

THE MASTERS COLLECTION™

By **EPYX**

L.A. CRACKDOWN™

NARCOTICS
SURVEILLANCE
MANUAL

CONFIDENTIAL

Instruction Manual

For use with the Commodore 64®/128,™ Apple II® Home Computers, IBM PC® and compatible computers.

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All characters, names, and incidents in **L.A. Crackdown** are fictitious and not intended to represent actual people or their lives.

L.A. Crackdown designed by NEXA Corp., Alameda, California: Leonard Chan and Clifford Yap, C64/Apple version; Aryanto Widodo, IBM PC version. Manual written by Epyx, Inc.

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The Jig Is Up When You Crack Down!

Join the ranks of crime-busting, dope-ring-smashing heroes. As a crack narcotics investigator, track down and break up a notorious gang of drug traffickers plying their evil trade throughout Los Angeles.

You begin your surveillance on a tip about suspicious activities at the Pacific Shipping Company warehouse. But no smart cop goes out there alone. Pick your partner from four rookies fresh out of Police Academy. The new guy will be your eyes, ears, and legs inside the suspects' buildings while you direct him from your surveillance van.

On your orders, your sidekick will plant high-tech electronic bugs, pick up clues, and arrest the suspects. But watch out—this is a rookie with a brain! He won't automatically obey. Tell him to do something stupid and he'll quit!

When you and your rookie arrive at the warehouse, the building is well-lit but quiet. What do you do next? Stake out the warehouse? Send the rookie inside? Plant bugs? Your next actions can reveal clues, evidence, and conversation that could lead to a big-time drug operation. Once you find it, you'll be the key cop in a fast-paced **L.A. Crackdown!**

Loading the Program

To load **L.A. Crackdown**, follow the steps in this section for your particular system.

Commodore 64® /128™ Computers

1. Set up your system as shown in the owner's manual and plug in your joystick.
2. Remove all disks from the disk drives and turn on the system. For Commodore 128, hold down the C= (Commodore) key when you turn on the system to set it to C64 mode.
3. Insert the **L.A. Crackdown** disk into the drive, label side up. Type **LOAD"*",8,1** and press the **Return** key.
4. **L.A. Crackdown** will load. In the second screen that appears, type in your name and press **Return**.



5. To end the game at any time, hold down **Run/Stop** and press **Restore**.

Note: With your Commodore system, use the Epyx 500XJ™ joystick with tactile-response microswitches for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger. The Epyx 500XJ—guaranteed for ten million uses.

With the Epyx FAST LOAD™ Cartridge

1. Follow the first two steps in the previous section.
2. Insert the **L.A. Crackdown** disk into the drive. Hold down the **C=** (Commodore) key and press **Run/Stop**.
3. **L.A. Crackdown** will load. In the second screen that appears, type in your name and press **Return**.
4. To end the game at any time, hold down **Run/Stop** and press **Restore**.

IBM® PC and Compatibles

1. Set up your system as shown in the owner's manual. If you're going to use a joystick, plug it in.
2. Insert your DOS disk into drive A and turn on the system.
3. When DOS is loaded, insert the **L.A. Crackdown** disk into drive A, label side up. If your system boots from a floppy drive, type **LC** and press **Enter**.

If your system boots from a hard drive, type **A:** and press **Enter**. Then type **LC** and press **Enter**.

4. **L.A. Crackdown** will load. In the first screen that appears, press **Y** (Yes) to select joystick control or **N** (No) to select keyboard control. In the second screen that appears, type in your name and press **Enter**.



Apple II® Series

1. Set up your system as shown in the owner's manual and plug in the joystick.
2. Insert the **L.A. Crackdown** disk into the startup drive, label side up. Turn on the system.
3. **L.A. Crackdown** will load. In the second screen that appears, type in your name and press **Return**.

Playing the Game

This manual is written for joystick control. For keyboard control, use the Arrow keys in place of the joystick handle and press Return or Enter instead of the Fire Button. For IBM PC and compatible systems, be sure the Num Lock key is disengaged (its indicator light is off).

Returning after a swell vacation, you find a heavy assignment waiting for you at LAPD Headquarters. When reading your assignment, pull the joystick handle back to advance the text. Push it forward to review previous text.

Your mission: investigate a suspected phony computer-import firm in the city. The operation may be a cover-up for major narcotics trafficking, and the people involved are known to be dangerous.

