

ACTIVISION®

CRASH



BUGS



HANDBOOK

"Officer Kelly reporting for duty. Leaping Leprechauns!! If it isn't Harry Hooligan... up to his old shenanigans. That blunderous hoodlum is robbing Southwick's. And on a Sunday at that! C'mon then...lend a hand. We've got to catch the crook, recover the loot and be careful to boot! Listen up! Don't get KO'd by wild shopping carts, beachballs or biplanes. And get moving! There's not a moment to lose!"

KEYSTONE KAPERS™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in the left Joystick Controller (right Controller is not used).
5. The difficulty switches and game select switches are not used.
6. **The Joystick Controller** is held with the red button in the upper left position.
 - Keystone Kelly will run to the left or right when you push the Joystick left or right.
 - Kelly will jump when you push the red button. For a long, running jump, press the red button while pushing your Joystick left or right.
 - Kelly will duck down when you pull the Joystick back.
 - Kelly will step into an open elevator when you push the Joystick forward; he'll step out when you pull the Joystick back.
7. **The Bonus Timer** is beneath your score. It starts to count down as soon as the game begins. When only 10 seconds remain, it flashes. Be warned!



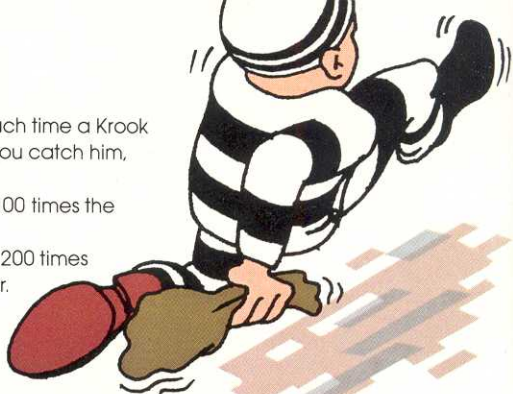
8. **Scoring.** Points are earned each time a Krook is apprehended. The sooner you catch him, the more points you'll get.

Krooks 1 through 8 are worth 100 times the amount left on Bonus Timer.

Krooks 9 through 16 are worth 200 times the amount left on Bonus Timer.

After your 16th arrest, each Krook will be worth 300 times the amount left on Bonus

Timer. Also, every recovered moneybag and suitcase is worth 50 points.



9. **Bonus Kops.** Every time your score increases by 10,000 points, a Kop is added to your reserve squad, up to a maximum of three on-screen at a time.
10. **To start,** press the game reset. The timer will immediately begin to count down. You'll begin with Keystone Kelly on active duty and three Kops on reserve.
11. **The game ends** when all of your Kops are gone. Any of the following will cause you to lose a Kop:
- Colliding with a biplane (see "Look Out" under "Special Features").
 - Running out of time.
 - Allowing a Krook to escape off the roof.

BONUS TIMER

SCORE

RESERVE KOPPERS

SHOPPING CART

ELEVATOR

MONEYBAG

KROOK

TOY BIPLANE

ESCALATOR

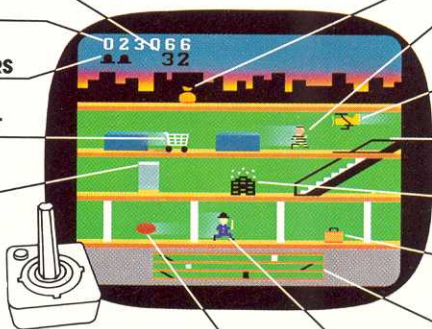
CATHEDRAL RADIO

STOLEN SUITCASE

SOUTHWICK'S SECURITY SYSTEM

KELLY

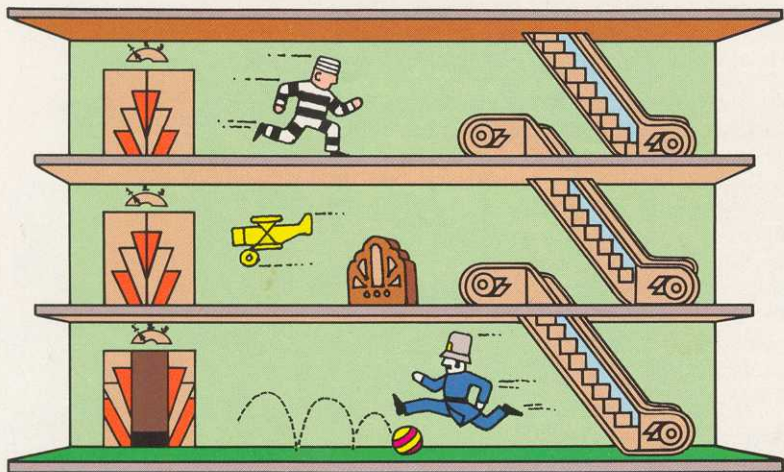
BEACHBALL



(COMPOSITE SCREEN)

