CRACK DOWN ™

ARCADE SEGA™ HITS

MANUAL FOR IBM® PC/ TANDY® & COMPATIBLES, COMMODORE 64®/128™, COMMODORE AMIGA®, AND ATARI® ST™

CRACKDOWN

Dr. K. is after human hide. This white-coat-gone-turncoat was once in charge of product development in an underground factory that made half-human, half-robot cyborgs. Former employees - the ones who survived - say he was a decent guy until he gave himself a ROM job. Now, the cyborgs seem to be programmed to destroy human beings, instead of to put hub-caps on new cars.

Needless to say, it's up to you to destroy these subterranean bio-bots.

SEE THE WORLD, VISIT EXOTIC PLACES...

Your mission is a piece of cake. Really. As one of our freedom fighters, all you need to do is go down into the bowels of an old factory and destroy this bunch of cyborgs that seems to have gone slightly buggy.

You will encounter flame-throwing, fighting-mad, trigger-happy enemies as well as rabid dogs and monkeys. They tend to lurk in the sewer dockyard, the transportation depot, the recycling plant and...just about every dark corner. You'd be lost without your machine gun and rocket launchers – when things get out of hand. And, you definitely want to use the bombs. But once you set them...better pick up the pace!

POWER UP

Set up your computer as shown in the owner's manual.

"LEFT" refers to the player on the left hand side of the screen and "RIGHT" refers to the player on the right hand side of the screen.

COMMODORE C64 &128
1) For a one-player game, plug a joystick into Port #1 or Port #2. For a two-player game, plug a joystick in each port. Port #1 will control the LEFT player and Port #2 will control the RIGHT player.

2) Turn on the disk drive and the computer.

3) Insert the **CRACKDOWN** disk into the disk drive and type **LOAD "*",8,1** and press **RETURN**.

4) To choose a two-player game, press the **fire button** on the second player joystick at any time during gameplay.

COMMODORE AMIGA
Note: Amiga 1000 requires Kickstart 1.2 or higher.
1) For a one-player game, plug a joystick into Port #2. For a two-player game, plug the second joystick into Port #1 or use the Keyboard. Port #2 will control the LEFT player and Port #1 will control the RIGHT player.

2) Turn on your Amiga computer and wait for the Workbench symbol to appear. Then, insert the **CRACKDOWN** disk into the internal disk drive (DF0:).

IBM-PC & COMPATIBLES
1) Set up your computer as shown in the IBM PC (or compatible) owner's manual. DOS 2.1 or higher is required to play this game.

2) If you are using a joystick, plug it in. Then boot up your system to display the system prompt, e.g. (A>).

3) Insert **CRACKDOWN** Disk #1 into your drive. Type **CDOWN** and press **RETURN**.

4) The first time you play the game, the set-up screen will appear. Follow the on-screen directions and choose the appropriate video mode, sound mode, and player controls. Then choose "Save these options to your disk." In the future, the game will default to the set-up chosen. In order to reconfigure the game, type **CDOWN /R**.

5) You may install **CRACKDOWN** on your hard disk using normal DOS commands. Create a directory on your hard disk. Type **COPY A:*.*** for each disk.

ATARI ST
1) For a one-player game, plug a joystick into Port #1. For a two-player game, plug the second joystick into Port #0. Player #2 can also play using the keyboard. Port #1 will control the LEFT player and Port #0 will control the RIGHT player.

2) Insert **CRACKDOWN** Disk #1 into the disk drive, then turn on the drive and the computer. Follow the onscreen instructions to insert Disk #2.

MOVE OUT!

• •

You start the game with six lives. Once you have used them all up, you have two opportunities to continue playing.

Crawl down the manhole to the point of no return. Here are all the right moves. It's up to you to use them in the right places:

☆ C64/128 ☆ ATARI ST ☆ AMIGA ☆

J represents joystick instructions; **K** represents keyboard instructions.

To walk around:
J: Push the joystick in the appropriate direction.
K: Press the **arrow** keys to move up, down, left or right. Press two directional keys simultaneously to travel diagonally.

For extra ammunition: Touch it.

To fire a weapon:
J: Press the fire button.
K: Press the **DEL** key.

To use a Smart bomb: C64 - For the LEFT player, press the **Q** key. For the RIGHT player, press the ↑ key.
AMIGA/ST - For the LEFT player, press the left **ALT** key. For the RIGHT player, the right **ALT** key.

