

KING OF CRIMINAL MINDS™

LIFE OF CRIME™



Interplay

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WARNING

This product contains violent and mature content. You will be asked to choose from the following options to determine the level of violence and language available in the game:

- 1. Low Violence - This version does NOT contain any explicit language, blood or gore.**
- 2. Full Install - This version will include ALL of game features, including language, blood and gore.**

Once you have made a selection and installed the game, you cannot go back and change your selection. To do this you must uninstall the game and start over.

GETTING STARTED

TO INSTALL

Insert the Kingpin CD into your CD-ROM drive. Double-click on your 'My Computer' icon. Locate and double-click on your CD-ROM icon. Double-click on the file named 'Setup.Now'. Follow the on-screen instructions to install Kingpin.

TO RUN THE GAME

Click on the 'Start' button on your Windows taskbar, select 'Programs', then select 'Kingpin', and then click on 'Kingpin - Life of Crime'.





THE MAIN MENU

Use the up and down arrow keys to navigate, and press the Enter key to select. Each Main menu function brings up a list of secondary menu items.

Game: Start a new game with a specific difficulty level, load or save a game.

Gang Bang: Start a network server, join a network server, or change your Thug's information.

Options: Customize your keyboard, mouse or joystick controls, adjust your audio, and change your game play control options.

Visuals: Select one of several OpenGL modes, and adjust screen modes and settings.

Exit: Exit the game from here.

GAME

In the Game menu, you can select a variety of skill settings that range from extremely easy to nearly impossible.



Select **Load Game** to bring up the load game menu. The first name on the list is an auto-saved game. Selecting this puts you back at the start of the last level you entered. Use the arrow keys to select the game you wish to load and press the Enter key.

Select **Save Game** to access the save game menu. Using the arrow keys, select an empty slot or one that you don't mind over-writing and press the Enter key to save. Kingpin will generate a save name with the title of the level and the current time.



GANG BANG

There are two ways to play Kingpin with other people: LAN or TCP/IP over the internet.



To join a game already in progress, select the **Join Network Server** option. If there is a game currently in progress on your LAN, then the name

of the game, the level being played, and the number of players currently in it will be displayed under the "Connect To" menu. Internet games will also be displayed under the "Connect To" menu, but only if IP addresses have been entered into the **Address Book**. The Address Book allows you to enter and store the IP addresses for your favorite servers. To refresh the "Connect To" menu, select the **Refresh Server List** option. This will update the current servers available by name, the map currently being played, and the current number of people in each game.



To start a network game, select the **Start Network Server** option. Use the following options to set up a rumble:

Initial Map: Choose which map to start the game on.

Rules: Choose between traditional Deathmatch or "Bag Man" modes.

Time Limit: Number of minutes before the game is finished. \emptyset = No Limit.

Frag Limit: Set the maximum death toll. When a thug reaches this number the game will restart or restart and load the next map. \emptyset = No Limit.

Cash Limit: Set cash limit for "Bag Man" mode.

Max Players: Maximum number of thugs allowed in the game at one time. *16 Players is the maximum supported.*

Host Name: Choose the name displayed in the "Connect To" menu when people enter your IP address or look for your game on a LAN.

Deathmatch Flags: If you're starting the game, you get to make everyone play by your rules. These are the preferences for each game.

Begin: Go, start....



To customize your thug for multiplayer select the **Player Setup**. Name yourself, and dress yourself from head to toe. To select the menu item, use the up and down arrow keys. To cycle through the head, body, and leg skins use the right and left arrow keys. This is also where you specify your connection speed to the internet. Choose between 28.8, 33.6, ISDN, and T1 or better connections. Kingpin adapts according to your connection.

Play Over HEAT.NET

SegaSoft's HEAT.NET Internet gaming service offers fast, free, online gaming. With dozens of dedicated servers across the United States, players can easily play Kingpin across the Internet. HEAT.NET features automatic "matchmaking" - where players are

automatically connected to the fastest Internet servers for their Internet Service Provider (ISP).