SPECIAL FEATURES OF KEYSTONE KAPERS™ BY ACTIVISION®

Elevators and Escalators. The elevator can take Keystone Kelly up and down to any floor except the roof. Place Kelly in front of it and wait until the door opens. Then push your Joystick forward to move Kelly into its green interior. Pull Joystick back to exit. Kelly can also ride up on an escalator just by touching it. An escalator is the only way to get to the roof.



Southwick's Security System. Lucky for you, Southwick's has security cameras scanning the store. The display at the bottom of the screen gives you an overview of all floors, from the bargain basement to the rooftop. Kelly is the black dot, the Krook is the white dot. The elevator is the moving grey square in the middle and the escalators are the black slashes on either end. Using the Security System, you'll know which way Kelly should run to catch an elevator, an escalator or a Krook.

Look Out!!! You must **jump** to avoid a rapid onslaught of shopping carts, beachballs and cathedral radios. If you collide, a valuable 9 seconds will be deducted from your time. As your score rises, toy biplanes whizz by. **Duck** to avoid them. With each collision, you'll lose a Kop. However, **DON'T** avoid moneybags and stolen suitcases. You'll earn 50 points each time Kelly picks one up.

GETTING THE FEEL OF KEYSTONE KAPERS™ BY ACTIVISION

If you're a new recruit to Kelly's force, some basic training is all you need. First of all, practice your jumps—running jumps and jumping in place. Perfect timing is the real key here. Another thing, Harry Hooligan is no dope. He's pretty crafty at switching floors when Kelly takes the elevator. So, when you hop on, watch Harry on the Security System Display (he's the white dot). Don't get off until you're as close to *that Krook as possible*.

JOIN THE ACTIVISION®

"BILLY CLUB"

It all started at O'Shaunessey's Grille. After a hard day of crimebusting, Keystone Kelly and the Koppers would gather in this Bowery joint to share hot tips and potatoes. They called themselves "The Billy Club," and you can join with a score of 35,000 points or more. O'Shaunessey's is gone, but the club lives on.

Send us a photo of the qualifying score on your TV screen, along with your name and address, and we'll send you the official Billy Club emblem.