In addition, you're assigned to choose and train a rookie officer as your partner in the investigation. After reading your assignment, press the **Fire Button**. Four small data files appear, one for each rookie candidate. Move your joystick handle left or right to select different files. As each file is selected, a summary (dossier) of that rookie's skills and personal information appears. Read the rookie's dossier. To select him as your partner, press the **Fire Button**.



Once you select a rookie, you and your new partner find yourselves in the surveillance van outside Headquarters. A menu of game-play choices appears. To make a selection, move the joystick handle forward or back to highlight an option, then press the **Fire Button**.

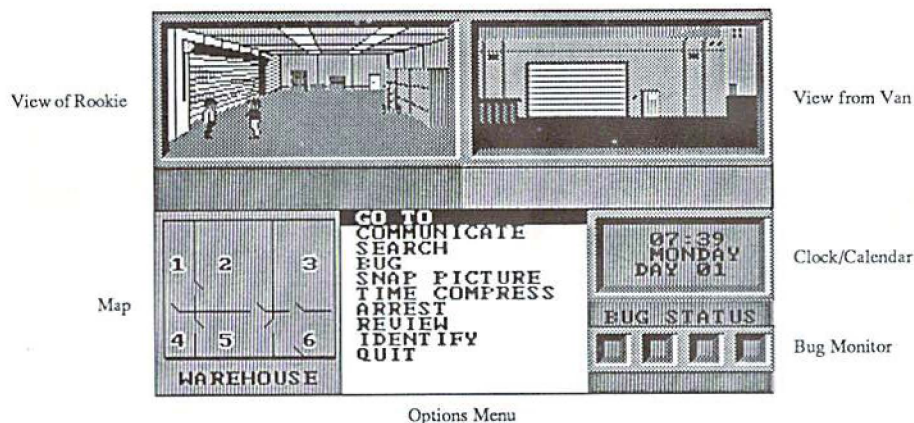
To begin play, select **Go To**, then select **Warehouse**. The van cruises to the Pacific Shipping Company warehouse and the action begins.

Note: It's a good idea to have a note pad on hand for jotting down your findings during your investigation.

Staking Out the Suspects

The upper half of the game screen shows two scenes of the investigation action. On the left, you'll watch the rookie as he enters a building, searches rooms, and encounters suspects.

The right scene is the view from the van. Use this scene to keep an eye on the building under surveillance and spy on the activities of suspects.



The lower half of the screen has four sections: a map, an options menu, a clock-calendar, and a bug monitor.



A map of Los Angeles appears in the left section any time your rookie is in the van. A map of one of four buildings appears when your partner is in that building. A lighted dot on the map tracks the van's or the rookie's movements.

Use the options menu to give orders to your rookie. Move the joystick handle forward or back to select an option, then press the **Fire Button**. When you select an option, you'll often get a second menu from which to select a further option. (See **Options** later in this manual for more information.)

The clock/calendar displays the current game time, day of the week, and number of days your investigation has taken so far.

The bug monitors show how many bugs you've planted (up to four) and their locations. The center of a monitor changes color when you plant a bug. An indicator appears on a monitor when that bug is recording a telephone call. Use the **Review** and **Review Tapes** options to listen to what the bugs picked up.

Have your rookie keep tabs on the culprits by setting bugs and photographing evidence. Return to Headquarters to review your findings so you can piece together a case for an arrest. And be a good boss—give the rookie some rest every 12 to 16 hours. Otherwise, he'll quit!

The game ends when you've arrested the ringleader and have sufficient evidence to make a good case against him. Watch out, though: the perpetrator might sense you're onto him and make a hasty escape.

To end game play at any time, select **Quit**. You'll then have the option of saving your current investigation so you can return to it later.

Tips on Game Play

L.A. Crackdown is an adventure game designed in a series of turning points. To advance from one turning point to the next, you must fulfill certain conditions, including finding the correct clues, intercepting the right phone calls, and interrogating the proper suspects.

If you seem to be "stuck" at any point, you could be missing an important piece of evidence. It may be time to pull up your bugs and plant them elsewhere. Or review existing photographs and bug tapes to try to find new patterns in your clues. You might try a new tactic, such as staking out another building, noting the suspects who arrive and leave, and following them discreetly to learn their activities or find new locations.



