FINAL ☆ ☆ ☆

Daily Paper

TODAY'S NEWS

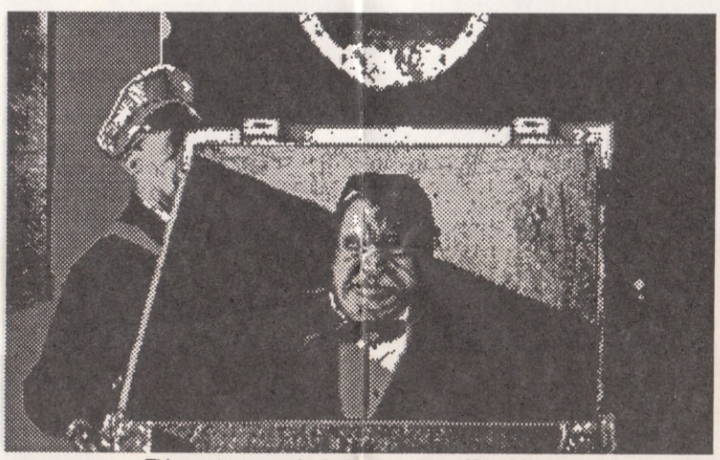
PUBLISHER DAILY

**SENSATION !!!**

# LIPS MANLIS GOES MISSING

According to witnesses who wish to remain anonymous, Lips Manlis was seen for the last time at his nightclub "The Ritz". He apparently left the establishment escorted by uniformed police officers who wanted him to help them with "routine enquiries".

This "disappearance is all the more suspect in that the bullet-riddled bodies of the famous gangster's bodyguards have also been discovered. Inspector Dick Tracy who is heading the investigation, was surprised to find his name engraved in bullet-holes in the wall of a garage in which the bodies were discovered. He reckons this is a challenge issued by the person behind all these killings.
The initial conclusions reached by the investigators lead us to believe that the investigation will last for some time.



**This may turn out to be the last ever photo of Lips Manlis ....**

*ARE WE HEADING FOR ANOTHER GANG WAR ???*

If Lips Manlis does not surface within the next few days, we must regrettably expect another upsurge in criminal activity.

In fact, Lips Manlis was considered as the underworld boss of this city and his disappearance creates an enticing vacuum for all local hoods. A new outbreak of violence, and further gang warfare is therefore feared.

Unfortunately this is virtually the only information we have been able to obtain other than the fact that there appears to have been a witness to the "warehouse bloodbath", although given that the person in question is a street urchin known as "the Kid", we do not know how much credence can be given to him.

*THE MAIN SUSPECTS*

Many of the city's various big shots had a vested interest in seeing Lips Manlis disappear.
For instance, amongst the main suspects, we find Big Boy Caprice, who according to inspector Dick Tracy, is "the guy who stands to gain the most out of this affair".

**More in our next edition.**

**BIG BOY:**

## "TRACY'S GOT NOTHING ON ME !"

**Mr Big Boy Caprice at this morning's press conference**

At the press conference he gave when Lips Manlis disappeared, Big Boy told us "Tracy knows no more than you and me about all this. Maybe that's why he's suggesting I may have bumped off Lips, but he's got no proof ! I've got 10 witnesses who can swear before the court that I was in the middle of a game of cards which began around 10 o'clock at night and ended around 6 o'clock in the morning. Not only that, Lips and I have always been buddies and I'm very upset about the fact that he's disappeared ..... So if Tracy carries on making statements like that, he's going to have my lawyers after him !"

This is not the first time that Big Boy has been involved in shady doings. Of course not even a hint of a clue has ever enabled the police to charge him, but this time Dick Tracy is taking the case very much to heart and it would appear that he is on a trail that is likely to lead somewhere.

If the trail leads to Big Boy, there will be an almighty commotion in the city !

## Who exactly is this Big Boy Caprice ?

Arrogant and ambitious, Big Boy Caprice is the man heading for the top in this city. In his desire to gain control of the City, Big Boy is ready to go to just about any lengths. Thus he never avoids strong-arm tactics, and to date, nobody has held out against him for very long....

Despite extensive investigations, it proved impossible to locate those people known to have attempted to face up to him.

When asked about this phenomenon, Big Boy declared: "I dunno, I guess they just came round to seeing things my wav and decided to go and try their luck somewhere else."

