that is not particularly eye-catching.

Tyres

The current condition of the tyres.

Motor

The condition of the motor.

Carrying capacity

The amount of luggage, i.e. loot that can be transported with this car. Do not forget that your accomplices, too, need to fit into the escape car!

Look

Information about how conspicuous the car looks.

'Thinking about accomplices'

If you have already offered a job to a person and have also decided upon how to share the loot ('I'll call you as soon as...'), 'Thinking' about this person will give you a complete description of them, containing all aspects listed under 'Thinking about general matters'. When thinking about somebody you have not spoken with, yet, you will get less detailed information on the same aspects. If you have not yet come to an agreement with the person you are thinking about, there will only be a short description of their most prominent characteristics.





'Thinking about tools'

By choosing this option, you can take a short look at your notebook, where you have jotted down some information about your tools:

Title

The title/type of the tool.

Value

The tool's monetary value.

Risk of injury

This is the risk that even a competent person may be injured when using this tool.

Noise

The amount of noise produced when using this tool.

Necessitates

Additional equipment needed for the tool.

To be used for

The tool's range of application, as well as the approximate time needed when using it.

'Thinking about a building'

You cannot 'Think about' a building unless you have already watched it, for this option shows you the notes you have put down while watching the target building of your choice.



Your notebook may contain the following pieces of information:

Alarm margin

If the police is alerted (by an alarm system, by a neighbour or a passer-by who has noticed the burglary), patrol cars will be sent to the site of the crime. The alarm margin is the time taken by the police car to reach the building.

Valuables

Possible pieces of loot in the house you have chosen.

Escape route

Detailed information about the escape route should help you to choose the right escape car for this particular coup.

Accuracy

The accuracy of the information you have gathered on this building. The more you know about a target building, the easier it gets for you and your accomplices to prepare for the burglary.

Security measures

This indicates the amount of security measures taken to guard the building and its valuables from people like you and your accomplices. There may be alarm systems or even guards. The security of a building also increases with the frequency of police patrols or guards from private security services passing by in the street or looking in through the window to check whether everything is quiet.

Radio communication

If there are guards in a target building, they are equipped with radios to stay in touch with each other. Here, the intensity of the radio traffic is indicated -the higher it is, the more likely it gets for a radio message to be received.





Training of guards

The guards in the target building have been trained in different ways. Therefore, some of them are more dangerous and more difficult to be overpowered than others.

Maximum noise level

This is the maximum amount of noise you may produce during the burglary without alerting neighbours, passer-byes or police patrols in the street.

'Thinking about the loot'

This will show you a list of all valuables you have stolen so far.

2.6. Watching

Before you can start planning a burglary, you should gather as much information about the target building as possible. The more time you dedicate to watching the building, the more accurate information you can put down in your notebook. (See above, 'Thinking about a target building'.) You can start the planning stage as soon as you have gathered AT LEAST 50% of the possible information about the target building. Watching the building and all activities around it carefully enough is necessary before you can enter it and will also help your accomplices to prepare for the burglary. However, if you watch a building for a very long time, you could start looking suspicious! Someone could remember your strange behaviour and thus help the police to investigate the crime...! When you are on your watch post, pay attention to the frequency of police patrols passing by, for it is likely that they will be patrolling the area at about the same time on the day of your coup. The police patrols put a limit to the time you can safely spend inside the building: There is a chance that the first, maybe even the second patrol that passes by the building you have broken into, will not



notice what is going on, but from the 3rd patrol onwards, your chances decrease rapidly, and it is advisable to leave the site as fast as possible. After you have left your watch post, you will be shown a list of the facts you have jotted down in your notebook.

2.7. Calling a taxi

For longer journeys, it is necessary to take a taxi. You can either call a taxi or walk to the next free one that comes along (see above, 'Walking'). Upon entering the taxi, you tell the driver which destination you want to be taken to.

2.8. Making a phone call

You wish to contact someone, but do not know their phone number? No problem! Simply call the telephone exchange, and you will be able to reach nearly every person you have got to know so far. If the number is engaged or nobody answers the phone, don't worry and try again later.

2.9. Waiting

This is the right option if you get so bored waiting for someone or something that you wish to speed up the passing of time.

2.10. At the car dealer's

Take the taxi to Wellington Road to get to the car dealer's - 'New & Used Cars'. This is the right place to buy or sell a car, or to have your car repaired.





In the office

During the opening hours you will usually find Mark Smith, the car dealer, in his office. You should take the opportunity to have a little conversation with him...

The car park

At the car park you can buy a new car - or sell one of your old ones, in case you already have any. To do this, Mark Stuvysunt can utter the following sentences:

'Show me...'

You will be shown a complete list of the cars that are for sale at the moment. At the bottom of the screen the price of each car will be indicated, as well as your current savings. Upon selecting a car, you will be shown its most important data. (See above, 'Thinking about cars') After you have checked the car's data, you have to decide whether you chose to buy it or rather to look at some more cars for sale.

'I'd like to sell...'

If you tell him that you want to sell one of your cars, Mark Smith will make you an offer, which you can either accept or refuse.

'Good-bye.'

Say this if you wish to end the conversation with Mark Smith.



In the garage

In the garage you can have a car repaired or painted. In urgent cases, Mark Smith may even be willing to keep working all night - especially if you are a regular customer of his garage. If you start the conversation by 'Talking', you will first of all have to tell him which car you want to have brought into the garage.

'What can you get out of this car?'

If you want Mark Smith to give the car a general overhaul, he will tell you his price per working hour. If this price is too high for your budget, you can refuse it; otherwise, say:

'O.K., get on with it.'