Use **Time Compress** to make uneventful days pass quickly (don't forget to rest every 12 to 16 hours). Don't worry about missing some telltale event. If something happens on a Tuesday at 4 pm and you're not there to see it, go back the following Tuesday at the same time and see if it happens again.

Respect your rookie's intelligence. Don't ask him to plant bugs when there's someone in the room who might notice. Watch out for security guards at the warehouse. If your rookie encounters them too many times, he could get thrown out or beat up. Arresting the wrong guy could get him into similar trouble. If you insist on an order against your rookie's better judgment, he may quit.

Be persistent when searching for clues. Search several times. If you don't find anything, return at a later time to see if the situation has changed. If you can't get into a building in the daytime, try sleeping by day and snooping at night.

Photograph every clue, both to gather evidence and so you can review the photos later. The bug tapes at Headquarters contain a complete record of all phone calls you've reviewed.

It's a good idea to keep notes. Collaborate with a friend to get fresh ideas. Be doggedly persistent, like any good undercover cop, and you'll be sure to bring the gang of hoodlums to their richly deserved justice.

Options

OPTION	DESCRIPTION
Arrest	Orders the rookie to arrest the character he encounters. Arresting a suspect could have several consequences for you. For instance, if you make an arrest without sufficient evidence, the rookie quits.
Bug	Orders your rookie to plant a bug. The bug will record telephone calls made at its location. A location code appears on the bug monitor when the bug is planted. When a bug is recording, its monitor lights up. Your rookie can plant up to four bugs. When used in a room already bugged, the Bug option removes the bug.



OPTION	DESCRIPTION
Cancel	Cancels the current menu and returns you to the previous menu.
Communicate	Tells your rookie to continue his conversation with a character. Conversations appear in a dialog box. For conversations longer than one screenful, pull the joystick handle back to read additional text. Push it forward to review previous text.
Go To	<p><i>When your rookie's in the van:</i></p> <p>Shows a destination menu. From that menu, choose a location in order to drive there for surveillance. (The destinations available to you will depend on whether or not you've shadowed characters to new locations and what clues you've found so far. At the beginning of a game, you'll only be able to choose Warehouse.) Choose Headquarters to return to the police station. Choose Follow to tail a car leaving a suspect's building. As you uncover clues and follow certain vehicles, more location options will appear in the menu.</p> <p><i>When your rookie's in a building:</i></p> <p>Shows a location menu. From that menu, choose the room or area you want your rookie to search. If your rookie encounters someone before he reaches the location, he'll stop for a conversation. Select Van to bring your rookie back to your vehicle.</p>
Identify	Displays a mug shot and rundown of information about the character your rookie encounters.
Quit	Ends game play at any time.
Rest	Selects from two to eight hours of rest, which speed by instantly. You must rest periodically or your rookie will rebel. Rookies need up to eight hours of rest for each 16 hours on duty, depending on their stamina.
Review	Reviews photographs and telephone conversations intercepted by your bugs. Photographs are displayed as closeups and conversations appear in dialog boxes.
Review Tapes	Replays a bug recording as many times as you want.



Surveillance Procedures

OPTION	DESCRIPTION
Save Game	Saves the game using the name you entered at the start of the game. To return to the game, start again using the same name.
Search	Orders your rookie to search the room. If the rookie finds a clue, it appears in the left scene. Any writing on the clue appears in a dialog box for your scrutiny.
Snap Picture	Orders the rookie to photograph the clue he finds.
Time Compress	Speeds up time. When the menu appears, select a length of time to compress (from 15 minutes to four hours). The time will pass instantly. Select Cancel to return to normal game time. Keep your eyes open. Events may happen on the display screens during time compress. If they do, the game reverts to normal time.
Van	Calls the rookie back to the van.



CASE FILE 2314-88

Date: January 5, 1988

Subject: Pacific Shipping Company
Patrick Sims, Owner, et al.

Suspected of: Patent Law and Copyright Violations
Customs Violations
Fraud
Income Tax Evasion
Narcotics Trafficking
Murder

History

Pacific Shipping Company was founded by Patrick Sims and incorporated in 1975. The company originally established operations in the Kearny Mesa district of San Diego as an importer and distributor of bicycle parts from Taiwan and Hong Kong.

In 1977, Pacific Shipping began importing stereos and portable cassette players. This venture was so successful that the firm moved to the warehouse district of Los Angeles in late 1977. In 1978, the company expanded its import business to include microchips, motherboards, and other computer components and peripherals.