*STOP PRESS - STOP PRESS - STOP PRESS*

We have just heard that Big Boy is the new owner of the famous "Ritz Club" which used to belong to Lips Manlis, and the strange thing is, the deeds confirming ownership were just signed this morning .....

# EXCLUSIVE: HOW TO LOAD YOUR PROGRAM

**On PC/XT/AT/PS:**
Switch on your screen, then your computer and place your MS/DOS (or PC/DOS) diskette in the first internal drive (a). Your computer then reads the operating system on this diskette and displays an A>

Take your MS/DOS diskette out of the drive and insert the "DICK TRACY" diskette in this same drive.

To start up the game, enter TRACY. The computer then asks you what type of card you have. Enter *E* for an EGA/VGA card or *C* for a CGA or Hercules card.

If you have a hard disk with MS/DOS on it, once the latter has been loaded, type A: and when the computer displays A>, enter TRACY. The computer then asks you what type of card you have. Enter *E* for an EGA/VGA card or *C* for a CGA or Hercules card.

If you wish to enter the game onto your hard disk, enter HDTRACY.BAT. Once all the files have been copied, you must go into the **TRACY** directory and type TRACY. The computer then asks you what type of card you have. Enter *E* for an EGA/VGA card or *C* for a CGA or Hercules card.
**CAUTION**: You must leave the diskette in drive A since the computer accesses it to initialise the protection.

**On Amiga 1000:**
Switch on your screen, then your computer and place your Kickstart 1.2 or 1.3 diskette in the main drive (DFO). The Amiga then reads the internal system on this diskette and asks you for the WORKBENCH diskette. You are then in the setting-up phase common to all Amigas.

**On Amiga 500, 2000, 3000 and 1000** (on which the previous phase operated perfectly well):
Switch on your screen, then your computer and insert the DICK TRACY diskette instead of the WORKBENCH diskette into the main drive (DFO). The game will be loaded automatically.

**On Atari 520, 1040, STE and Mega ST** (fitted with TOS in Rom):
Check that your computer is properly switched off and that no cartridge is connected.
Switch on your screen, then your computer and insert the DICK TRACY diskette into drive A. The game will be loaded automatically.

**On Amstrad CPC Cassette:**
Switch on your screen, then your computer. Press CTRL and ENTER simultaneously. Insert your cassette in the drive and press PLAY.

**On Amstrad CPC Diskette:**
Switch on your screen, then your computer. Insert the diskette and enter RUN"TRACY", then press ENTER. When the presentation is on the screen, you must keep the space bar held down to arrive at the game.

**On Commodore 64 and 128 Diskette:**
On C128, check that there is no cartridge connected inside the computer, switch on your screen, your disk drive and then your computer. Insert the DICK TRACY diskette into the drive and enter GO64 then LOAD"*",8,1.
On C64 and SX64, check that there is no cartridge connected inside the computer, switch on your screen, your disk drive and then your computer. Insert the DICK TRACY diskette into the drive and enter LOAD"*",8,1.

**On Commodore 64 and 128 Cassette:**
On C128, check that there is no cartridge connected inside the computer, switch on your screen, then your computer and enter GO64. Insert the DICK TRACY cassette into the drive and press SHIFT and RUN/STOP simultaneously.
On C64 and SX64, check that there is no cartridge connected inside the computer, switch on your screen and then your computer. Insert the DICK TRACY cassette into the drive and press SHIFT and RUN/STOP simultaneously.

**On Spectrum Cassette:**
Switch on your screen and then your computer. Insert the DICK TRACY cassette into the drive, then enter LOAD"", and press ENTER and then PLAY.

**On Spectrum +2 Cassette and +3 Diskette:**
Switch on your screen and then your computer. Insert the DICK TRACY cassette or diskette into the drive and press ENTER.

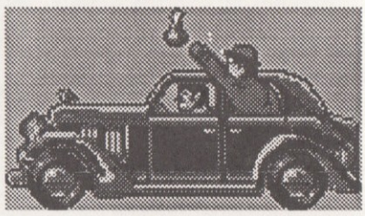
CAUTION: The DICK TRACY cassette or diskette (all versions) should never be taken out of the disk drive whilst being used.

