GRAND THEFT APPLE

FOR THE APPLE IIGS

INSTRUCTION MANUAL

Steal a car. Lose the police. Take the job.



YOU

5 hearts and $1,250



A CAR

forty parked, all of them free



THE POLICE

one for every star

HEALTH: AMMO: WANTED:

$0001250 4 DOWNTOWN

GRAND THEFT APPLE

An original top-down crime game for the Apple IIgs. Steal cars, run from the police and take jobs from the payphones of Solana Bay, a made-up city on a sunset coast.

WHAT YOU NEED

- An Apple IIgs with **2 MB** of memory and an accelerator, such as a 16 MHz ZipGS. The game runs on a stock IIgs too, but slowly.
- A 3.5-inch drive for the game's 800K disk, or a hard disk or a card with the disk image on it. The game saves onto its disk, so the disk must not be write-protected.
- The keyboard. A joystick can walk and steer too.
- Or MAME (on the Mac, it comes with Ample): a IIgs with 2 MB or more, its CPU set to a 16 MHz ZipGS in MAME's machine configuration.

STARTING THE GAME

The disk is a ProDOS boot disk. Put it in the drive and switch on: ProDOS starts, the screen says `LOADING...`, and about half a minute later the title screen comes up with its tune. With less than 2 MB the screen says `GRAND THEFT APPLE NEEDS 2 MB`, and a key quits.

ON THE DISK

PRODOS	the operating system
GTAPPLE.SYSTEM	starts the game (and checks for 2 MB)
GTAPPLE.CODE	the game
GTAPPLE.DATA	the city, its pictures, its music and its sounds
GTAPPLE.SAVE	your saved game, once you have answered a payphone

CREDITS

Game, code, pictures, music and sound: Walter Tengler. Written from scratch in 65816 assembly, with Merlin 32, for the Super Hi-Res screen and the Ensoniq sound chip. The music and the sounds are synthesized; nothing is sampled.

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WELCOME TO SOLANA BAY

Sunny beaches, palm hills, busy docks and oil fields, and a bridge across the bay to the island. Everyone here has somewhere to be. You have 5 hearts, $1,250 and nothing to do. Yet.

Solana Bay lives. Traffic keeps to its lanes and turns at the junctions. People walk the sidewalks and cross at the zebra crossings. Forty cars stand parked by the curb and in the car parks, waiting for someone to borrow them. And the police are watching: crimes put stars on your HUD, and black-and-whites on your tail.

The payphones have work. Answer one and the HUD tells you the job: a car to steal, a pickup to make before the clock runs out, a chase to shake off. There are 8 jobs, one after another, from WHEELS for $500 to THE BIG ONE for $5,000.

WHAT A GAME IS LIKE

1. **On foot,** you follow the HUD's arrow to a payphone and answer it. The game is saved, and the job begins.
2. **You take a car.** A parked one is free for the taking; one from the traffic costs you a star.
3. **You drive** where the job says: against the clock if it has one, with the police behind you if it makes you wanted.
4. **Paid,** you head for the next payphone. Hurt, you see the hospital. Wanted, a spray shop. Short of firepower, a gun shop.



Four stars downtown. *The police close a junction.*



The title screen. `OR C TO CONTINUE` *shows when there is a saved game on the disk.*

THE TITLE SCREEN

The game opens on Solana Bay at sunset, with its own tune.

`RETURN` `SPACE` *or* button 0	a new game
`C` *or* button 1	carry on from the saved game (only when the screen offers it)
`ESC`	quit to ProDOS, at once

A NEW GAME

You start downtown, on foot, with $1,250, 5 hearts and your fists. A car is parked beside you, and a payphone is a few steps to the east: the arrow on the HUD points to it.

> `NOTE` A new game leaves the saved one on the disk until you next answer a payphone, which saves over it. Started one by mistake? Quit before you answer a phone, and your saved game is still there.

YOUR FIRST JOB

1. **Find the payphone.** The arrow on the HUD's second row points to the nearest payphone, and the number beside it says how many tiles away it is: at the start, 4. Walk there with the arrow keys.

2. **Answer it.** Stand at the phone and press RETURN. The HUD says GAME SAVED while the disk turns, then the job's words: STEAL A CAR.

3. **Take a car.** Walk up to a parked car and press RETURN to get in. A parked car is yours for the taking: nobody calls the police.

4. **Drive.** The HUD says BRING IT TO THE DOCKS, and the arrow now points there. ↑ speeds up, ↓ brakes and backs up, ← → steer.

5. **Arrive.** Within 2 tiles of the place, in the car, the job is done: JOB DONE!, a ka-ching and $500.

6. **The next one.** The arrow points to the nearest payphone again. The next job waits at any of them.