Pacific Shipping first came to the attention of federal authorities in 1980 when it began importing Kumquat 3 computer systems. In 1983 the company was accused of violating numerous patents and copyrights for software and hardware designs held by a major Northern California computer corporation. Insufficient evidence led to a



failure to convict. However, the Federal District Court of Los Angeles issued a court order forbidding Pacific Shipping to import the Kumquat 3.

Despite this, the company continued to grow, leading to speculation among federal authorities about its income sources. But investigations by the FBI, the IRS, and the Drug Enforcement Administration (DEA) ended without conclusive results. Each time an agency investigated a tip about drug activities or money laundering, it was unable to find sufficient evidence to prosecute Pacific Shipping.

However, sufficient circumstantial material was gathered to link Pacific Shipping's finances with the Wo Fat Tong (Chinese brotherhood) of Hong Kong. The IRS was able to trace a large flow of cash from Pacific Shipping to Hong Kong. A reason for this cash flow was never found. Because exporting cash is not a crime, and Pacific Shipping has reported all income, no charges have been filed.

Current Situation

In 1985, Pacific Shipping formed a partnership with Far East Traders Ltd. of Hong Kong and Dr. Ran Soo, chairman of the board. According to Asian sources, the partnership is importing a line of clone microcomputers manufactured at extremely low cost in the island of Macau and trans-shipped through Hong Kong to Los Angeles. These computers are distributed throughout the United States and sold at discount computer stores.

As investigations revealed, Monica Doolittle, executive secretary of Pacific Shipping Company, reports the company's income accurately and on time to the IRS. However, the company's revenue continues to be substantially higher than that normally generated by discount computer



sales. The IRS and DEA suspect that Pacific Shipping is importing drugs in its computer shipments from Hong Kong. However, the agencies have not been able to produce proof.

In 1985, a small-time drug distributor named Riley Weems offered himself to the DEA as an informant. In return for the opportunity to plea bargain, Weems agreed to help flush out possible drug importing activities at Pacific Shipping. On his second visit to the firm's warehouse, Weems disappeared.

At this time, most of the local federal agents are known on sight to Sims and Pacific Shipping employees. The federal agencies have requested that the Los Angeles Police Department assist them with a surveillance team to gather evidence against Sims and his operation.

Recommendation

We recommend that a surveillance team consisting of an unknown rookie and a senior case officer be assigned to penetrate the Pacific Shipping operation, gather evidence, and arrest Sims and his associates. The DEA's Los Angeles office will assist by providing a surveillance van and espionage equipment.

The DEA has indicated that Sims is a high-priority suspect with connections to international drug-dealing rings. It is assumed that his arrest and conviction would greatly reduce the flow of illegal drugs into the United States.



Name: Sims, Patrick
Alias: None
Sex: Male
Date of Birth: August 20, 1928
Birthplace: Shanghai, China
Citizenship: Naturalized United States

1969 Arrested on suspicion of fraud. Suspect accused of selling phony packaged tours to Hawaii and the Far East to wives of U.S. military personnel on rest and recreation leave from Vietnam. Tried and acquitted for lack of evidence.

1973 Charged with importing counterfeit Swiss watches. Released for lack of evidence.

1983 Arrested on suspicion of violating patent and copyright laws by importing the Kumquat 3 computer. Cleared of criminal violations for lack of evidence.

1983 Arrested on suspicion of trafficking in controlled substances and income tax evasion. Released for lack of evidence.

1984 Arrested on suspicion of narcotics trafficking. Released for lack of evidence. Sims is believed to have destroyed evidence immediately before arrest.

1985 Arrested on suspicion of conspiracy to commit murder. Sims is believed to have ordered the killing of Riley Weems. Released for lack of evidence—Weem's body was never found.



Name: Hartman, Edward
Alias: None
Sex: Male
Date of Birth: March 5, 1944
Birthplace: Brooklyn, New York
Citizenship: United States

1958 Arrested for auto theft. Convicted and sentenced to three months in Juvenile Hall, Brooklyn, New York.

1968 Arrested for extortion and numbers racketeering. Convicted and sentenced to ten years in New York State Prison. Paroled after three years on good behavior.

1972 Arrested on charges of receiving stolen property. Acquitted for lack of evidence.

1980 Arrested in Los Angeles County for sale of narcotics. Acquitted because judge ruled that police violated Hartman's constitutional rights during "sting" operation.