If you accept the car dealer's offer, he will start reconditioning your car. While he is working, the change of your car's condition, but also the cost of Mark Smith's work and its influence on your budget will be indicated in the balloon area. You can stop this process at any time by pressing your left Mouse button or the <RETURN> key.

'Retread the tyres, please.'

By choosing this option, you can improve the condition of your tyres. This process will be very similar to the general overhaul (see above).

'Repair the motor.'

If you want your car's motor to be repaired, the following repair works will also be similar to the general overhaul (see above).





'I want the car varnished...'

Sometimes you may chose to change the look of your car. Mark Smith will make you an offer, which you can either refuse or accept ('O.K., that's fine with me.'). If you accept the offer, you can chose the colour you want your car to be varnished.

2.11. At the tools shop

The tools shop is in Watling Street. Here you will meet Mary Bolton, the shop owner's daughter. By talking with Mary, you can buy or sell tools, as well as get information about certain tools.

'I'd like to-buy...'

You are shown a list of the tools that are for sale at the moment. Your current budget and the price of the tools you are being shown is always indicated in the menu area. To buy a tool, you only need to select it. Please note that you will automatically be given one tool of the kind for each of your current accomplices. (For example, if there are three, you do not need to go through the process of buying gloves three times, but only once.)

'I'd like to sell...'

You are shown a list of the tools that are currently in your possession. If you select a tool, Mary Bolton will make you an offer. If you chose to accept it, you sell the tool of your choice to her.



'Show me...'

With this option you can get detailed information about a tool. (See above, 'Thinking about tools')

'Tell me something about...'

Mary Bolton will offer you a short assessment of the tool's qualities.

'Good-bye.'

This option ends your conversation with Mary Bolton.

2.12. The dealer

After a successful burglary there should be a number of valuables in your possession. You can sell the stolen goods to one of the dealers in London. Even if your loot is in cash, you should bring it to a dealer to have it 'washed'. Most dealers specialise in certain goods - one of them will make you the best offer for statues, while another one is prepared to pay a better price for jewels. Sooner or later, however, you should decide upon one dealer; if you change too often, you will not be very popular with either of them, and this could influence their offers in an unpleasant way... To start negotiating with a dealer, select 'Talking'. As an example, the conversation with Eric Pooley (- you will find him in Holland Street):





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'What kind of goods are you dealing with?'

Upon asking this question you will be told what Eric specialises in - i.e., for which valuables he is prepared to pay a reasonable price.

'Make an offer, Please?'

Eric will have a look at each of the stolen goods, and if he finds anything that interests him, he will make you an offer. You can chose to either accept or refuse the dealer's offer.

'Good-bye.'

Say this to end the conversation with the dealer.

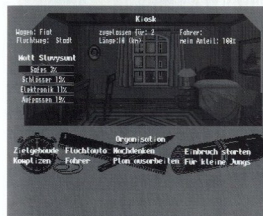


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3. Organizing a Burglary

Upon selecting the option 'Planning' in your hotel room, you can start preparing a coup. You need to make a lot of decisions concerning the target building, your accomplices, the escape car and its driver.



↔ (1) (4) (3)

↔ (2) (5) (6) (7)

The 'Organisation' screen will show you the following:

The target building (1)

The escape car you have chosen(2)

The driver of the escape car(3)

The number of people there is space for in the car(4)

Details about the escape route(5)

and its length(6)

Your share of the loot (in per cent) (7)





3.1 The target building

After you have watched a building, you can chose it to be the target of your next burglary. Make sure that you have gathered enough information about the building by watching it! The more you know about it, the easier it becomes for you and your accomplices to prepare for the actual coup, and the more likely it is that you will succeed.

3.2. Accomplices

With this option you can chose the members of your team. The maximum number of accomplices is usually 3, but it may also be lower, depending on the carrying capacity of your car. Note that selecting many accomplices does not only enable you to transport more loot, but also means that the loot has to be shared among many people - leaving a smaller share for each of you.

You have the following options:

'Accept'

With this option you can accept somebody as a member of your team for the next coup. You will be shown a complete list of the people you have offered a job so far and with whom you have come to an agreement about sharing the loot. In case you have not yet met any people, it is advisable to visit one of the bars or pubs. For more information on how to offer a job to a person, see above (2.1., 'Talking'). Remember that you can also use the telephone in your hotel room to contact someone.



'Eliminate'

If you have already accepted someone in your team but have now changed your mind, the accomplice in question can be eliminated from your team.

'Ready!'

This command finishes off the process of selecting your accomplices.

3.3. The escape car

Of the cars that are currently in your possession, chose the one that you believe to be most suitable to help you escape from the target building after the burglary. Your decision should be influenced by the escape route and its length, but also by the number of accomplices you intend to take with you.

3.4. The driver of the escape car

You also have to select a person who is destined to drive the car during the escape. Note that only people who have the skill of 'Driving Cars' are fit for this task.

3.5. Thinking

See above (2.5. 'Thinking')





3.6 Drawing up a plan

As soon as you have chosen the target building and your accomplices, you can start working on the detailed plan of action.

3.7 Starting a burglary

Upon selecting this option, you and your team will start acting according to the plan you have drawn up before. In case you have worked out several different plans for the same burglary, they will be listed in a balloon for you to choose the one you wish to apply.

3.8 For little boys...

Planning and organising a burglary can take quite a long time. In case you feel a certain...well, need to interrupt this lengthy procedure - this is the right option to select.