The start. *The arrow: a payphone 4 tiles east.*

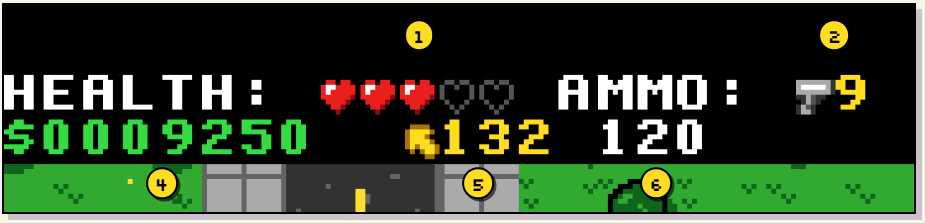


At the payphone. *First the game is saved, then the job begins.*

TIP A job's words go after a few seconds, but the arrow stays. J, or both joystick buttons together, shows them again. Lost? Press M for the map: the waypoint is the blinking yellow diamond.

THE HUD

Two rows across the top of the screen tell you how you are doing (shown here in two halves).





THE BIG ONE, under way. *Three hearts, the pistol with 9 rounds, four stars.*

(1) **Health**	your hearts, 5 at most
(2) **Ammo**	a fist, or the pistol and its rounds
(3) **Wanted**	the stars, none to five: a police car for each
(4) **Money**	your cash
(5) **Waypoint**	an arrow to it (eight ways) and how many tiles away it is; with no job on, the nearest payphone
(6) **Clock**	a job's seconds left, if it has a clock
(7) **District**	where you are, or for a while a job's words or a message

MESSAGES

A message stays two seconds, a job's words four; then the district's name is back.

JOB DONE!	paid	RESPRAYED	new paint, no stars
JOB FAILED	out of time	PATCHED UP	all your hearts back
BUSTED!	caught	YOU LOOK FINE	no heart missing
OUT COLD!	no hearts left	NOT ENOUGH CASH	for that
GAME SAVED	at a payphone	SAVE FAILED	the disk said no

ON FOOT



Downtown on foot. *Sidewalks, zebra crossings and a payphone (the blue booth).*

← → ↑ ↓ *or* W A S D	walk
Q E Z C	walk diagonally (or keypad 7 9 1 3; keypad 8 4 6 2 walk straight)
SHIFT *or* button 1, held	run
joystick	walk

You walk or run in eight directions; buildings, water, trees and parked cars stop you. The view follows you, and the HUD names the district you are in. People walk the sidewalks and cross at the zebra crossings, and the traffic stops for them, and for you.

RETURN DOES WHAT FITS

RETURN, SPACE or button 0 does what makes sense where you stand:

- at a payphone: the next job;
- at a gun shop's door: the pistol, or more rounds;
- at the hospital's doors: all your hearts back;
- anywhere else: into the nearest car, or the driver out of a stopped one.

Return and Space never attack: fighting has keys of its own (page 18).

TAKING A CAR

Walk up to a car and press RETURN.

PARKED CARS

Forty cars are parked on the sidewalks by the curb and in the car parks, in slate, red and white. Taking one is no crime.

THE TRAFFIC

A car in the traffic doesn't stop for you to get in, but it does stop for anyone in its way: stand in front of it. Then RETURN pulls the driver out. He runs off, the car is yours, and you are wanted: jacking a car is a crime.



A car parked by the curb, *right beside you at the start.*

GETTING OUT

Press RETURN, SPACE or button 0 once the car is all but stopped. A car you leave stays where it is until you are far away, and you can get back in.

NOT FOR YOU

Police cars can't be taken, and neither can a wreck.

> TIP Each car's radio is tuned to one of the city's five stations. Don't like the music? R changes it (page 22).

DRIVING

↑ *or* W	speed up
↓ *or* S	brake, then back up
← → *or* A D	steer left, right
Q E	speed up while steering left, right
Z C	back up while steering left, right
button 1	brake
H	the horn
R	the radio's next station; after the last one, off
joystick	left and right steer; push up to speed up, pull down to brake

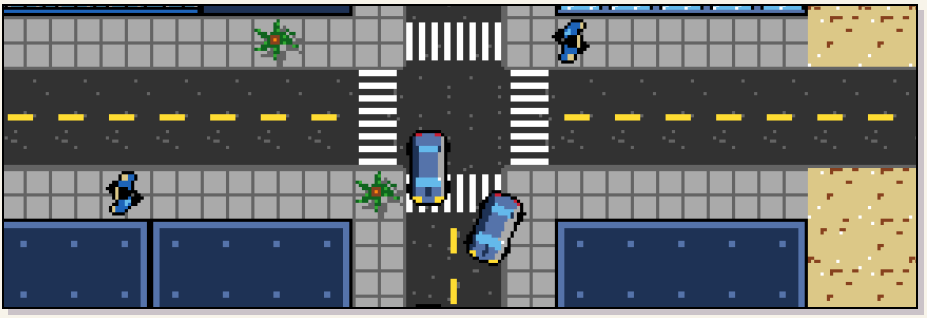
The Apple keyboard reports one key at a time, so speeding up while you steer has keys of its own: hold Q or E.

