

Are both *reels* copy protected?

No. Only *reel 1* is protected. We encourage you to make a backup of *reel 2*, and play with it.

Why does the game require so much disk swapping on a one drive system?

Because the game is so non-linear it was very difficult to optimize the organization of files on the disks. However, the game does perform automatic disk caching. Within the limits of your system's memory, any data loaded from the game disk will stay in memory and will not need to be loaded again during that game. If you have ??? megabytes of memory this is enough to place Reel 1 in a ramdisk. Create a ramdisk of ???K and copy the game files from Reel 1 into it. Open the ramdisk and double-click on **KINGHELL.SYS16**. Remember, Reel 1 must be in the main drive when you start the game. After the game requests Reel 2 there should be no further disk swapping.

Why did I lose men after a shootout with Santucci?

Whenever you get into a gun battle with the Southside gang you risk losing a few men. Every time you allow them to get a shot off, you lose a valuable gang member. If there are no more men left in the gang, the next shot will kill Pinky.

Is there a secret to blowing away the Old Man in his car?

Yes.

Will the game play by itself?

Yes. Unless you pull down the intermission option the game will take off by itself (until you do something), making random decisions along the way. For example, if you pause too long at the desktop, you may find that the computer takes you off to see Lola, or it might even open the ledger. So keep on your toes and keep moving!

Why do I keep getting attacked as I head off on a raid?

When Pinky leaves in his car he runs the risk of being followed and attacked by one of Santucci's hoodlum pals. Your odds of being ambushed increase immediately following a successful raid, so it's sometimes helpful to lay low for a turn or two.

What happens if I pull my gun on someone but don't shoot?

There's only one way to find out. The best part about **The King of Chicago** is that it's full of surprises. So turn down the lights, pop up some popcorn, grab a soda and enjoy!

THE KING OF CHICAGO

Apple //GS Quick Reference Card

GETTING STARTED

Insert the **King** "REEL 1" disk into your main drive. If you have a second drive (highly recommended) insert King "REEL 2" into that drive. Turn on or reboot your system.

After a couple of minutes, the title screen will appear and the theme music will begin. When the fly pointer appears you may start the game. Move your pointer to the word PROJECTOR at the top of the screen. Holding down the mouse button, pull the pointer down to highlight the words "START THE MOVIE" and release the button.

You may pause the game by pulling down the menu and selecting the word "INTERMISSION". When you are ready to resume play select "END INTERMISSION".

Quit the program by selecting "QUIT" then click on the word "YEP" when the game asks, "GIVE UP?". If you change your mind you may resume play by clicking on the word "NOPE".

To end the game and start a new one, pull down the menu and select "END THE MOVIE." When the game asks, "ARE YOU READY TO CHICKEN OUT?" select "YEP" to end the game or "NOPE" to continue.

PLAYING THE GAME

As you move the mouse you'll notice a small fly buzzing around. When Pinky can't decide what to do next, move the fly to one of his "thought balloons" and push the left mouse button. Choose quickly or he will make up his own mind. And remember, every decision you make will affect the characters in that episode!

NOTE: the dialogue will "FAST FORWARD" if you hold down the mouse button.

Sometimes Pinky will think about drawing his gun. When the gun appears, move the mouse to aim and press the button if you decide to fire. **Don't move the mouse too quickly** and be sure to stay on your toes, you never know what the other characters will do.

THE DESKTOP

At regular intervals (approximately once a month) Pinky returns to his office. When the desktop appears you may "click on" the following items:

- Lola:** Allows you to visit with Lola.
ledger: The ledger lets you review money matters.
map: Click on the map to discuss territory grabbing strategies with Ben.
keys: Exit the screen by clicking on the keys.

NOTE: The ledger will open to a statement of your current finances. Click on the small plus or minus sign to adjust monthly payments and salaries. To adjust your monthly *income* you'll have to leave notes in the ledger for Ben. If you want to squeeze more cash out of your speakeasies, for example click on the word "SAME" until it says "MORE". To exit the ledger, click on the green desktop to the right.

Hard Drive and Ramdisk Installation

Players with only 768k of memory will notice that the game speeds up considerably when you upgrade to 1 meg or more. The Apple GS version of the King of Chicago uses well over a **million** bytes of graphic data! And with extra memory most of the images can stay in RAM rather than being read from disk.

If you own a hard drive the game can easily be installed on it. Create a new folder and copy from Reel 1 the files **KINGSHELL.SYS16** and **KING.1**. From Reel 2 copy the file **KING.2** into the same folder. To play, double-click on **KINGSHELL.SYS16**. *Note:* Reel 1 must be in the main drive for the game to run from the hard drive.

The same files can be copied into a ramdisk and run from there. This is not advisable unless you have at least 2 megabytes of ram in your system. The King of Chicago automatically uses all available ram to store data loaded during the game. Unless you have sufficient memory, running from ramdisk will cause the same data to be loaded repeatedly. Single drive system users can create a ramdisk for just Reel 1 to eliminate disk swapping. *Note:* Reel 1 must be in the main drive when you start a game from ramdisk.

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Manual and Quick Reference Card by John Cutter and Eric Pobirs

Questions & Answers

How long should a typical game last?

That depends on how you play. There are over a **BILLION** different ways to play **The King of Chicago**! But a typical winning game will last about an hour.

I need help with the drive-by bombings...

Successful demolition requires a steady hand and careful timing. As the car drives by the front of the building, press the mouse button to lob the bomb. The longer you hold your finger on the button the higher the bomb travels. Your aim is based entirely on *when* you throw the bomb, and not on the position of your cursor.

How important are the decisions I make in the game?

Some of your decisions will cause branches in the game while others affect the personalities of the characters involved in that particular scene. For example, making a caustic remark to Lola will boost Pinky's *toughness* but decrease Lola's *happiness*. (And if she gets too unhappy--well, watch out! Conversely, the boys are more likely to mutiny with a weak leader; it's a very delicate balance.)

Do I ever want my monthly income to be less?

Yes. Your income producing ventures can only yield so much. If you push them too hard they might become unproductive. Also, the more effort you put into one area the less energy and resources you'll have for another. Also, control your greed. A high monthly salary can add to Pinky's *prestige* but it can be dangerous to compromise the gang's profitability.

How many ways are there to win the game?

There are at least three *completely different* ways to win **The King of Chicago**. So keep playing!

If the sun's on fire how come there isn't any smoke?

What?

Why did my losses change when I adjusted the salaries?

Losses are based on the monthly income *minus* the salaries you are about to pay out. Whenever you open the ledger, think of it as payday!