1984 Arrested on suspicion of conspiracy to import controlled substances. Released for lack of evidence.

1985 Arrested on suspicion of conspiracy to commit murder. Released for lack of evidence. The corpse of the victim, Riley Weems, was never found.

1987 Arrested for tax evasion. Sentenced to six months in Federal prison and fined \$25,000.



Name: Braddock, Aloysious
Alias: "Red"
Sex: Male
Date of Birth: November 7, 1956
Birthplace: Fresno, California
Citizenship: United States

1968 Placed with the California Youth Authority after being judged an incorrigible child by the Fresno County Juvenile Court. This judgment was handed down after Braddock gave numerous beatings to his classmates in elementary school and twice assaulted his teachers.

1976 Arrested during liquor-store holdup. Convicted of armed robbery and sentenced to five years in state prison.

1979 Sentenced to an additional two years for assaulting a prison guard.

1985 Employed as a security guard with Pacific Shipping Company, Los Angeles.

1987 Arrested and charged with involuntary manslaughter after killing a man in a bar brawl. Braddock claimed self-defense. Acquitted when several key witnesses failed to appear for testimony.



Name: Carmichael, John
Alias: "Johnny"
Sex: Male
Date of Birth: November 7, 1943
Birthplace: Chicago, Illinois
Citizenship: United States

1963 Convicted of numbers racketeering in Chicago. Sentenced to two years in Joliet State Prison, Illinois.

1966 Convicted of operating a floating craps game in Chicago. Sentenced to two years in Joliet State Prison, Illinois.

1970 Convicted on two counts of loan sharking. Sentenced to five years at Joliet.

1981 Employed as a security guard with Pacific Shipping Company, Los Angeles.

1984 Charged with assault and battery while arresting a prowler entering the Pacific Shipping Company warehouse after hours. Acquitted on grounds of self-defense.

1985 Arrested on suspicion of murder in the disappearance of DEA informant Riley Weems. Released for lack of evidence.



Name: Verdi, Armando
Alias: "Spiffy"
Sex: Male
Date of Birth: December 18, 1961
Birthplace: Bonifacio, Corsica, France
Citizenship: French

1978 Enlisted in the French Foreign Legion and served in the 2nd Parachute Regiment. Assigned to a special counter-terrorist hit squad while stationed in Beirut. Dismissed from the Legion following charges of leading a nocturnal attack on the French Officer's Quarters. Charges unsubstantiated for lack of witnesses.

1984 Fled Corsica after murder charges filed in the death of rival drug runners during a shootout in the streets of Bastia. Charges dropped for lack of evidence. Interpol sources report that Verdi is a suspected member of the Union Corse, the Corsica-based organized crime brotherhood.

1985 Arrested in Los Angeles on suspicion of murder in the disappearance of DEA informant Riley Weems. Charges dropped for lack of evidence. Verdi reported working as personal assistant/bodyguard to Patrick Sims, owner of Pacific Shipping Company, Los Angeles.

Note: Verdi is believed to carry a concealed .357 magnum revolver and a Corsican stiletto dagger. Regard him as armed and extremely dangerous.

Name: Forman, Lisa
Alias: None
Sex: Female
Date of Birth: June 6, 1969
Birthplace: Van Nuys, California
Citizenship: United States

1984 Arrested by Sherman Oaks police for misdemeanor possession of marijuana. Sentenced to 30 days in a rehabilitation center.

1985 Arrested by LAPD for shoplifting at the Broadway Plaza Mall in downtown Los Angeles. Convicted and sentenced to two years' probation.

1986 Arrested by Beverly Hills police for shoplifting and possession of cocaine. Convicted and sentenced to six months in Los Angeles County Juvenile Hall.

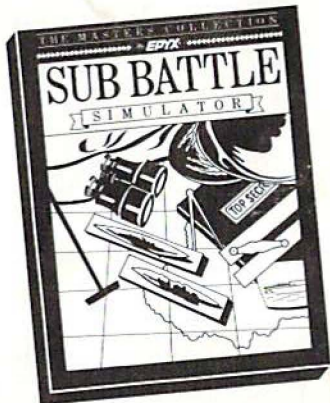
1987 Arrested by undercover LAPD Vice Squad on Sunset Boulevard for soliciting prostitution. Convicted and fined \$500. Fine paid by her brother, Gus Forman, corporate chauffeur to Pacific Shipping Company.



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