HOW A CAR HANDLES

It speeds up, brakes, backs up, and coasts when you let go. It steers more sharply the faster it goes. Buildings, water, palms and other cars stop it: it slides along a wall it scrapes, and bounces off one it hits head on. The view runs ahead of the car, the way it is going.

TRAFFIC

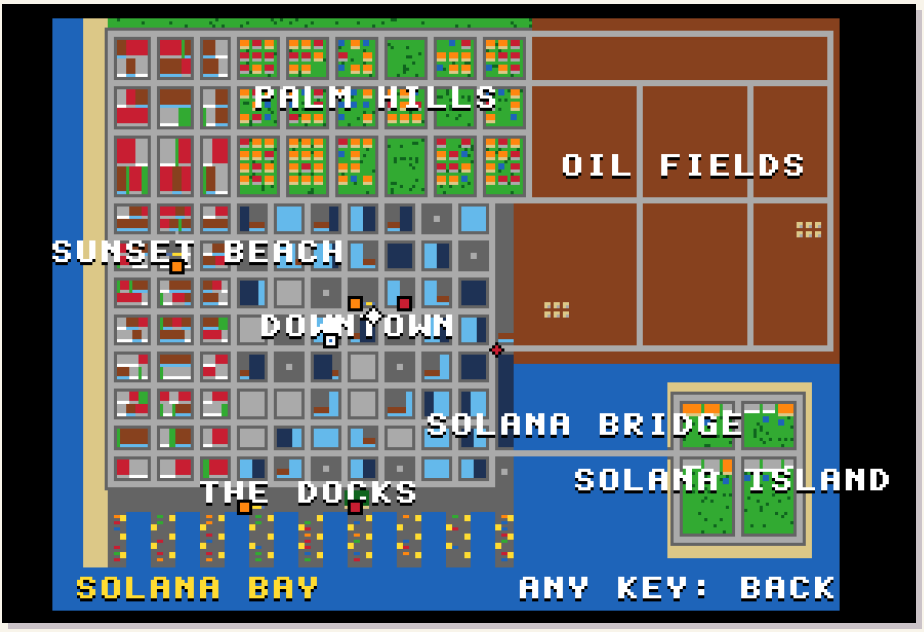
Traffic keeps to its lanes, on the right, and turns at the junctions. It stops for cars ahead and for people. Drive into someone fast and he is knocked down (he gets up again): a star. A hard crash damages your car (page 17).



Downtown traffic, *in its lanes.*

THE MAP

Press M anywhere for the map of the whole city; any key or button 0 goes back. Solana Bay is 256 by 192 tiles, about 13 by 17 screens, and the map shows it all, a pixel a tile, with its districts' names.



Solana Bay on the map, *its shops and the hospital marked. The waypoint blinks yellow and white, you white and red.*

THE MARKS

- you: a blinking mark
- the waypoint: a blinking yellow diamond
- the hospital
- the police: blinking blue and red dots
- the spray shops
- the gun shops

> **TIP** The payphones aren't marked, but with no job on, the waypoint is the nearest one.

THE DISTRICTS



Downtown. *Towers and plazas; the hospital, a gun shop, a spray shop, a payphone.*



Sunset Beach. *The west coast: sand, palms, a payphone and a spray shop.*



Palm Hills. *The north: houses, lawns and pools.*



Oil Fields. *The north-east: dirt, pumps and derricks.*



The Docks. *Basins, cranes and containers; a gun shop, a spray shop, a payphone.*



Solana Bridge. *Two lanes to Solana Island, water on both sides.*

Across the bay lies **Solana Island**. The Solana Bridge is the only way there.

WANTED

Crimes put stars on the HUD, from none to five. For each star a black-and-white police car comes in from out of view: one at one star, 5 at five.

CRIME	STARS
jacking a car from the traffic	wanted: one star, if you had none
punching someone	wanted: one star, if you had none
knocking someone down with your car	one more
shooting someone	one more
hitting a police car with a shot	one more
ramming a police car	one more

Taking a parked car is no crime, and neither is getting back into a car you left.

THE CHASE

The police don't keep to the lanes. At every junction they take the road that brings them closer to you, and the siren wails while they are out after you.



Two stars, on foot. *A police car comes up the street. Time to go.*

BUSTED

The police catch you

- on foot, when a police car reaches you, or stays within about 6 tiles of you for 2 seconds: the officers get out;
- in a car, when a police car is right beside yours for a second while yours is all but stopped.