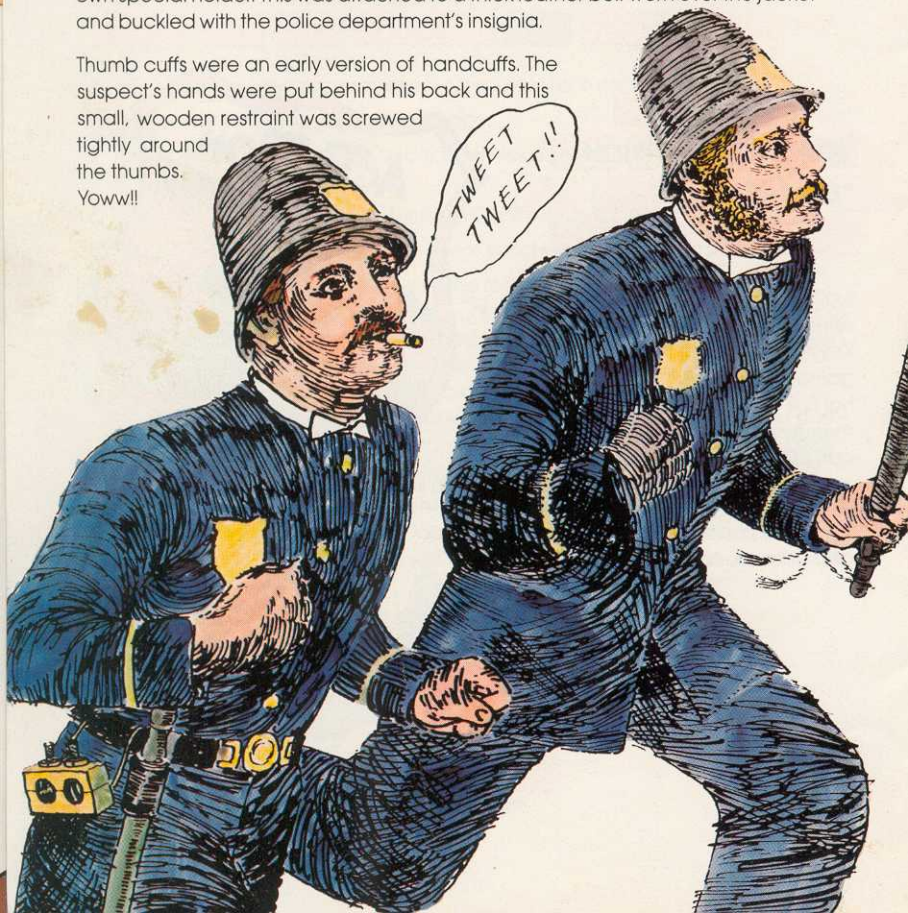
THOSE DASHING MEN IN BLUE

Cops weren't always "cops." They didn't get their nickname until after 1845, when the first police badge was issued. The main ingredient? Copper.

The old-fashioned, helmet shaped hats were made of felt, and used until 1906.

When not ready-in-hand, the wooden billy club, or nightstick, hung in the frog, its own special holder. This was attached to a thick leather belt worn over the jacket and buckled with the police department's insignia.

Thumb cuffs were an early version of handcuffs. The suspect's hands were put behind his back and this small, wooden restraint was screwed tightly around the thumbs.
Yoww!!



HOW TO BUST INTO THE BILLY CLUB

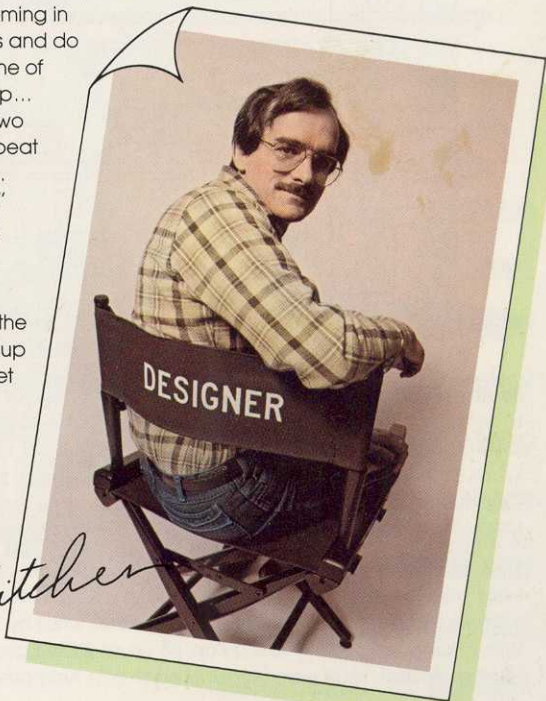
Tips from Garry Kitchen, designer of *Keystone Kapers*.™

Garry is a top-notch designer with a great variety of interests. Besides playing video games, Garry likes to read fiction and draw with pencil and charcoal. He's a natural at ping-pong, too, and loves to travel. We're glad he found his way to Activision®.

Hi gang. I'll begin by saying one thing; DONT GET STUCK ON THE ROOF!! Because—surprise!—you can't get back down! To avoid this embarrassing predicament, stay behind the Krook and don't go to the roof until he's up there.

As your score rises, the beachballs bounce higher. Forget about trying to jump over them. Instead, DUCK! Also, the biplanes and shopping carts start coming in waves, so learn their rhythms and do the 'Keystone Strut'. To the tune of the shopping carts it's, "Jump... run two steps... Jump... run two steps... etc." To the biplane beat it's, "Duck... run three steps... duck... run three steps... etc." Learn to adjust to changing rhythms.

And, to save yourself a few steps, have Kelly JUMP onto the escalators. He'll be halfway up already. Now, go out and get those guys! And, when you take a break, write to me. I want a **full** report!



Garry Kitchen



We'd like to get to know you! If you have questions about our games or clubs, or want to get on our mailing list, drop us a note or call the "Game Hotline" toll-free at (800) 227-9757/8 (in California call (415) 960-0410 ext. 5245).

ACTIVISION®

Activision, Inc., Drawer No. 7287
Mountain View, CA 94039

Atari® 2600™ and Video Computer System™ are trademarks of ATARI, Inc.

Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck & Co.

© 1983 Activision AX-025-03 Printed in U.S.A.