4. The planning stage

Finally the game has come to the point where you need to work out a detailed plan of action. You have to fix the amount of time (shown in seconds) that you intend to spend on a certain action. During the actual burglary these periods of time may be altered by unforeseen events or circumstances, such as the exhaustion of one of your accomplices. Therefore, you should provide some spare time for unforeseen accidents when drawing up your plan. Your plan is only completed when all accomplices have reached the escape car (-which is symbolically shown as a little red car during the planning stage.) When working out a plan, look out for objects marked with a red 'A' or an 'electricity' symbol, for these objects are connected to an alarm system or to the electricity supply, respectively. This is the point where you may be glad that you have gathered enough information about the building's alarm system and electricity supply! (See above, 2.4. 'Looking round inside a target building') The time you can venture to spend inside the building is limited by two factors: The alarm systems and the alarm margin, i.e. the time taken by a police car to reach the site of the burglary. (For the danger of police patrols that pass by in the street, see above, 2.6. 'Watching') Detailed information on how to handle security and alarm systems is given in point D of the appendix ('Descriptions of Security Systems').

4.1 Drawing up a plan

This option will start the planning stage.

Note: You can cancel and delete any part of your plan by pressing the right Mouse button or the <ESCAPE> key.





There are the following options:

'Walking'

Select this option if you want to fix the route along which you want an accomplice to move. Use the Joystick or the keyboard (- i.e. the cursor keys -) to direct the person's movements. Press the right Mouse button or the <ESCAPE> key to undo a movement you have planned. By pressing the <RETURN> key you can leave this option. Do not forget to plan short pauses, as well, as longer distances can exhaust your accomplices. Note that all accomplices have to be near the escape car at the end of your plan - otherwise the escape is likely to be rather chaotic, thus increasing the risk of traces being left.

'Use'

If an object is within reach of a person, you can get them to use a tool on this object by selecting this option. At first, select the object (-or person-) and then the tool you wish to be used on this object or person. The time needed and the noise produced when working with a tool should influence your choice. Again, the time indicated may be altered by unforeseen accidents or circumstances during the actual burglary. Some actions may need further explanation: By selecting 'Use'- 'window' you can climb through open windows, If you have got a rope ladder. 'Use'- 'stairs' allows a person to mount or descend the stairs to another floor, if there is any. The options 'Use'- 'hand'/'foot'/'chloroform' are useful when you are trying to overpower a guard.



Again, such a fight may not always end up the way you planned it. Therefore, you should only choose accomplices for this task who have a realistic chance to overcome the guard in a fight.

'Open'

With this option you can open objects that are within your reach. However, it is not all that easy if the object is locked; in this case, you first need to crack the lock with a suitable tool. Note that guards and patrols are likely to control if safes etc. are locked.

'Close'

It is advisable not to leave objects open, because the change could easily be noticed by a guard or even a police patrol that takes the time to look in through the window when it passes the house. In either case, the police would be alarmed.

'Take'

This is the right option to select if you want to pick up an object. Note that every accomplice can only carry a certain weight! Of course, objects can only be taken if they are accessible to you, i.e. not locked up in a safe, for example (in this case you would have to crack the lock first).





'Put down'

Objects you have taken can be 'put down' at any time or place: The object is put into one of the bags you have brought to carry the loot in, and put down on the floor. Remember that you only have 8 bags! Objects that have been put down can be picked up ('taken') again later on.

'Wait...'

While they are 'waiting', your accomplices get a chance to recover from exhaustion. If you have the impression that one of them needs a break, you should select this option. Accomplices with the skill of 'looking out' will use the spare time you give them to look out for danger, such as guards patrolling the part of the building you are in. (Police patrols or guards can either do a routine check or be alarmed by neighbours who have noticed you.) Upon selecting 'Wait...' there are the following options:

'Waiting for a certain time'

A clock is indicated in the balloon area. Using the Joystick or the cursor keys you can fix the exact time you want to be spent waiting.

'Waiting for radio message'

You cannot select this option unless your team is equipped with radios. You have to define which radio message the person is to wait for.

'Ready!'

This option ends the process of 'waiting...'.



'Sending a radio message'

The best way to co-ordinate the accomplices' activities is by sending radio messages. Define which person you want to send a message, and what they are to say.

'Change person'

With this option you can change the person you are currently planning for. In case you have more than one accomplice, you can choose who you want to plan for next. The face of the person of your choice will be shown in the top left corner of the balloon area. All activities you plan from now on are to be carried out by this one person.

'Ready!'

With this command you can end the planning stage.

4.2. The notebook

During the planning stage, you can look at your notebook for relevant data. For detailed information on the different notes you have taken, see above. (2.5. 'Thinking')

The target building

You can take a look at the notes you have taken while you were watching the building.





'Accomplices'

You will be shown a description of your accomplices' characteristics and abilities.

'The escape car'

The data of your car.

'Tools'

You are shown a list of your tools and their characteristics.

4.3. Saving a plan

You can interrupt the planning stage and save the current plan at any time. Later on you can continue working on it. The complete plan you intend to use for the actual burglary should of course be saved as well! (Otherwise your accomplices are not likely to know what they are meant to do...) The plan is saved on a disk or hard disk and can be loaded at any time. (See above, 'Thinking about a plan') The maximum number of plans that can be saved for one target building is 4.

4.4. Continuing a plan

If you wish to continue working on a plan you have saved before, you only need to load it.



4.5. Dismissing a plan

If you are convinced that something you have planned will be of no use whatsoever at any point of the game, you can dismiss it altogether. This is also the right option to select if you want to start the planning stage from scratch again.