To complete a level: Set all the bombs. Then go through the doors marked EXIT.

To pause: C64 - Press the **RUN/ STOP** key.
AMIGA/ST - Press **P**. Press again to resume play.

To restart: C64 - Pause the game. Then, press the **RESTORE** key.
AMIGA/ST - Press the **ESC** key.

☆ IBM PC/TANDY & COMPATIBLES ☆

J represents joystick instructions; **K** represents keyboard instructions.

To walk around:
J: Push the joystick in the appropriate direction.
K: Use the configured keys. Press two directional keys simultaneously to travel diagonally.

For extra ammunition: Touch it.

To fire a weapon:
J: Press fire button #1 on the joystick.
K: Press fire button #1 (default is spacebar).

To use a Smart bomb:
J: Press fire button #2 on the joystick.
K: Press fire button #2 (default is **ALT** key).

To complete a level: Set all the bombs. Then go through the doors marked EXIT.

To pause: Press the **F1** key.
To turn the sound on/off: Press the **F2** key.
To turn the music on/off: Press the **F3** key.
To center the player: Press the **F4** key.
To save the game: Press the **F7** key.
To continue a saved game: Press the **F8** key.
To restart: Press the **F9** key.
To exit to DOS: Press the **ESC** key.

You can also slow the game down or speed it up according to personal preference and level of skill.

To slow the game: Press the **F5** key.
To speed up the game: Press the **F6** key.

UPGRADING YOUR ARSENAL

You start the game with ten rounds for your cannon. Once you use these up, you are given 30 rounds of ammunition for the machine gun. Once these are gone, it's just you and your hand to hand combat. Throughout the game, if you are close enough to see the whites of the other guy's eyes, you will punch the enemy instead of wasting ammunition.
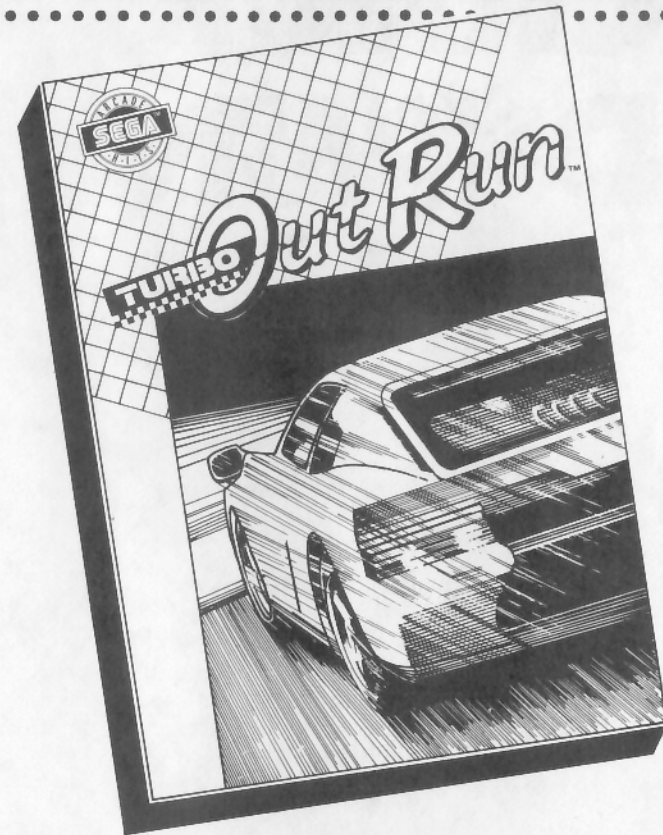
Extra ammunition for your machine gun is hidden throughout the factory as well as rockets and bombs hidden by the world government. Just touch a weapon or object when you find it, and it will be added to your personal arsenal.

THE BUDDY SYSTEM

It's possible to take a fellow freedom fighter down with you. Here's how you work together:

One of you can protect the other, shooting enemies as he plants bombs. Otherwise you can work in separate quadrants. There are a certain number of bombs per level. You just need to make sure that you set them all. Always keep an eye on the scanner at the top of your screen. It will tell you where you are in relation to the targets, as well as your extra ammo...and don't forget the dreaded cyborgs.

GRIT YOUR TEETH THROUGH A 16-CITY ROAD RALLY

7

IDG-3101