To play on HEAT.NET, you will need a Java based web browser (such as Netscape or Internet Explorer 3.0+) and the HEAT client software, which is provided on the Kingpin CD-ROM. You will also need to create a free account on HEAT.NET. Note: You do not have to pay to play Kingpin on HEAT.NET.

The quickest way to get to the Kingpin game lobby on HEAT.NET, simply choose the "Play Kingpin on HEAT.NET" shortcut from your Windows Start Menu. Your web browser will open, and you should be in the Kingpin DirectLaunch page. Then follow this procedure:

1. Type in your HEAT username and password where prompted.
2. Be certain that the name of the game listed below the password is "Kingpin."
3. Click the "Play Now" button, and the HEAT software will begin to load.

Once the HEAT software loads, you will be brought immediately to the Kingpin main lobby. Here, you can chat with other people, create a new game room or join an existing game in progress.

For more assistance with HEAT.NET, log into <http://www.heat.net>, enter your account information and select "HELP" from the top menu bar.

For up-to-date, specific information about Kingpin on HEAT.NET, go to the "Kingpin Game Page" on HEAT.NET by logging into <http://www.heat.net>, entering your account information and choosing "GAMES" from the top menu.

OPTIONS

Effects Volume: Using the left and right arrow keys moves the slider bar to increase or decrease the volume of your sound effects.

CD Music: Use the left and right arrow keys to turn CD music on or off. Turning the CD off will not change the performance of the game.

Sound Quality: Select low quality for 11khz sound and high quality for 22khz sound. Using low quality may increase the performance of Kingpin on your machine.

Sound Compatibility: Selects Max compatibility or Max performance.



Mouse Speed: This allows you to adjust your mouse sensitivity. The higher you set the speed, the faster your character will turn in relation to mouse movement.

Always Run: Set this to Yes if you do not want to hold down the Run button in order to move quickly.

Invert Mouse: This gives the mouse a different control technique. If you push the mouse forward, you will "nose down", and if you pull the mouse back it will "nose up".

Lookspring: Returns your view immediately to straight ahead when you release the look up or look down key. Otherwise, you must move forward a step or two before your view snaps back. Lookspring does not work underwater.

Lookstrafe: If you are using the look up or look down key, then this option causes you to sidestep instead of turn when you try to move left or right.

Free Look: With this option enabled you no longer have to press the mouse look key to look up and down while using the mouse.

Use Joystick: If you'd like to use the joystick as part of your control method.

Crosshair: Choose the type of crosshair displayed on screen.

Talk Icons: Choose if you'd like the small faces to display on the bottom of the screen when conversations take place.

Hire Icons: Choose if you'd like the small people to display on the bottom of the screen once you've hired a henchman.

Captions: If you need to read the voicing rather than listen to it, turn on the captions option.

Fireworks: This alters the size of the explosions.

Directional Lighting: Turning this off will remove shading on characters.

Blood Time: Adjust the length of time blood stays on the screen.

Props: Turning this off will reduce the number of non-essential items on the level. (i.e. Garbage, trash cans, cards on a table, etc...)



Customize Controls: Selecting this option will bring up a second menu that lists all of the game controls. Use the arrow keys to move through the list. Press the Enter key to select a control to change. Press the appropriate key or mouse button that you wish to use for that control. If you want to go back to the original controls, select Reset Defaults.



VISUALS

Driver: You have 2 choices under Video Driver. These are 3Dfx OpenGL and standard OpenGL. Your system may not support 3Dfx or standard OpenGL. You won't be able to run Kingpin without an OpenGL compatible card.

Video Mode: Choose between the resolution modes that Kingpin supports.

Screen Size: The screen size slider controls the size of the game area on the screen. Reducing the screen size will usually result in higher performance.

Brightness: The brightness slider controls the brightness of the screen.

Fullscreen: This selects fullscreen or windowed rendering.

Texture Quality: The texture quality slider determines the overall crispness of textures with OpenGL renderers. Better quality results in lower performance.

8-bit Textures: 8-bit texture support is available on some graphics chipsets. Enabling 8-bit textures reduces visual quality while improving performance.

