

IMAGIC

SAFECRACKER™

GAME PROGRAM INSTRUCTIONS



It's the mission you've been hoping for---a chance to be one of history's great spies.

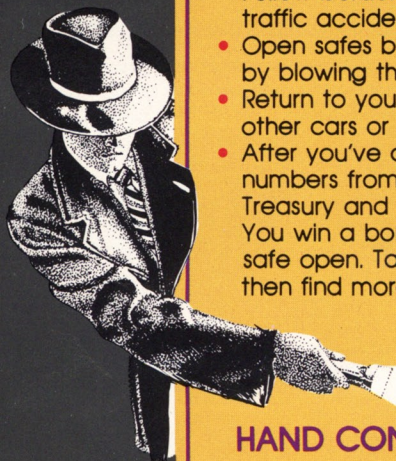
Your job: drive the streets of a foreign city and snatch all the secrets you can lay your hands on---cameras, keys, microfilm, flasks of chemicals and bars of gold bullion!

You've got a car, a hideout and plenty of TNT. Now all you need is the skill to crack safes. And the courage to defy the Secret Police. It's dangerous, sure. If you make too many mistakes you'll see the inside of a foreign prison--with no time off for good behavior!

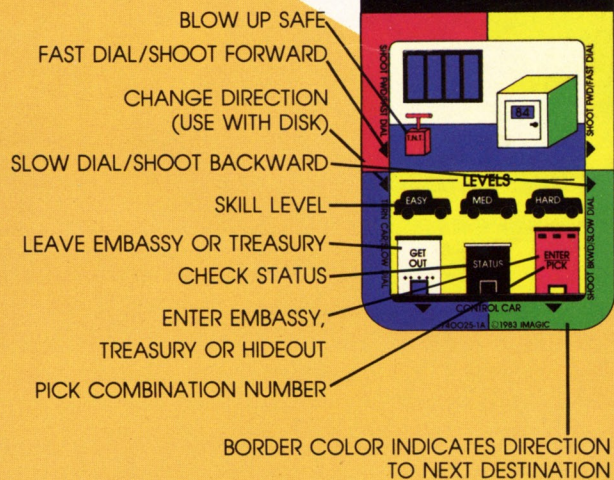
Your country is counting on you. Good luck...and good hunting!

OBJECTIVES

- Drive to Embassies in search of strategic secrets. Follow border color directions and stay out of traffic accidents.
- Open safes by picking their combination locks or by blowing them up--before time runs out.
- Return to your hideout, avoiding collisions with other cars or Secret Police bullets.
- After you've collected 4 secret combination numbers from Embassy safes, drive to the Treasury and raid its vault of gold bullion. You win a bonus chance when you get the safe open. Take the gold back to your hideout, then find more Embassies.



HAND CONTROLLER



SAFECRACKER™ IS A ONE PLAYER GAME.

PICK YOUR GAME

When the game title appears, pick a skill level.

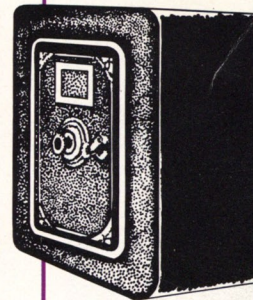
- **EASY:** No traffic appears on the streets during your first 3 raids.
 - Secret Police cars do not chase you very aggressively.
 - One or two red combination numbers open Embassy safes.
- **MEDIUM:** Light traffic appears at first.
 - The Secret Police are somewhat more aggressive.
 - Two or three red combination numbers open Embassy safes.
- **HARD:** You encounter heavy civilian traffic right away.
 - Secret Police cars chase you very aggressively.
 - Three to five red combination numbers open Embassy safes.

DRIVING

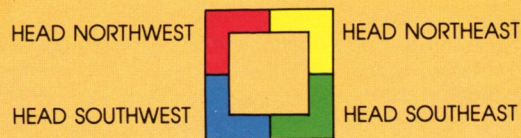


STREET SCENE

- You start the game with 5 chances. You lose a chance every time your car crashes or is hit by Secret Police bullets.
- Your blue car starts at your hideout (the black building with the red roof).
 - The color of the border around the game picture tells you which direction to drive.

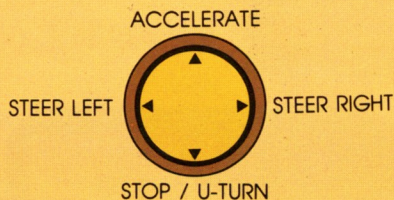


- Edges of the keypad covers are a guide to the color/direction codes. For example, if the border color is RED, drive in the direction of the red edge part of the keypad cover (upper left, or northwest).



COLOR CHANGE INDICATES NEW DIRECTION

- To start moving or to accelerate, press the top edge of the disk on either hand controller.
- You hear your car engine humming until you've reached maximum speed.