# TESS TRUEHEART

**Is this the lady who sets Dick Tracy's heart racing ?**

Miss Tess Trueheart is not only a graceful, intelligent and sophisticated lady, but also a horticulturist of some repute. Although she claims to be independent, it is rumoured round town that she is going to marry the famous Dick Tracy. Miss Trueheart has refused to make any statement on this subject and claims to know nothing whatsoever about the business of Dick Tracy.

# DEADLY MADNESS TAKES OVER CITY STREETS



**Who on earth are these men?**

This barely believable photo shows two men in a car hurling bombs at complete strangers right in the middle of town ! Nobody has claimed responsibility for this act and we do not know whom these boms were intended for - but our city's streets are becoming more and more dangerous.

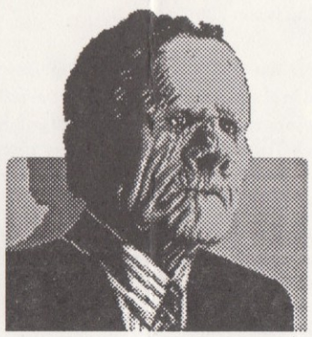
The police commander told us that he was taking charge of the situation and immediately rushed Dick Tracy to the scene of the incident.

One question comes to mind: is there maybe a link between this outrage and the disappearance of Lips Manlis?

# LOCAL NEWS

Returning home after a long day at work, Mr John Glames, an insurance agent, unwisely headed down a dimly lit alleyway. After a short while Mr Glames noticed that he was being followed, and that his pursuers didn't just want to ask him what time it was .... Plucking up his courage, he started to run for it, when a 9 mm slug passed through his hat and struck a garbage can lid, John decided to return fire and pulled his weapon out. John wounded one of the two men, and the second rushed to hide behind a container, thus putting himself almost completely out of reach ..... Almost ? Yes, since John Glames noticed a wall lamp glowing between himself and his assailant. He took aim and fired at the lamp. The bullet ricocheted off the rim of the lamp and hit his opponent right in the middle of the chest, fatally wounding him. Arriving on the scene, all the police had to do was carry away these two thugs who had fallen victim to a man who was smarter than they were....

# PRUNEFACE, A MAN EQUAL TO ANY SITUATION



In the light of the strong suspicions surrounding Big Boy, we tried to interview Pruneface, one of Big Boy's close associates.
We remind our readers that Pruneface is reckoned to be one of the best real estate agents in town, and he certainly has a special talent for making money.

However, he appears to be dogged by extraordinary and incredibly bad luck, since very often, the buildings in which he is taking an interest tumble down in the middle of the night or fall victim to fires ..... Fortunately for him, he is always well insured !

Normally working on his own, Pruneface is tough in business but nobody can say that he has failed to meet his commitments.

According to our information, it was to him that Big Boy Caprice turned to in the "Ritz" club deal. We do not know exactly what his role was in this deal, but this relationship leads us to anticipate that we are heading for some major real estate dealings in this city.

# PLAYING: THE INSTRUCTIONS FOR THE GAME !

**IBM PC/XT/AT/PS on keyboard**

F2 .....Music on/off
F3 .....Sound on/off
F5 .....Abandon game
F10 .....Pause
Esc.....Go back

*Figure 1*
6 .....Walk right
4 .....Walk left
2 .....Get down

*Figure 2*
To shoot with a firearm (Pistol or Machine-gun)
Space bar +
6 .....Shoot horizontally right
8 + 6 or 9.....Shoot diagonally right
8 .....Shoot upwards
8 + 4 or 7.....Shoot diagonally left
4 .....Shoot horizontally left

*Figure 3*
To have a fist fight:
Space bar +
6 .....Punch right
4 .....Punch left

In all cases:
Return.....Change weapon

*Figure 4*
When Dick Tracy is up on the roof-tops

8 + 6 or 9.....Jump right
8 + 4 or 7.....Jump left

**AMIGA on keyboard**
F2 .....Music on/off
F3 .....Sound on/off
F5 .....Abandon game
F10 .....Pause

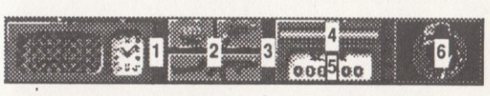
*Figure 1*
→.....Walk right
←.....Walk left
↓.....Get down