Sync Every Frame(3dfx users only): Turning this on removes "tearing" by optimizing the renderer for your hardware.

Shadows: Toggling the shadows off decreases the character polygon counts by half. Helps performance if turned off.

Fog: Environmental fog can be toggled on and off with this option. Helps performance if turned off.

Pain skins: Each character in the game has two distinct pain skins for each of their 15 body segments. Decrease to 1 or None to get improved performance.

If you make a mistake and would like to reset the visual controls, then select Reset the Defaults from the bottom of the menu.

CONTROLS

Walking: Use the four arrow keys or the mouse to walk around. To walk steadily forward, hold down the forward key (the up arrow or right button on the mouse). Turn left or right with the left or right arrow keys, or by sliding the mouse in the desired direction.

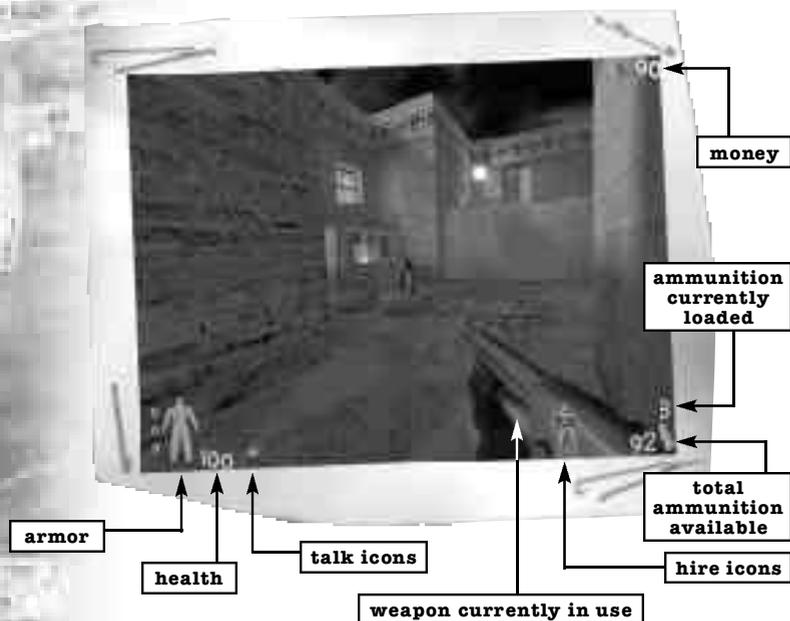
Running: If you prefer to always run during the game, open the Main menu, then the Options menu, then the Customize Controls menu, and select Always Run. With "Always Run" activated the Shift keys cause you to "Sneak" (move undetected).

Shooting: Tap the Ctrl key or the left mouse button to fire. Hold the shooting key down to keep firing.

Looking Up and Down: The key PGDN and DEL allow you to look up and down, respectively. Start walking forward and your line of vision will automatically re-adjust to the center position. You may also choose select Free Look under the options menu, which will allow you to move the mouse around as if it was your head movement.

Ducking: Press and hold down the C key to duck and move forward to crawl. When you release the C key, you will return to an upright position.

Jumping: Tap the A key to jump. You jump farther if you're moving forward at the time or if you're running.



IN-GAME ON-SCREEN DISPLAY

Money: Shows how much loot you've got for buying weapons and items at the Pawn-o-matic and hiring gang-members.

Hire Icons: Shows how many henchmen you currently have in your party, what kind of commands you've given them, and the status of their health. A red outline indicates that they are in attack mode. If you press the "Give Special Orders" (attacks desired target, pick locks, and blowing safes) key, then the "Activate" key while pointing at the opponent you'd like to target, your henchman (or henchmen) will attack. A blue outline indicates that you've told them to stay at that current location. Your hiring will turn red

as he takes damage. Once the henchman is filled by red...he's dead.

Talk Icons: Small pictures of a face will appear when either you or someone you're interacting with is speaking. The icon will appear with a red minus, when the speech is antagonistic. If you are speaking to someone nicely the face will appear, but with a blue "plus" symbol on it.