4.6. Looking at a plan

You can choose from the following options:

Running a plan

If you want to take a look at what you have planned up to now, use the cursor keys 'left' and 'right' to run the plan forward or backwards second by second.

Watching a person

With this command you can watch any one of your accomplices at any stage of the plan, and check that they are co-operating in the way you want it.





5. The Burglary

5.1. Watching a person

During a burglary, you also have the possibility to watch any of your accomplices while they are working. With this option, you can chose the person you wish to watch.

5.2. Sending a radio message to all accomplices

With this command you can send radio messages that you want to be heard by all of your accomplices. For further information on radio messages, see below.

5.3 Sending a radio message to one accomplice

A radio message of this kind is only destined for one person. You need to define the receiver and the contents of the message. The following information also applies to 5.2. 'Sending a radio message to all accomplices':

Note that a radio message should be formulated according to the current situation; for example, an optimistic message may not sound very convincing in a critical phase of the burglary, and vice versa... Your accomplices might begin to doubt that you are telling the truth, and this could be the cause of serious trouble within the team! However, there are some people who need to be encouraged in critical moments, even if you are not saying the exact truth.



Also try to chose the right amount of radio messages, and the right time to send them. Being too talkative can easily decrease your accomplices' ability to concentrate on their work, whereas an encouraging message is sometimes crucial if a person is losing confidence. You should be especially careful with rude messages that might offend or injure an accomplice. Though some people may work even better when they are angry, an unforgiving accomplice you have once insulted is likely to become dangerous in the future...

5.4. Escape

If you happen to set off the alarm or to be noticed by neighbours, guards or police patrols during a burglary, the only possibility to come away unscathed is by escaping from the site of the crime as quickly as possible. However, you are likely to leave a lot of traces in the rush of the escape, thus making life quite easy for the police. Therefore, you should always try to carry out the burglary according to the plan you have drawn up in advance. Once all accomplices have reached the car, you have to depend on the qualities of the car and its driver. Therefore, it is important to chose the best car and the driver who is most suitable for a coup BEFORE you start the burglary. The escape route and its length should influence your decision in this matter. During the escape, you will see your car on the screen, as well as a plan of the escape route with a little square (the colour of your car) indicating your current position. In case the police has been alerted, there will also be a little black square, symbolising the police car that is pursuing you. After an alarm, the 'alarm margin' is your maximum lead on the police car. If you manage to reach the left end of the plan shown on the screen, you have made it to the car park of Cars & Vans, and you have managed to escape from the police. However, if the police car manages to get as close as 50 metres to your car, you are caught and arrested.





6. The Investigation

After a successful burglary and escape, the police will start investigating the case. At first, they will search the site of the crime for traces. Meanwhile, a notebook is shown in the balloon area, indicating the chances for the police to suspect you or one of your accomplices. There are several aspects that may help the police:

'Records existing'

This is a measure for how much the police already knows about a burglar in question. The more records they have on a person, the more likely it gets that this person is been suspected and a search is started.

'Traces left when walking'

These are the traces a burglar has left while he was moving around in the building. They mainly depend on the person's nerves, stamina and dexterity.

'Traces left when waiting'

A nervous person is most likely to leave traces while they are waiting.

'Traces left when working'

Traces of this kind can be caused in many ways and are influenced by many different factors - starting from the burglar's nerves and the tool he is using, up to the personal characteristics of the respective person. Whether such traces are left or not is in fact influenced by nearly all factors possible.



'Traces left during a fight'

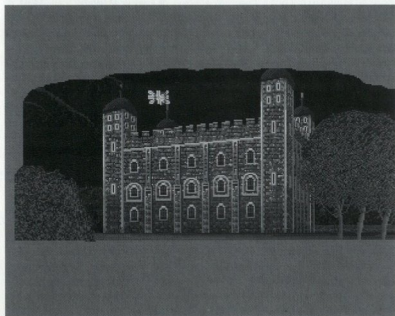
These traces are caused while an accomplice is trying to overpower a guard.

After the police has looked for traces, all possible witnesses of the burglary are questioned. It may even happen that a passer-by or a neighbour has noticed a conspicuous car parking in front of the site of the crime, which may help the police to find the burglars. The information gathered by examining the traces and questioning the witnesses may either lead to the immediate identification of a burglar, or to a person being suspected because their police record gives them away as a possible participant in this burglary. In either case, the police will start a search for the respective person, or the car that has been seen. It will depend on your and your accomplices' skill at hiding from the police whether you are arrested or not.





V. Appendices





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Appendix A: London - Descriptions of Important Buildings

Bank of England

The Bank of England was founded by Royal Charter as a private association in 1694. Its original task was to provide money for the war against France. The building, designed by an architect called Sir John Soanes, was built from 1788 to 1833. Already during its construction, however, the original structure was considerably altered by Sir Herbert Baker. The sculptures above the entrance were made by Sir Charles Wheeler. Nowadays, the main task of the Bank of England's is very much like other national banks': To secure the stability of the British currency by controlling the amount of money in circulation, and by fixing the basic rate of interest. Talking of interest - it may also be interesting to know that the British gold reserves are kept inside this building.

British Museum

The British Museum is a museum of world wide fame. Counting a huge number of visitors from all around the globe every year, it is also among the most popular sights of the British capital. Its collection of Egyptian, Greek and Assyrian sculptures is unique in the world. The museum originated from the collections of Sir Robert Cotton, Robert Harley, Earl of Oxford, an Sir Hans Solane. It was founded in 1753 by a parliamentary decree. After being exhibited in Montague House for several years, the collections were transported to their present location: A building of classicistic style designed by Robert Smirke and built by his brother Sydney from 1823 to 1857. Apart from the collections mentioned above, there are nowadays many more historic objects and pieces of folk art from nearly all cultures. The British Museum also includes a large folklore department, which is situated in the Museum of Mankind.