- To swerve left or right: press left or right edge of disk.
- To put on the brakes: press the bottom edge of disk.
- To turn corners: press and hold the BOTTOM LEFT side button and tap the left or right edge of disk. Note: just a light tap will do it!
- To make a U-turn: press and hold the BOTTOM LEFT side button and tap the bottom edge of disk.
- To swerve or turn corners: your car must be moving.
- U-turns can be made while the car is standing still.
 - Your car cannot go backwards; to reverse direction, make a U-turn.

WATCH OUT FOR TRAFFIC!

- White cars are driven by innocent citizens. If you collide with one, your car blows up and you lose one chance to carry out your espionage mission.
 - To avoid collisions, swerve left or right and steer clear of traffic, or turn on to another street at an intersection.
 - DON'T turn straight into a curb, or your car will crash and explode.
 - You can shoot an innocent citizen's car to avoid a collision (but this will quickly attract the Secret Police---and cost you 200 points!):
 - It takes 1 or 2 hits to blow up a car.
 - Press either TOP side button to fire straight ahead. Hold in for repeat firing.
 - Press the BOTTOM RIGHT side button to shoot to the rear. Hold in for repeat firing.
- Black cars are Secret Police vehicles. They always appear when:
 - You shoot any white car.
 - You use dynamite to blow up an Embassy safe.
- You can shoot Secret Police cars without losing any points.
- If you collide with a white car you lose a chance; your car reappears near the scene of the accident.
- If you collide with (or are shot by) the Secret Police you lose a chance and your car reappears at the hideout.

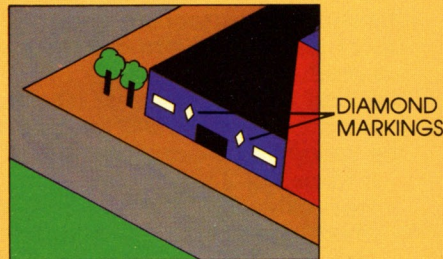
DESTINATIONS EMBASSIES

Your first espionage targets must be Embassies, where you can learn combination lock numbers needed to open the Treasury vault.



Inside Embassy safes you also find keys, microfilm, cameras or chemicals.

Drive in the direction shown by the border color until you see a building with diamond symbols on it. That's an Embassy.



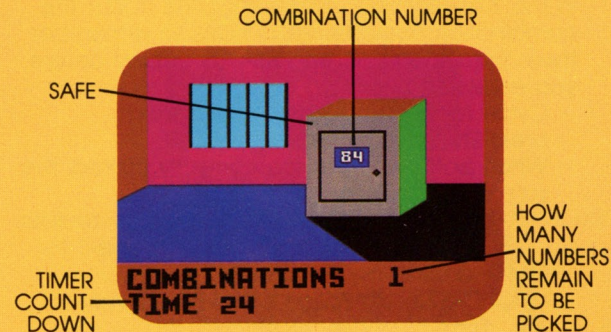
EMBASSY

- Pull over in front of the building. Brake to a full stop.
 - If the Embassy is on a corner, park on the street where the diamonds are.
- To get inside, press ENTER.
- When you've picked the combination locks of 4 Embassies you will have both secret numbers you need to open the safe in the Treasury, and win big score points and a bonus chance!
- The Treasury is the tall blue building marked with dollar signs. It is always in the same location. When the status display includes all 4 digits, you'll know the combination to the Treasury safe.
 - There will be no border colors to direct you to the Treasury. To get there:
 - Go BLUE (Southwest) to the first street, then
 - Go RED (Northwest) for one block, then
 - Go BLUE (Southwest) and watch for the building on the right side.
 - Stop in front of the building and press ENTER.



CRACKING A SAFE

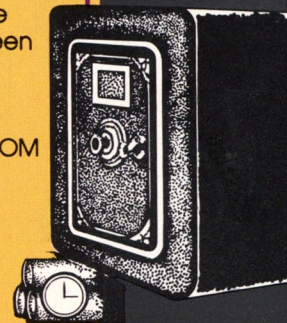
- To crack a safe, you can either pick the combination numbers (for added score points) or blow it open with T.N.T. (if time is running out).

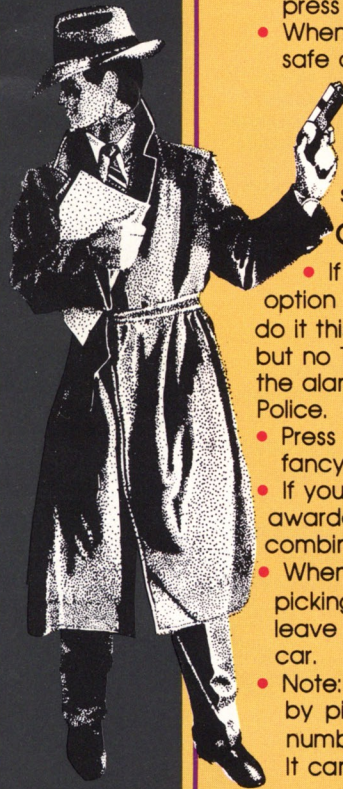


INSIDE EMBASSIES & THE TREASURY

PICK THE LOCK

- To open the safe, find the right number combinations. The amount of numbers to be picked before the safe can be opened is shown after "COMBINATIONS."
- When the correct number (from 0 through 99) is showing, the lock turns red and you hear a short "beep".
 - To cycle through the number quickly, press and hold either TOP side button. Determine the approximate combination number (between 80 and 90, for example).
 - Keep cycling fast through the digits again until you are close to that range of numbers. Then press and hold either BOTTOM side button to continue more slowly.
 - When the lock turns red, release the side button, then press ENTER.