Health: This number represents how much damage you can withstand before pushing up the daisies.

Ammunition: The amount of ammunition that you currently have loaded in your weapon. The number directly below this is the amount of ammunition you currently have in your inventory available for reloading.

Weapon currently in use: Yep...those hands are attached to you, so the weapon in 'em is the one you're carrying. No hands visible means that you've holstered your weapon.

Armor: This indicates the armor your thug currently possesses and where it's located. You can get separate armor to cover your legs, chest, and head. The three numbers represent the quantity of armor protection that you currently have in a specific area.

ADDITIONAL CONTROLS AND HINTS

If you want to survive for more than a few minutes in the world of Kingpin you'll need to know a few things. First, forget about killing everyone that you see. The people that you meet on the street will often have valuable information, so if they aren't hostile towards you, talk to them.

The following are the essential new keys that you will need to know to play the game:

HOLSTER WEAPON - DEFAULT KEY "G"

This key will toggle your weapon up and down.

This may not seem like a big deal, but in the world of Kingpin every character pays strict attention to your intentions; if they see you approaching with a weapon out, they might just shoot first and ask questions later. When cruising the streets it is advisable to keep your weapon lowered. If it looks like someone wants to get busy, all you'll need to do is press your fire key (default is "left mouse button") and your weapon will be automatically raised. If someone tells you to "...drop your weapon!", you'll generally have about 2-3 seconds to holster your weapon; unless, of course, you decide to start blasting.

TALK - DEFAULT KEYS "Y", "X"

These two keys let you speak to other characters in the game. When you approach another character, you can initiate conversation by using either the "y" (positive/yes) key, or the "x" (negative/insult) key. If someone asks you a question, "y" will be a "yes", and "x" will mean "no". There are a lot of ways for conversations to go, and sometimes you might actually want to insult someone to intimidate them.

GIVING ORDERS - DEFAULT KEYS "Y", "X" AND "Q"

At various points in the game you will encounter potential gang members. They will be easy to spot by their distinctive gray-blue shirts. Once you approach them, use the "y" key to initiate a positive conversation. If available, they will tell you how much money you will need to hire them. When they ask you if you want to hire them, use the "y" key if you want them, the "x" key if you do not. You will, of course, need enough money to hire the particular gang member you desire.

Once hired, point your cursor at one of your gang members and issue one of the following orders:

"Y" - Follow Me/Move out of the way

"X" - Hold Position

"Q" - Attack Desired Target/Open Lock or Safe

The last mode works as follows. Point the cursor at your gang member, hit "q", then place your cursor on the person you want attacked and hit the "f" (activate) key.

ACTIVATE KEY - DEFAULT KEY "F"

All items that need to be used in Kingpin, including switches, levers, doors, etc., will require using the activate key. Simply approach the item you wish to activate and press "f".

BODY SEARCH - DEFAULT KEYS "C" (CROUCH) + "F" (ACTIVATE)

When you find a dead body on the ground, whether you put it there or not, you should definitely give it a quick search for money. You can accomplish this by crouching down (holding down the "c" key) and then pressing "f", which is the activate key. When killed, an enemy will drop any other items that he is holding near him on the ground, including keys, weapons and ammo. Money, however, will have to be taken directly off of their bodies.

Tip: Bodies tend to get dragged off after a while, so search them immediately upon finding them.

WEAPON RELOAD - DEFAULT KEY "R"

This feature works just like it sounds; pressing "r" will cause the current weapon that you have displayed to reload.

SNEAK MODE - DEFAULT KEY "LEFT SHIFT"

This is not a toggle; you must hold down the "sneak mode" key for the duration of time that you want to use it. While in "sneak mode", enemies cannot hear you approach. This is, of course, extremely useful for sneaking up behind someone and cracking their skull open.

PUSHING/PULLING BOXES

Any small boxes that you see on the floor may be pushed or pulled. To push a box, simply get behind it and move forward. To pull a box, face it and hold down the "f" (activate) key, then move backwards. If you find that you are moving away from the box too fast, you can also hold down the "L-Shift" (sneak) key to move slower.