Chiswick House

This old and aristocratic mansion is situated only a few streets away from old Turnham Green, in Richmond upon Thames. What is nowadays a high-class housing area, used to be the location of a royal castle constructed for King Edmund I. in medieval times. In 1639, under the rule of Charles I., huge hunting grounds were laid out on the area of Richmond Park. The mansion itself was built by Richard Boyle in 1725, by order of Lord Burlington. During his two journeys to Italy, Burlington had been impressed and inspired by the neo-classicistic mansions and palaces built by architects like Andrea Palladio. The high and lofty, but very scarcely furnished halls in Chiswick House are destined to create a strangely archaic feeling, and the whole building is full of mythologic allusions.

Karl Marx'tomb

Highgate Cemetery is situated in the North of London, in the district of Hampstead. This part of the town, livened up by many a beautiful green lawn and romantic pond, may still be called London's most exquisite recreational area - a reputation that it has kept throughout more than a century. Especially artists, such as John Keats, Robert Louis Stevenson and George Orwell, chose Hampstead as their place of residence, and even Charles de Gaulle and Siegmund Freud owned houses in this district. 160000 people have found their last resting place on Highgate Cemetery. The most famous among them is Karl Marx. The German theorist of Socialism and founder of Marxism lived from 1818 to 1883. From 1842 to 1844 he was the Director of the liberal newspaper 'Rheinische Zeitung', in Cologne. In the year 1845 he went to Paris, and hence to Brussels. In 1844 he started his intellectual contact with Friedrich Engels, which resulted in the writing of the 'Communist Manifesto', a monument of political theory originally ordered by London's Communist Association. In 1849, Marx moved to London, where he finally wrote his masterpiece 'The Capital', in 1867.

Ham House

Ham House is situated in the middle of a large park in Richmond. Originally, it was a modest country house built for Sir Thomas Vavasour in 1610. Elisabeth, Countess of Dysart, inherited the building from her father in the middle of the 17th century. It was only after her marriage to the Duke of Lauderdale, a minister to Charles II., that the mansion was considerably enlarged in opulent baroque style: From 1673 to 1675, architects and artists from Germany, the Netherlands and Italy were working on it. The result of the Lauderdale's attempts to beautify the building has nearly completely been kept up to this very day. Just like Osterley House, it has become property of the National Trust. Nowadays it is part of the Victoria and Albert Museum, and open to public. Besides, there is an old rumour that the Duchess of Lauderdale is still haunting the chapel of this mansion, for her husband was buried there in 1682.

Kenwood House

Kenwood House, situated in the North of London, can probably be said to have the most privileged location of all mansions in this town. Built on one of the most elevated points of London, it seems to overlook the whole of the British capital as far as the River Thames. It is surrounded by majestic old oak trees and beeches. Kenwood house is built in neo-classic style. It was constructed by the Scottish architect Robert Adam between 1764 and 1779, by order of the Earl of Mansfield. During an auction of Kenwood property in 1927, more than a thousand pieces of art were sold. The building's new owner, Lord Iveagh, a Maecenas in the classic sense, transported his large collection of paintings to Kenwood house. The art collection, which he donated to the British Empire before his death in 1928, comprises paintings of Reynolds, Gainsborough, Bol, Hals, van Dyck, Vermeer and Rembrandt.





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National Gallery

This building in classicistic style was designed by William Wilkins and built between 1834 and 1837. One of the most extensive and precious art collections in the world is exhibited in the National Gallery. The Gallery was founded as early as 1824, when the British government appropriated the huge sum of 57000 pounds for the purchase and exhibition of 38 paintings belonging to the famous Angerstein-collection. These paintings were originally exhibited in the Angerstein rooms, 100, Pall Mall. In 1876, however, an enlargement of the National Gallery was necessitated by a number of purchases and gifts. At this time, the Gallery's dome was constructed, resulting in the nickname of 'national spice rack'. Further enlargements took place in 1887, 1927 and 1929. Opuses of the Italian, Flemish and Dutch schools form the large majority among the hundreds of paintings that are nowadays exhibited in the National Gallery.

National History Museum

The National History Museum owes its existence to the generosity of Sir Hans Sloane. When this rich natural scientist died in 1753, he transferred his extensive collections to the British Empire. This was the origin of the National History Museum. In 1860, after it had been decided that the museum's natural science department should be located in a separate building, the architect Alfred Waterhouse was ordered to build a new museum in Kensington. The result of accurate planning and seven years of construction was a huge palace looking very much like a cathedral. Finally, in 1881, the new National History Museum was opened. The building itself, a romanian, architecturally interesting edifice, has two steeples, each of them 64 metres high, and is situated in famous Cromwell Road. Still, most of the objects and curiosities exhibited are donations of Sir Hans Sloane, who bought them during his time as the physician in ordinary to the Governor in Jamaica. The collection's original inventory comprises about 50000 books, 10000 animal specimens and 334 volumes of dried and pressed plants. During the following decades, however, several ten thousand objects were incorporated in the National History Museum.



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Osterly Park House

In one of these old West London suburbs consisting mainly of red brick houses, in a park with ancient trees and small ponds, there is a mansion called Osterly Park House. It was built in the 18th century for the Child family, who had only recently come to great riches, and whose ancestors had, with some other goldsmiths, founded the tradition of banking in Britain. The architect was a man called Robert Adam. He gave Osterly Park House a touch of classicistic style. Lord Jersey, an ancestor of the Childs, donated the mansion to the National Trust in 1949. Thanks to this wise decision, Osterly Park House is nowadays a museum open to public.