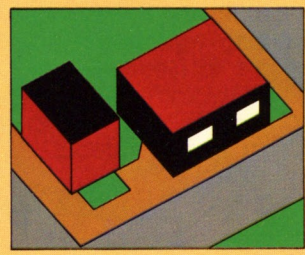


- Continue to pick the numbers until there are no more combination numbers to find. The door of the safe will open, revealing a secret object and one digit of the Treasury vault's combination.
- In the Treasury you will get no clues about the combination numbers. You'll have to remember them from looking at the STATUS display before you enter the building.
- Cycle to each correct number, then press ENTER.
- When both numbers are correctly picked, the safe opens to reveal 5 gold bars.
- **Watch the time!** If the alarm counter reaches zero, you'll suddenly find yourself on the street. The Secret Police will show up very soon to chase your car.

OR, BLOW UP THE SAFE!

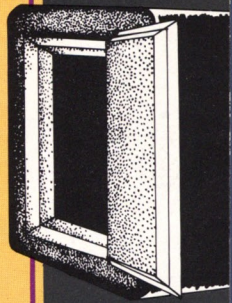
- If time is running out you have the option of blowing the safe open. If you do it this way, you'll find a secret object, but no Treasury vault digit. Also, you'll set off the alarm immediately and alert the Secret Police.
- Press T.N.T....and get ready for some fancy driving!
- If you decide to use T.N.T., you will NOT be awarded 500 points given for finding the combination numbers.
- When the safe is opened by either lock-picking or explosion, you will automatically leave the building and be in control of your car.
- Note: The Treasury safe can only be opened by picking the correct combination of numbers. It cannot be blown open.

RETURN TO THE HIDEOUT



HIDEOUT BUILDING

- When you get out of the bank, your getaway car will be just where you left it. Head for the hideout, **even if you didn't get the safe open.**
- Follow each direction given by the border color. Look for the black building with the red roof.
- Again, drive as carefully as possible. And remember: the Secret Police will start chasing you whenever you shoot an innocent citizen's white car.
- When your car reaches your hideout, brake to a full stop in front of the building, then press ENTER.
- The status screen shows:
 - Your score,
 - number of remaining chances,
 - secret Treasury vault combination numbers.
- If you reach the hideout, you're not in any danger even if Secret Police cars were in hot pursuit! After a brief pause your car reappears on the street, ready for another espionage raid.



SCORING

Open safe by picking the combination lock . . .	500
Open safe by using explosives	0
Take key from safe to hideout	200
Take roll of microfilm from safe to hideout . . .	500
Take flask of chemicals from safe to hideout . .	400
Take camera from safe to hideout	300
Open Treasury safe	500

PLUS A BONUS CHANCE!

Take gold bars to hideout	1,000
Shoot an innocent citizen's (white) car .	MINUS 200
Shoot a Secret Police (black) car	0

TACTICAL TIPS

- Keep your car rolling, except for brief stops, so you can swerve away from passing cars.
- Sometimes other cars will crash. If that happens, keep moving---you've got a job to do.
- If you drive past an Embassy, the border colors will lead you back to your destination. If color directions reverse (change from Green to Red, for example), it means you've passed your objective.
- If you make a U-turn or scrape against the curb, your car loses some speed. Press top of disk to accelerate.
- Don't shoot at any cars unless you have to, because that will bring the Secret Police to the scene---fast!

NEED REPLACEMENT KEYPAD COVERS?

Mail check or money order (no cash, please) for \$1.50 per set of 2 keypad covers to:

IMAGIC Replacement Covers

P.O. Box 31001

Los Gatos, CA 95031

Enclose your name, address and telephone number. **Be sure to include the name of the game!** Allow 4 to 6 weeks for delivery.

IMAGIC VIDEO GAME CARTRIDGE TWO YEAR LIMITED WARRANTY

Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for TWO YEARS from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

IMAGIC

Consumer Affairs
981 University Avenue
Los Gatos, CA 95030

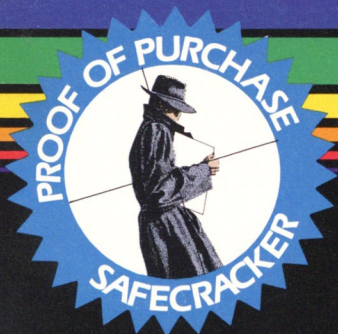
This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

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Game Program designed by Marvin Mednick

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