INTRODUCTION

You are 'The Boss'. A small time crook with big ideas. You've decided to get smart and give up your life of petty larceny and start angling for some bigger action. However, you really could do with some help. Your answer comes whilst browsing through a copy of 'What Crime' magazine. At last the crime world has gone computerised. Some enterprising software engineers have set up a massive database containing information on potential targets, available hoodlums and fences. All you need to tap into it is a computer and a copy of the S.W.A.G. (Software for Aspiring Gangsters) operating disk. Quickly you ring them up and give them your (stolen) credit card number and faster than you can say 'book him Danno' you're sitting down in front of your computer about to embark on your first job.

ABOUT THE S.W.A.G. SYSTEM

S.W.A.G. is a menu and icon driven package which is divided into three distinct sections. The first is a database, containing lists of the available targets, personnel and fences. The second section is only available when you have selected a target and a team. It contains an icon driven blueprint planner which will enable you to instruct the members of your team on their routes and tasks for the forthcoming robbery. The final section is where you actually carry out the robbery and get a chance to take part yourself.

When you start, the S.W.A.G. software will scan all your secret bank accounts and provide you with an opening balance. For the most part, all the things you buy through S.W.A.G. will cost you money, either in a straight fee or as a percentage of your take. These amounts will be deducted from your balance.

Care must be taken when deciding what information and team members to buy, otherwise you might end up making a net loss even if you successfully complete the job. You can only use information that you have bought for one particular attempt on a target. If you haven't bought the information, then the relevant details will not be displayed on the blueprint and you will not be able to instruct your team members to deal with it.

In order to complete a job, you will have to do the following things:

Set the target.
Buy some information about the target.
Hire a team.
Hire a fence.
Plan the routes for your team members on the blueprint so that they avoid detection and remove the valuables from the building.
Make sure all the team members return to the car.

USING THE S.W.A.G. DATABASE

When you first load the program, press the FIRE button and you will see the database section. All the menus are accessed by moving the highlight bar either up or down and by pressing FIRE to select.

From the main menu on the left of the screen you can get to all the sub-menus. The status display on the right shows you your current balance and what items you have purchased.

The S.W.A.G. database commands are:

NEW GAME
This allows you to reset the database and start from the beginning.

SAVE TEAM
Saves the current status of the database and your team.

LOAD TEAM
Loads a saved status file.

SET TARGET
Displays the target selection menu.

HIRE TEAM
Displays the team member selection menu.

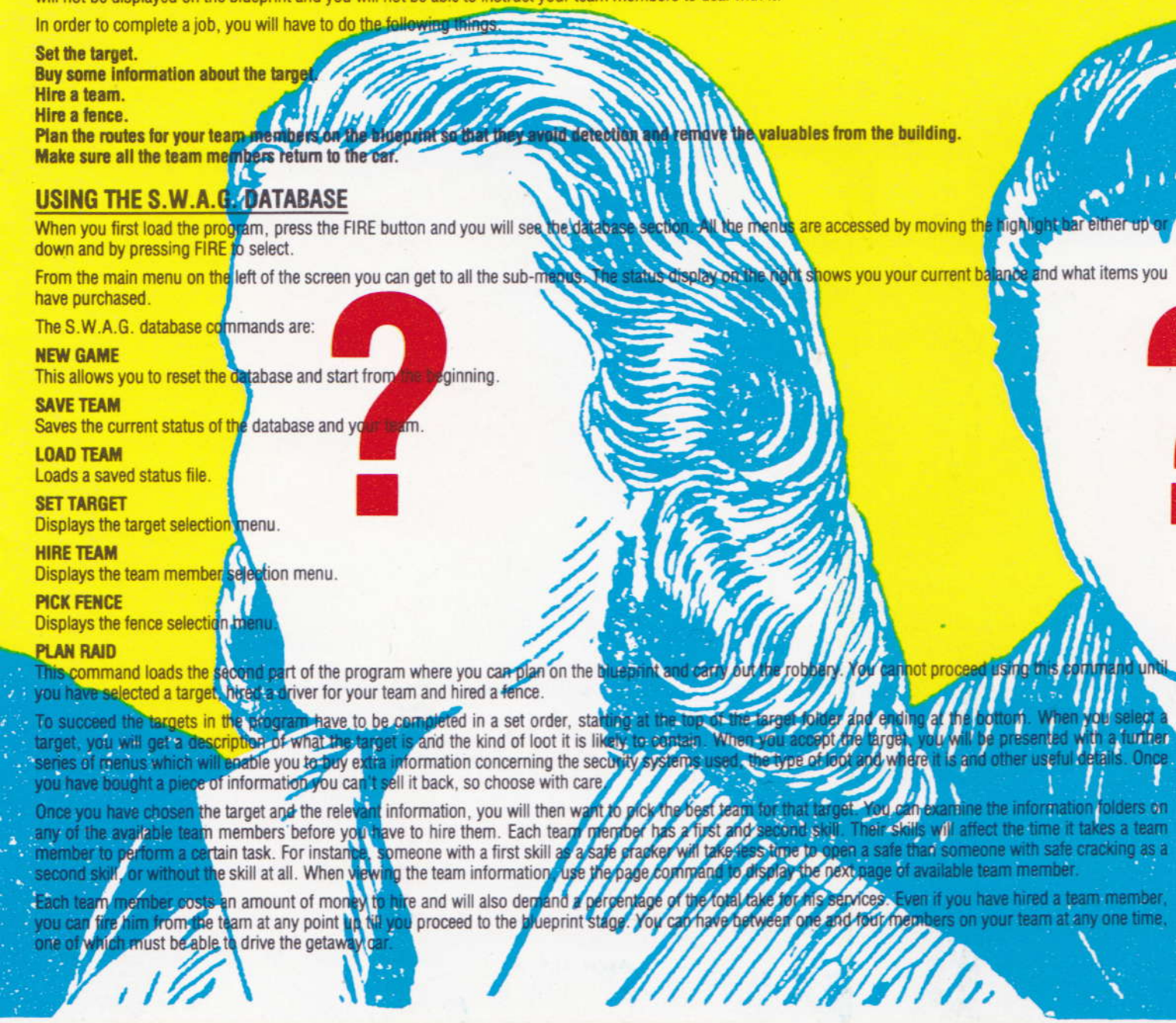
PICK FENCE
Displays the fence selection menu.