Suterby's

London is famous for its great number of public sale-rooms. Apart from the old and famous ones, such as Christie's and Sotheby's, there are several smaller ones. Suterby's - not to be mixed up with the famous Sotheby's - is typical for this kind of English sale-rooms. It is a true El Dorado for collectors. At Suterby's, everything is on sale that one could possibly collect.





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Tower of London

The Tower of London, this gloomy and frightening edifice, is situated in the East of the City, just outside the old city walls. It is probable that already at the time of Roman occupation, there was a fortress on this very spot. The origin of today's Tower is due to William the Conqueror, who had a fortress built at the north shore of the River Thames after the Battle of Hastings. The task of this fortress was to protect the city and to watch shipping on the Thames. This part of the fortress, called The White Tower, was finished in 1078 and enlarged several times during the 12th, 13th and 14th centuries. It was finally restored again in the 19th century. For a long time, the Tower was the King's Residence, but also the State prison. The history of this building is very closely connected to the history of England. Many a famous personality was imprisoned in the Tower, such as David II of Scotland (1346-1357), John the Benevolent (1356-1360), Duke Charles of Orleans (1415), James I of Scotland (1406-1407). Some of them never left the Tower alive: Henry VI. was executed in 1471, his brother, the Duke of York, in 1483, Sir Thomas More in 1535; the queens Anne Boleyn and Katharine Howard had to die in 1536 and 1542, respectively, and Thomas Cromwell was executed in 1540. Many more names could be added to this list. Even during the Second World War, spies and secret agents were executed in the Tower. From 1941 onwards, Rudolph Hess was kept prisoner in these ancient rooms. Nowadays, the Crown Jewels, the most precious possession of the British Empire, are kept in this building, making the Tower one of the most popular tourist attractions of London.



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Victoria and Albert Museum

The Victoria and Albert Museum, simply called V&A by the British, lies in South Kensington. The National History and the Science Museums lie in the same part of the city, making it a regular 'museum quarter'. Prince Albert, Queen Victoria's husband, originally had the idea of founding a museum for the most remarkable products of fine art and craft from many different cultures and times. The money for the realization of this idea was raised by a 'Great Exhibition' in 1851. The museum opened in 1857, in the rooms of what is now the Bethnal Green Museum. The present V&A museum building was built between 1899 and 1909 in pseudo-renaissance style. In 1909, finally, King Edward VII. founded the 'National Museum of Fine Arts'. The V&A exhibits valuable sculptures, fine pieces of furniture, fabric, pottery and architecture, as well as national costumes and artwork from Indian and Far Eastern cultures, Byzantine sculptures, ancient Italian paintings and many other old and valuable pieces of art. The Victoria & Albert Museum is one of the most distinguished art museums in the world.





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Appendix B: Motor Journal

Cadillac Club Coupe

PS: 160 Top
 Speed: 160 km/h
 Cubic Capacity: 5420 cm³
 Engine: V8
 Producer Country: USA



This enterprise was originally called Henry Ford Company, but a few months after its foundation the then chief engineer Henry Ford left the Company to found his own Ford Motor Company. Ford's successor, Henry Leland, renamed the Company in honour of Antoine de la Mothe Cadillac, who had founded the city of Detroit in 1701. From 1948 onwards, the Club Coupe was provided with a new V8 engine and cam drive. With this equipment, the fastest Cadillac type produced reached a top speed of 99,6 mph (160 km/h) in 1949. At this time, this was an absolutely amazing achievement for a car of the Cadillac's size. The cars of 'series 62', in 1949, had a remarkable standard equipment including back lights, and the 'Club Coupe' was additionally fit out with hydraulic window openers and luxurious interior furnishings. The overall number of 'series 62' cars produced is 55.643.



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Fiat Topolino

PS: 13 Top
 Speed: 88 km/h
 Cubic Capacity: 569 cm³
 Engine: 4 cylinders aligned
 Producer Country: Italy



The Fiat Topolino was developed by Franco Fessia. It was in production between 1936 and 1955. It is a small but extraordinary car with many technical innovations, such as the separate suspension of the front wheels. In spite of its small size, it offers enough room for two people, a small amount of luggage or children. Its nickname 'the mouse' is due to the somehow cute and loveable exterior design of the Fiat 500 Topolino.

Jaguar XK 120

PS: 160 Top
 Speed: 203 km/h
 Cubic Capacity: 3400 cm³
 Engine: 5 cylinders aligned
 Producer Country: Great Britain



The XK 120 with its new 3.4 l engine is a typical sports car. It was first presented at the London Motor Show in 1949. The engine, which was developed by William Heynes, Wally Hassan and Claude Baily, was an interesting construction with double top cam drive. Two years later, in 1951, Jaguar presented the model type C. It was mainly destined for racing. Its engine was similar to the one of the XK 120, but technically improved and much more developed.





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Morris Minor

PS: 29 Top
 Speed: 100 km/h
 Cubic Capacity: 919 cm³
 Engine: 4 cylinders aligned
 Producer Country: Great Britain



The Morris Minor was designed and, in 1948, also presented by Alex Issigonis. It is a small but very efficient four-seated car with rear-wheel drive and separate wheel suspension. 1.5 million cars of this model were produced, and some of them are still in use. Many a British car mechanic still earns quite a lot of money repairing this old but robust car.