AMMO CRATES

You can tell an ammo crate by its distinctive green color and rectangular shape. These crates hold ammunition of various types, and will explode if shot. However, if you use your pipe or crowbar on them, they will break apart to reveal their contents.

PAWN-O-MATIC

This is where you can buy various items that you'll need during the game. In Kingpin you typically won't find weapons, ammo or health just lying around on the ground waiting to be picked up. You will uncover caches of these items at various points in the game, but they will usually be heavily guarded. So, one safe way to increase your arsenal is by visiting the Pawn-O-Matic.

Once inside the Pawn-O-Matic you will not be able to use any weapons; you will deal directly with the shopkeeper through the Pawn-O-Matic interface. The box on the left contains the categories of purchasable items. To select a category use your up and down arrow keys and hit enter. After pressing enter, the menu box on the right will display all of the items available in that particular category. You can then use the arrow keys to highlight the item that you want to buy. Press enter and the shopkeeper will ask you to confirm your purchase; press enter again, and if you have enough cash, you've bought that item.

BAR OR LOCAL PUB

Any bar or pub that you enter in Kingpin is a "no weapons" area, so forget about picking fights in a bar. Bars are great places to find potential gang members or get information on what's going on out on the streets.

CHARACTER BEHAVIOR

The characters in Kingpin are always checking out the situation around them in order to determine what their next actions will be. For example, a guy with a lead pipe is more likely to run away from you if you're bearing down on him with a shotgun. Enemies will often try to find alternate routes to your location in order to get the drop on you. So, remember to

watch your back; you never know who might be sneaking up behind you.

WEAPONS

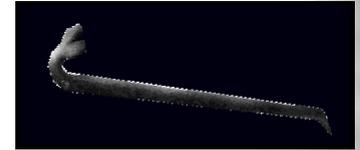
Lead Pipe (1-key)



The default weapon. It's only a marginal improvement on using your bare hands. While it's not the best for inflicting damage, it comes in handy for breaking down fences, opening crates, and other chores that you don't want to waste valuable ammunition. With its short length, you need to keep moving if you plan to use it in a fight. If your opponent isn't carrying a gun, you can inflict enough damage with the lead pipe to kill or at least seriously maim.

Crowbar (double press of 1-key)

The crowbar can be bought early on in the game. A marked improvement over the lead pipe, it offers extended reach and also does twice the damage. Again, it's also useful for breaking fences and so forth, as well as its more gruesome function of bludgeoning people to death in cold blood. If you can't find or afford a gun, then the crowbar is the best bet to give you a fighting chance.



Pistol (2-key)



The .45 semi automatic pistol is the first projectile weapon in the game, and you need it to complete the first level. Pistols pack a decent punch, but they can be wildly inaccurate, especially at any distance beyond 15 feet, and the thugs can absorb a number of shots.

Highly modifiable, so you shouldn't discard the pistol immediately, because with all the modifications, it's a very dangerous weapon.

With Silencer: It silences your weapon's fire so you can cap people and not raise any alarms. Double-press the 2 key to use your silencer.

Rate of Fire Mod: 2X firing speed.

Magnum Mod: 2X damage.

Reload Mod: Cuts reload time in half.

Shotgun (3-key)

A step up from the pistol, at close range it's usually enough to blow an arm or leg off your target, or put them down for good. As powerful as it is, the shotgun has two negative features: a long reload cycle, and a very wide spread at long range. These two factors make the shotgun a good weapon at close range, where things can get really nasty, but not at medium to long range.



Tommy Gun (4-key)



The quintessential gangster weapon. This .45 automatic machine-gun spits out lethal .45 caliber bullets at a high rate of fire, mowing down anything in your path. It's the most powerful lead-shooter in the game, and can cut through a crowd like they were made of butter. However, the Tommy gun isn't very accurate at long range. It still brings someone down, but you get better results at medium to close range.