PLAN RAID
This command loads the second part of the program where you can plan on the blueprint and carry out the robbery. You cannot proceed using this command until you have selected a target, hired a driver for your team and hired a fence.

To succeed the targets in the program have to be completed in a set order, starting at the top of the target folder and ending at the bottom. When you select a target, you will get a description of what the target is and the kind of loot it is likely to contain. When you accept the target, you will be presented with a further series of menus which will enable you to buy extra information concerning the security systems used, the type of loot and where it is and other useful details. Once you have bought a piece of information you can't sell it back, so choose with care.

Once you have chosen the target and the relevant information, you will then want to pick the best team for that target. You can examine the information folders on any of the available team members before you have to hire them. Each team member has a first and second skill. Their skills will affect the time it takes a team member to perform a certain task. For instance, someone with a first skill as a safe cracker will take less time to open a safe than someone with safe cracking as a second skill, or without the skill at all. When viewing the team information, use the page command to display the next page of available team member.

Each team member costs an amount of money to hire and will also demand a percentage of the total take for his services. Even if you have hired a team member, you can fire him from the team at any point up till you proceed to the blueprint stage. You can have between one and four members on your team at any one time, one of which must be able to drive the getaway car.



THE TEAM

You will also need to assign a fence to your team. A fence is the person who will look after getting rid of any loot you get away with for the best price. Although the fence will not take part in the robbery, you need to have someone who is suited to fencing the articles you are going to try and steal. Fences can be swapped before going on to the blueprint stage.

There is no need to save a team before going on to the next section as all the relevant information is retained in memory during the load.

PLANNING A ROBBERY ON THE BLUEPRINT

When the second stage has loaded, the top part of the screen becomes a window on the blueprint of the target you have selected. The lower part of the screen contains the control icons and the display windows which you will use to instruct the various team members. It is in this section that you will create the 'tracks' which the other team members will follow during the actual robbery. These 'tracks' contain all the information concerning where a team member is to move and what actions he will carry out on the objects in the locations he will pass through. All the team members start at the same point in the car, outside the main entrance to the building. Each team member is represented by a numbered marker from one to four. This corresponds to their position on the face display. Even though you instruct each team member separately during the blueprint stage, when it comes to the actual robbery, all the team members will carry out their instructions concurrently.

All the actions available to a team member in his current location are displayed in the action window. To select an action, use the joystick to position the highlight over the icon. A description of what the icon represents will appear in the text window. Press the FIRE button to select the action. As the action is added to the team member's list of instructions, the clock will be updated by the amount of time taken to carry out the action. Different actions will take different amounts of time depending on what is being attempted and whether or not the team member has the required skill. Selecting the face icon allows you to select a different team member to instruct. The team member's name is displayed in the text window.

The clock displays the current time for the team member. This clock updates with every instruction given to a team member. By using the wait icon, the clock can be advanced by up to 59 seconds by moving the joystick UP or DOWN. Pressing the FIRE button sets the time.

To move a team member, select the walk icon and press the FIRE button. You now have joystick control over the team member and can walk him around the screen. When you want to get out of movement mode, press the FIRE button again to return to the action window. As you move, the window will tell you what is in the location. Provided that a door isn't locked, it will be opened automatically as you walk through it.

To carry out an action on an object, move the team member over the object and return from movement mode. The action window will now contain extra icons relating to the possible actions that can be carried out on the object.

Once you have compiled a number of instructions into a track you may want to go back and edit something. The track can be edited in two ways. Using the delete icon, instructions can be deleted one at a time from the end of the track. Selecting the edit icon opens the edit window. In the first part of the window you can step backwards and forwards through a track using the double chevron icons. This feature can be used to simply check what has already been programmed in a track and the times at which actions are due to happen. If you don't want to perform an edit, use the exit icon to return. Selecting the insert icon displays the second part of the window which contains the icons from the action window and two extra ones, scrap and link. Extra actions can now be inserted into the middle of a track in the normal way. You will notice that if you move away from the spot where you started the edit, a marker has been placed there. In order to link the new part of the track with the old part you must return the team member to this spot and then select the link icon (you will notice that the link icon is only ever present in the window when you are over the marker). Using edit you can add anything from a simple wait to a whole new string of instructions into any part of an existing track.