Opel Olympia

PS: 40 Top
 Speed: 118 km/h
 Cubic Capacity: 1488 cm³
 Engine: 4 cylinders aligned
 Producer Country: Germany



The Opel Enterprises, which were taken over by General Motors in 1928, already produced the first 'Olympia' in 1935. The car owes its name to the Olympic Games in Berlin. It was the first German car with integral coachwork produced in quantity. The Olympia was furnished with an excellent 4 cylinder engine, which was kept unchanged up until 1960. After the Second World War, Opel did not build any cars of this type until 1947. In 1950 the Opel Olympia was presented with a new body design and three gears instead of the previous four. 1953, however, the Olympia was replaced by the 'Rekord' model, and its production was stopped in 1957.



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Pontiac Streamliner

PS: 103
 Top Speed: 140 km/h
 Cubic Capacity: 4070 cm³
 Engine: 8 cylinders aligned
 Producer Country: USA



The Pontiac Car Enterprises were founded in 1962. The first Pontiac car was presented in New York. Pontiac, the chieftain of the Ottawa Indian tribe, whose name the Enterprises adopted, had supported the French in their war against the English from 1763 to 1764. Right from the start, the success of the Pontiac cars was due to their luxurious and comfortable furnishings, which were offered at a considerably low price. As the Pontiac producers have always kept to this principle of high quality and low cost, Pontiac is still a very successful company. The Streamliner was developed in two versions: With 6 or 8 cylinders, as 'Sedan Coupe' or 'Station Wagon', respectively. On January 5th 1942 the production of Pontiac cars had to be stopped altogether because of the World War, and it was only in September 1945 that new models could be presented. All in all, 12,742 cars of the six-cylinder type and 26,506 of the eight-cylinder model were built.





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Standard Vanguard

PS: 68
 Top Speed: 120 km/h
 Cubic Capacity: 2088 cm³
 Engine: 4 cylinders aligned
 Producer Country: Great Britain



The Vanguard was first built in 1947 as a limousine with four doors and integral coach-work. As its exterior design was very similar to American cars, it was also very popular in the USA and in Australia. In 1951 a 'station wagon' version of the Standard was developed, if desired with overdrive. In 1962, the Vanguard disappeared as a car brand altogether.

Triumph Roadstar

PS: 65
 Top Speed: 120 km/h
 Cubic Capacity: 1775 cm³
 Engine: 4 cylinders aligned
 Producer Country: Great Britain



The 1800 Roadstar was the first car produced after the Triumph company had been taken over by Roadstar. This sportscar, with its long bonnet and its elegant, lean body, was one of the most beautiful automobiles built in the time shortly after the Second World War. The 1800 Roadstar was also the last car to have so-called 'mother-in-law seats': Inside the boot there were two small glass panes that served as windscreens for the passengers on the dickey seats.



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Willys Jeep

PS: 54
 Top Speed: 100 km/h
 Cubic Capacity: 2199 cm³
 Engine: 4 cylinders aligned
 Producer Country: USA



John North Willys, originally working as a car trader for the American Motor Car Sales Company, had just ordered 500 Overland cars when the Overland works slid into a deep financial crisis. Willys was so impressed by the quality of the Overland cars that he simply decided to buy the whole company, thus founding the Willys-Overland Company. The most famous car he ever built was the Jeep, which he designed specially for the Allied Troops in 1940. Until the end of the Second World War, 361.349 pieces of this sturdy military car were produced. After the war had ended, the Jeep was still frequently used, and in 1945 a 'station wagon' version of the original Jeep was presented. In 1956, Willys finally decided to stop producing automobiles for civil use, and in 1963 changed the name to 'Kaiser-Jeep'.





Appendix C: Descriptions of Tools

axe



This hand-made steel axe has an ergonomically formed handle of sturdy ash-wood. The blade is polished, and the whole tool only weighs 1250 g, thus being very easy to handle.

battery



This is an ordinary 6 Volt car battery. It can also be used for small electric tools, such as a soldering iron.

drill



This is a 550 Watt percussion drill with an infinitely variable speed governor that ensures precise working. The ergonomically formed handle makes slipping impossible and makes the tool very comfortable to handle.



drilling winch



A drilling winch is the ideal tool to be used for very fine and precise working. Unlike with automatic drills, the user does not depend on electric supply, and makes much less noise. Nevertheless, the use of this very simple tool can become tiring after some time.

jerry



There is not very much to say about this crowbar. It is commonly known that its main use is for cracking doors or cupboards.

chloroform



Chloroform, also called tri-methane chloride, is a gas with a sickly sweet scent. It does not burn, and is mostly used as a solvent. Moreover, chloroform is a rather efficient narcotic.

picklock



In principle, a picklock is only a piece of thin, flat wire bent at a certain angle. It can be used to open ordinary locks. Of course using a picklock is not quite as easy as simply unlocking a door with a key. It takes a good deal of experience and deftness to be able to open a door with a picklock.



dynamite

This explosive was invented by the Swedish scientist A. Nobel in 1867. It consists of 75% nitroglycerine and 25% of a compound similar to silicium. Nowadays, however, the latter is, often replaced by collodium wool. Extreme care should be taken when handling dynamite.

electric hammer

This 'electric crowbar' has a capacity of 2500 Watt. The integrated shock-absorber assures safe application of this tool even on very strong walls. However, this tool is also very heavy and can therefore only be handled by physically strong people.

electric kit

This electric kit consists of a 15 Watt soldering iron, which is ideal for precision work, different pairs of tongs, a cutter, several clamps, some metres of wire and everything else that can come in handy in smaller electrical repairs.