*Figure 2*
To shoot with a firearm (Pistol or Machine-gun)
Space bar +
→.....Shoot horizontally right
→ + ↑.....Shoot diagonally right
↑.....Shoot upwards
← + ↑.....Shoot diagonally left
←.....Shoot horizontally left

*Figure 3*
To have a fist fight:
Space bar +
→.....Punch right
←.....Punch left

In all cases:
Return.....Change weapon

*Figure 4*
When Dick Tracy is up on the roof-tops
→ + ↑.....Jump right
← + ↑.....Jump left




1 - Amount of bullets left in pistol
2 - Weapon selected
3 - Amount of bullets left in machine-gun
4 - Energy level
5 - Score
6 - When a gangster's head is displayed in place of Dick Tracy's, this tells you that you are going to encounter this person in the next frame

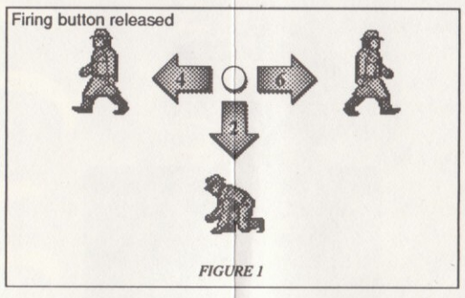


*FIGURE 1*

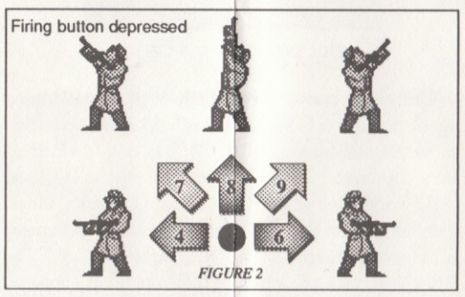


*FIGURE 2*

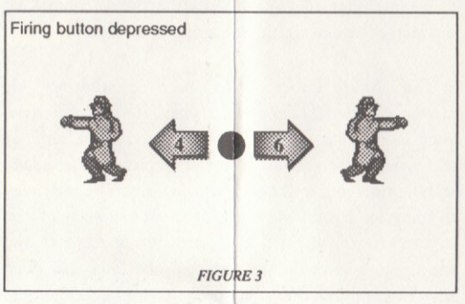


*FIGURE 3*

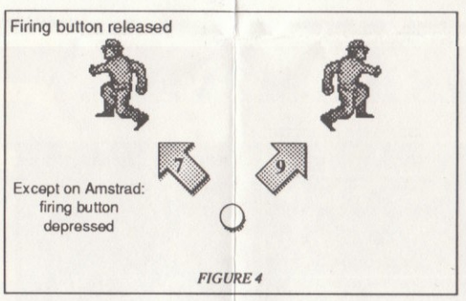


*FIGURE 4*

**AMSTRAD CPC on keyboard**

P .....Pause

*Figure 1*
→.....Walk right
←.....Walk left
↓.....Get down

*Figure 2*
To shoot with a firearm (Pistol or Machine-gun)
Space bar +
→.....Shoot horizontally right
→ + ↑.....Shoot diagonally right
↑.....Shoot upwards
← + ↑.....Shoot diagonally left
←.....Shoot horizontally left

*Figure 3*
To have a fist fight:
Space bar +
→.....Punch right
←.....Punch left

In all cases:
Space bar + ↓ Change weapon

*Figure 4*
To jump, press ENTER +
→ + ↑.....Jump right
← + ↑.....Jump left

**ATARI ST on keyboard**

F2 .....Music on/off
F3 .....Sound on/off
F5 .....Abandon game
F10 .....Pause

*Figure 1*
→.....Walk right
←.....Walk left
↓.....Get down

*Figure 2*
To shoot with a firearm (Pistol or Machine-gun)
Space bar +
→.....Shoot horizontally right
→ + ↑.....Shoot diagonally right
↑.....Shoot upwards
← + ↑.....Shoot diagonally left
←.....Shoot horizontally left