If you want to delete the old part of the track from where you have edited the track onwards, select the scrap icon. A question mark icon will be displayed. If you definately want to scrap the rest of the track, select this icon, if not move the highlight off it to abort the scrap procedure.

To complete a track, return the team member to the point he started (in the car). If you do not complete the track of a team member, he will retrace his steps back to the car when he runs out of instructions.

When you have completed the tracks for all the team members, select the joystick icon to commit the robbery. The question mark icon will appear requesting that you press the button again to confirm the choice.

COMMITTING THE ROBBERY

When you commit the robbery, your team members will go about their assigned tasks simultaneously and you will have direct joystick control of the Boss. The normal action icons appear in the action window along with some special ones which have the following function:

FREEZE – This command causes all the team members to halt their activity for a while. Useful for avoiding detection if a police patrol happens by.

ABORT JOB – This command returns you to the blueprint planning stage so that you can alter or amend the tracks.

ASSIST – This command allows you to view what the other team members are doing. Useful if one of them radios in with a problem. Now you can hopefully issue them with extra instructions to help them out by using the assist icon. This will display the location which the team member you are assisting is occupying.

Whilst you are assisting another team member, you will also have a 'run for it' icon. Selecting this will cause the team member to retrace his steps back to the car.

If it all goes wrong and you are discovered or set off an alarm, try to get all your team members back to the car and make a getaway. You do this by using the 'assist' and 'run for it' icons for each of your team members. If you do this you will stand a chance of cashing in the loot and having a go at another target.

If you successfully get all your team and the loot out of the building then the swag will be fenced and credited to your balance. Step through the fencing screens by pressing the FIRE button. You will see the value of the loot carried out by each team member, followed by a screen showing the split. After this you will be given the option of saving the team status and going back to the first stage to plan another robbery. If you do not intend to plan another robbery immediately, then save the status to a separate tape or disk before turning the computer off, otherwise your new status will be lost. You might want to save the status anyway so that you can load it back at a later date.

When saving a status file, you will be asked to select a name for it from the menu.

TO LOAD

Hold down CTRL and press small ENTER key.

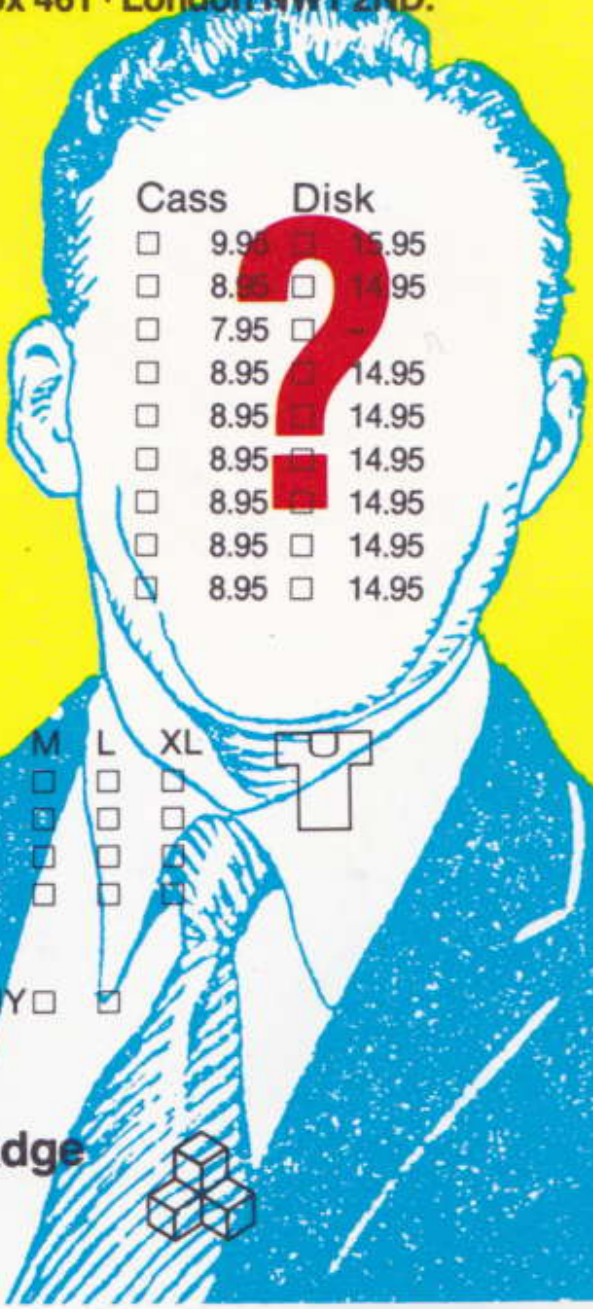
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