radio

This is a CB hand radio with 20 channels and a broadcasting capacity of 2 Watt. This high quality product has a modern dolby system and battery control.

hammer

This is called a fist hammer, very stable and handy. The wooden handle is especially sturdy and ideal for frequent and heavy use.

gloves

These gloves, made of fine velours leather, are a product of highest quality. They enable the owner to have a secure grip even on smooth or slippery objects.

glass cutter

This glass cutter is supplied with an industrial diamond with a hardness degree of 10. It is simply perfect for breaking glass. In spite of its name, however, this tool will not cut the glass nicely, but rather break it.



ground auger

This ground auger can be used to drill a nucleus out of walls or stone. Underground workers use the same type of tool, but much bigger. It will drill even bigger holes in steelwalls and, if you change the drill bit.

mask

This is an ordinary mask, which is usually worn by people on carnival parties, or by those who do not wish to be recognized.

oxygen cutter

By burning pure oxygen, this oxygen cutter can reach temperatures up to 3000 degrees Celsius. It will cut every material, even thick steel, as easily as if it were a piece of paper. It is a steel pipe filled with oxygen. The pipe will gradually melt itself, therefore the tool will shorten while it is used. When using the oxygen cutter, it is absolutely essential to wear appropriate protective clothing, for the heat produced is simply too great.

lock breaker

This tool belongs to the essential equipment of nearly every burglar. It is a metal rod with a sharpened tip and a hook. It can be slid into cylindrical locks, and by carefully moving it back and forth, the experienced user will break open almost every cylindrical lock with it.

cutting torch

This cutting torch - an autogenic one, to put it precisely - burns acetylen gas with oxygen. Thus the heat necessary for welding is generated. Both gases are stored in these steel flasks.

shoes

These shoes may not look very elegant, but they were produced by a world famous American shoe manufacturer, 'L.L.Bean' in Freeport, Maine. LLB has a worldwide reputation for high quality outdoor clothing, and it is a brand of good tradition. The works were founded in 1911. This special pair of shoes is furnished with soft rubber soles that subdue the noise of walking. As a whole, they are made of sturdy leather. Moreover, they are waterproof.



protective clothes

This set of protective clothes is made of a special material containing asbestos. It will protect you against great heat and flames - which is, for example, very important when welding.

check clock card

This is an ordinary card to be used with any normal check clock.

stethoscope

The word 'stethoscope' comes from the Greek term for 'ear-trumpet'. Physicians and doctors use it to control the noises made by the different body organs, such as heart and lungs. However, several people with criminal ambitions, use a stethoscope to be able to hear the very slight clicking of a combination lock when the right number is found.

rope ladder

This is a strong rope ladder of excellent make which will even carry an overweight person.

generator

This generator could almost be called a small power-plant. Its 6 Volt motor has a capacity of 3000 Watt - enough for electric tools, pumps, lamps and many other useful things, even far from ordinary electric supply.

angular grinder

This two-hand angular grinder can be used on the hardest materials, such as stone and metal. The infinitely variable gear button as well as the side handle guarantee security and precision when handling this tool. The stable 2000 Watt motor makes this tool useful in a widely ranged operational area.





Appendix D: Descriptions of Security Systems

Alarmsystems

Buildings containing valuables are especially likely to be fit out with an alarm system. Basically, there are three types of alarm systems you may have to deal with: The 'X3', the 'Z3' and the 'Top' systems. These alarm systems are designed to keep valuable objects of all kinds from being touched by unauthorized persons. To turn off an alarm system, you will need the electric kit. After you have turned the system off, you will be able to handle or steal the objects connected to it without any danger. The time needed to turn off an alarm system will vary according to the type: The 'X3' is fairly easy to de-activate, whereas turning off a 'Top' will take longest. Moreover, the 'Top' systems are fit out with an additional safety mechanism, which could become dangerous for you: As soon as the system is turned off, a control mechanism is started, which is too difficult to be turned off - even an expert would take at least several days to do so. However, to prevent false alarms after a possible power failure, this control mechanism will only set off the alarm siren after 15 minutes. In case an alarm is set off, there will be several police cars sent to the site of the burglary. Again, they will take a certain amount of time to reach the building you are in, giving you a chance to escape. (You will come to know this amount of time - the 'alarm margin' - while you are observing the target building.) While 'looking round inside a target building', you should of course pay special attention to the type of alarm system installed.



Microphones

Microphones are always connected to an alarm system and will set off an alarm siren if a certain noise level is exceeded.

Searchlights

Searchlights will always be combined with cameras. If a person is caught by a searchlight, a photo is automatically taken. These photos can be an important aid to the police during their investigation. Searchlights are connected with a switchbox, where they can be turned off and on.

Check clocks

Check clocks are often installed to control the guards. If a check card is not slid into them at regular times, an alarm will be set off.

Switchboxes

With switchboxes, certain security systems, such as searchlights, can be turned on and off. However, if you happen to turn off an object connected to an alarm system, an alarm will be set off.





Guards

Guards usually control the inside of a building on regular patrols, paying special attention to objects of value. In case they find any change, such as cupboards or safes that have been opened, they will send an alarm call to the police via radio. Of course, they will also react if they come across one of your accomplices! The only way to overcome a guard is to attack him from the back. The guard's patrols may sometimes be controlled by check clocks. (See above).

Other security measures

Police patrols and private security companies will pass by every target building at regular intervals. These patrols will look into the building through the windows. If they see anything suspicious, they will give alarm.

You should therefore always try to leave as few traces as possible inside the target building. Note that traces can also be caused when fighting with a guard!