*Figure 3*
To have a fist fight:
Space bar +
→.....Punch right
←.....Punch left

In all cases:
Return.....Change weapon

*Figure 4*
When Dick Tracy is up on the roof-tops

→ + ↑.....Jump right
← + ↑.....Jump left

**COMMODORE 64/128 on keyboard**
Del.....Music on/off
←.....Sound on/off
Q.....Abandon game
Shift left .....Pause

*Figure 1*
D.....Walk right
S .....Walk left
/ .....Get down

*Figure 2*
To shoot with a firearm (Pistol or Machine-gun)
Space bar +
D.....Shoot horizontally right
D + ; .....Shoot diagonally right
; .....Shoot upwards
S + ; .....Shoot diagonally left
S .....Shoot horizontally left

*Figure 3*
To have a fist fight:
Space bar +
D.....Punch right
S .....Punch left

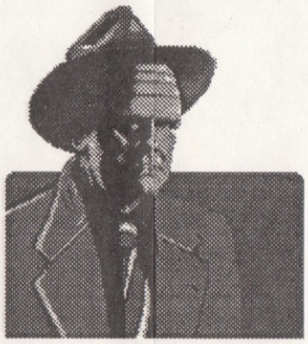
In all cases:
Return.....Change weapon

*Figures 4*
When Dick Tracy is up on the roof-tops
D + ; .....Jump right
S + ; .....Jump left

Dick Tracy informs you that all versions are not strictly identical to one another and that certain actions or graphics may vary slightly depending on the machine used.

# BE CAREFUL !
# THESE MEN ARE DANGEROUS

FLATTOP STRIKES AGAIN



THE BROW: SUBTLE CRIME

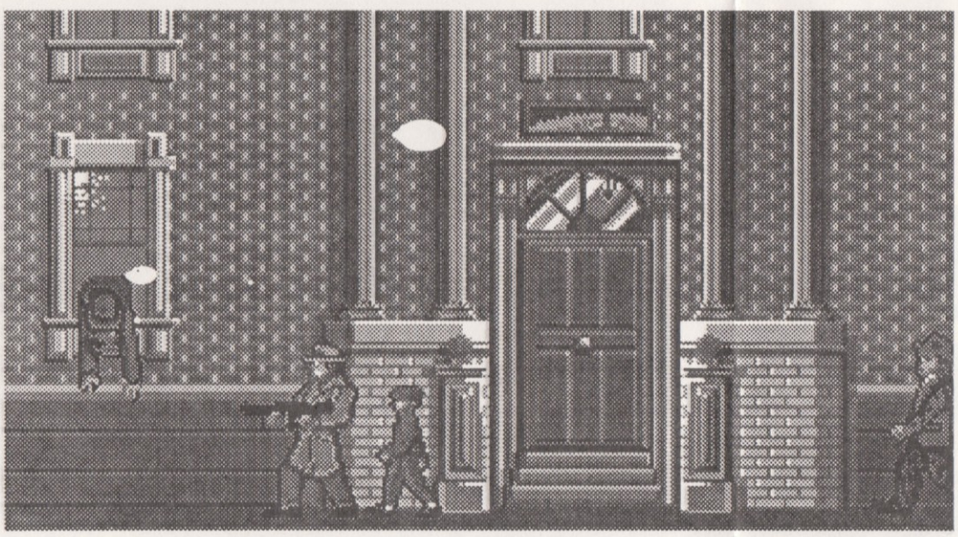
Strong suspicion lurks around Flattop following the disappearance of Lips Manlis. Several witnesses claim they recognised his silhouette inside the fake Police vehicle used for the abduction. However, none of the persons present outside the "Ritz" went to the Police Station to make a statement to this effect. The presence of Flattop, alias Ceiling Head, appears to have put many people off making a testimony against the man sometimes known as Big Boy Caprice's right-hand man.

The settling of scores carried out by local hoods frightens potential witnesses. This reaction appears to be quite logical if we look at the mysterious accidents which have befallen those who have testified against various members of the underworld. This attitude makes the task of Tracy and his colleagues far from easy, and they will have to show considerable boldness if they are to catch Flattop and his accomplices. Tracy, however, would like to "avoid an all-out show-down with Flattop, who specialises in slaughter of all kinds .....".

Crime and corruption are spreading at an alarming speed through dubious trading of all kinds. According to confidential sources, The City has been divided up into different sectors controlled by the local underworld. One of the most influential sectors, illegal gambling, is developing in parallel with the appearance of numerous night clubs. A gangster called "The Brow", whose name is not unknown to us, is supposed to be in charge of the mysterious network controlling the major share of traffic in gaming machines.