HMG (5-key)

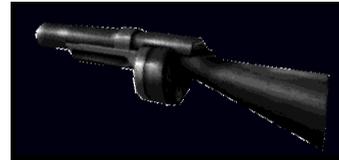
The Heavy Machine-Gun fires high-muzzle velocity .308 rounds in bursts of three shots. There's approximately a 1.5-second downtime between bursts to cut down on weapon damage due to overheating. It's deadly accurate at



long range, making it ideal for picking off thugs before they see you coming. The 1.5 second delay between bursts isn't much of a factor, since anyone who absorbs all three rounds won't be bothering you any more.

Cooling Jacket: Fire through a full clip with no downtime.

Grenade Launcher (6-key)



The grenade launcher tosses a timed fragmentation grenade, so it doesn't explode on contact. Be careful with this one or you can blow-off your crown-jewels and all your other parts with 'em. Most useful for clearing out rooms at a distance. Toss a grenade in a window and wait for the screams.

Bazooka (7-key)

The bazooka fires a flaming projectile that inflicts incredible damage upon impact, throwing shrapnel in all directions. It obliterates just about any target. As bad as being hit by the actual projectile can be, being inside the radius is no picnic either, the splash damage are proving powerful enough to kill most enemies outright.



Flamethrower (8-key)



Shoots a deadly fiery liquid that sticks to anything it comes into contact with. Once on fire, the target burns for several seconds, and continuous damage will be inflicted during that time, while they run around screaming. If the target can escape, the flames will eventually go out. Although the flamethrower is an intimidating weapon, your target might be able to fight back while on fire, so move in for the kill with another weapon to finish the job.

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16 MEN TIL THERE'S NO MEN LEFT

Written by Louis Freese/Lawrence Mugggerud

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Celebrity voices are impersonated

WWW.XATRIX.COM

TECHNICAL SUPPORT

VIDEO CARD PROBLEMS

Kingpin works only on OpenGL compatible 3D cards, or under 3dfxGL.

Cards that have been tested for compatibility and passed are: 3dfx, TNT, Permedia2, and ATI Fury 128.

If the video card in the system is a D3D card or if the system doesn't have a 3d accelerator card, Kingpin will not run on that system.

IF THE GAME IS RUNNING SLOW...

Kingpin adds a ton of new features to the standard First-Person-Shooter and taxes your computer in the process. If the game is running slow on your system, here are some things to try.

1) Lower Your Screen Resolution

This can be done in the Visuals Menu. For TNT owners, try taking your desktop to 16-bit color for improved performance.

2) Lower Your Sound Quality

Kingpin uses a lot sounds, and sometimes they will causes glitches in the game while they are being loaded from your hard drive. Using low sound quality will eat up less RAM and decrease load times.

3) Decrease Pain Skins

Each character in the game has two distinct pain skins for each of their 15 body segments. Try decreasing the number to one or none for improved performance.

4) Turn Off Props

Non-essential props may be toggled off and on.

5) Turn Off Fog

Fog may be toggled off and on. No fog will pick up the frame rate dramatically on some systems.

6) Directional Lighting

Turning off directional lighting will improve performance.

7) Shadows

Toggling shadows off decreases the character polygon counts by half, improving frame rate.

8) Blood Time

The amount of time that blood remains on screen. Decrease to improve performance.

SOLD OUT SOFTWARE CUSTOMER SERVICE

Troubleshooting

If you have access to the World Wide Web, you can find this at

www.sold-out.co.uk

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX

www.microsoft.com/directx/

Joysticks

www.interplay.com/support/joystick/

Modems and Networks

www.interplay.com/support/modem/

(For game-specific information and additional trouble-shooting, visit our main page at www.sold-out.co.uk)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

www.sold-out.co.uk

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

If you need to talk to someone immediately, call us at +44 (0)20 7928 9655 Monday to Friday between 10:00-13:00 and 14:00-17:00, GMT please have the above information ready when you call. This will help us answer your question in the shortest possible time. Sold Out Software Support Fax: +44 (0)20 7261 0540

Sold Out Software Technical Support

122 Southwark Street

London

SE1 OSW, United Kingdom

How to Reach Us Online

INTERNET E-MAIL: webmaster@sold-out.co.uk

WORLD WIDE WEB: www.sold-out.co.uk