The local Police have been monitoring his movements closely for several years. He seems to have been involved in various criminal activities. Living up to his reputation as a careful strategist, he has made sure that nothing could be pinned on him. The only way to bring his fraudulent activities to an end seems to be to arrest him in the act. Many men are on his trail and the slightest error on his part could be fatal. His deep love of gambling could yet prove to be his undoing....

# Dick Tracy MAKES HIS MOVE



"It's essential for us to strike on the ground"

Dick Tracy confided to one of our reporters yesterday that "the time had come to make a move". According to him, Big Boy Caprice "is behind the mysterious disappearance of Lips Manlis". Tracy takes the view that "it's essential for us to strike on the ground if we wish to avoid an escalation of violence over the weeks to come. The underworld is trying to take this city over. I'm going to do all I can to stop them." This statement shows Tracy's desire to carry on working on the ground, at a time when the word on the street is that he may be about to be promoted to being head of the local Police force.

The City's streets are thus going to remain Tracy's patch, where every day he proves that he is a remarkable man of action. Thus his talents as an outstanding sharpshooter and his bravery every time he is put to the test remain his vital qualities, which may allow us to turn a blind eye towards methods of investigation sometimes considered by his superiors to be "too direct". Tracy's retort to this is that "taking risks is part of the job, and a good police officer should see it as his duty to protect the public, which sometimes involves using methods which are direct."

With these qualities and his legendary doggedness, Tracy stands a good chance of cleaning up organised crime .....

# THE "KID" FOUND

The Kid was apprehended this morning. This juvenile delinquent, aged about ten, was caught red-handed by Dick Tracy as he tried to steal a watch from a passer-by. The young pickpocket tried to run away when found, but did not reckon on Tracy's speed and persistence.

The chase ended in the run-down and insalubrious shack which is home to Steve the Tramp, who is well-known to the police for organizing a "field-force" of pickpockets. Dick Tracy took the thief away after overpowering Steve the Tramp in a fist-fight. The vagrant, who admitted using the child for criminal activities, said there were extenuating circumstances in his case. Steve the Tramp was locked up at the end of the evening, soon after the incident took place.

We remind you that the Kid is reckoned by police to be the main witness of the "Warehouse Bloodbath". Dick Tracy was therefore delighted to lay hands on him: without doubt his testimony will be of great value to the investigators.

The Kid has apparently been taken in charge by Dick Tracy, who, assisted by his fiancée Tess, plans to put the boy back on the straight and narrow. The Kid, a lively, smart and resourceful survivor, seems pretty happy about what has happened.

When interviewed by our reporter, all the Kid said was: "Hey, what time are we gonna eat ?"

# A MESSAGE FROM THE A.P.P.

© DISNEY SOFTWARE 1990. DICK TRACY
All rights reserved in accordance to the international agreement on authors rights. No part of this program may be reproduced, adapted, rented out or disassembled, as the original software program has been registered with the Agency for the Protection of software Programs based in Paris.

# COPYRIGHTS

©1990. THE WALT DISNEY COMPANY.
© TITUS 1990 All rights reserved. Produced by Titus under licence from "The Walt Disney Company".
The "Dick Tracy" name and logo are registered trademarks belonging to "The Walt Disney Company".
Titus and the Titus logo are registered trademarks belonging to Titus.
IBM is a registered trademark belonging to International Business Machine. Corp.
Amiga, Kickstart and Workbench are registered trademarks belonging to Commodore-Amiga Inc. ...
Commodore 64/128 are registered trademarks belonging to Commodore Business Machine. Inc. .....
Atari ST, STF, STFM, STE and Mega ST are registered trademarks belonging to Atari Inc. .....
TOS is a registered name belonging to Atari Inc. .....
Tandy is a registered trademark belonging to Tandy Computer Corporation.
Amstrad CPC, CPC+ and GX4000 are registered trademarks belonging to Amstrad plc .....
Spectrum is a registered trademark belonging to Amstrad plc .....
Adlib is a registered trademark belonging to Adlib Inc.
MS-DOS is a registered trademark belonging to Microsoft Inc.