Busted, you pay a $500 fine (it never takes you below $0), the stars and the police go, any job fails, and the police take your pistol and its rounds. You are set down downtown, and the HUD says `BUSTED!`

LOSING THEM

When no police car has come within about 12 tiles of you for 10 seconds, a star goes. Keep out of their way and the stars go, one by one.

SPRAY SHOPS

Three garages with hazard-striped doors, Downtown, at The Docks and at Sunset Beach (orange on the map), give a car new paint. Drive in at the door and every star goes at once: `RESPRAYED`.



Busted. *$500 less, set down downtown.*



The spray shop downtown. *New paint, and no stars.*

THREE STARS AND MORE

From 3 stars on, the police play rough.

- **They ram** your car while it moves: 6 damage to both cars each time.
- **They shoot.** Each police car within about 10 tiles of you fires every 2 seconds. A hit costs you a heart on foot, or 4 damage to your car.

Rams and shots together damage your car at most once every half second, so even boxed in by several police cars you can still break out.

FIGHTING BACK

A police car takes damage like any other car. Shots (10 a shot) and crashes can wreck it, and a wrecked police car leaves the chase. But every hit on a police car, with a shot or with your car, is a star more.

STAYING FREE

- In a car you are only caught when it is all but stopped: keep moving.
- On foot the police catch you fast. Wanted, find a car.
- A spray shop clears every star, however many. There is one a block or two from every payphone.
- Black smoke means your car is nearly done for: take another before the police finish it.
- The Solana Bridge is the only way between the island and the city: two lanes, water on both sides, nowhere to turn off. Don't get caught on it with stars.



Three stars. *A police car comes in to ram, the car already smoking.*

HEARTS

You have 5 hearts. What costs them:

a fast car running into you on foot (you are knocked down for a second)	1 heart
a police shot, on foot (at 3 stars and more)	1 heart
a wreck going up near you (in it, you are thrown out first)	2 hearts

Hurt, you blink for a second, and nothing can hurt you again until you stop. A heart comes back every 30 seconds while you have no stars.

OUT COLD

At no hearts you are `OUT COLD!` As when you are busted, the stars, the police and any job go. You wake up at the hospital's doors with all your hearts, and the hospital's $1,000 bill paid from your cash (it never takes you below $0). You keep your pistol.

THE HOSPITAL

SOLANA GENERAL, downtown just west of the start: a white building with a big blue H on its roof. Press `RETURN` at its doors for all your hearts back, for $200 (`PATCHED UP`). With no heart missing it says `YOU LOOK FINE`, and short of the money, `NOT ENOUGH CASH`.



Solana General. *Patched up at the doors: 5 hearts, $200 less.*

SMOKE, WRECKS AND BLASTS

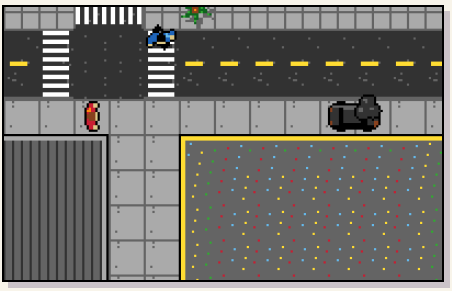
A hard crash, into a wall or another car, damages your car by a quarter of its speed, and the car you hit as much. About eight hard crashes at top speed wreck a car. Shots damage cars too (10 a shot), and so do the police's rams at three stars and more.

A damaged car smokes from the bonnet: grey at first, then black.

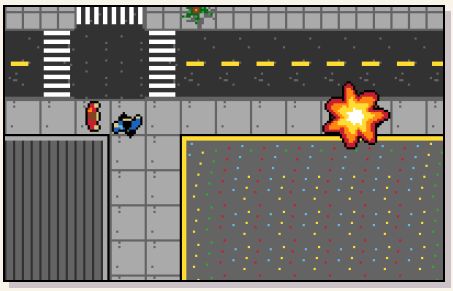


Black smoke. *This one hasn't long.*

A wrecked car stops for good, and its driver runs off. 3 seconds later it goes up in a cartoon blast that knocks down everyone near it. If you are still inside, you are thrown out and lose two hearts. What's left is a burnt-out shell.



Wrecked. *Three seconds to get clear.*



The blast. *It reaches about 2 tiles.*

TIP Black smoke? Get out, step well away, and take another car.

FISTS AND THE PISTOL

CONTROL	punch, or shoot with the pistol in hand: once a press
button 0	the same, with nothing else in reach; held, again and again, walking too
TAB	fists or the pistol

You fight on foot only. The HUD's AMMO slot shows a fist, or the pistol and its rounds; when the rounds run out, you are back to your fists.

FISTS

A punch knocks down someone just ahead of you (he gets up again), and you are wanted.

THE PISTOL

Shots fly about 10 tiles and stop at walls. They knock people down, a star each, and damage cars, 10 a shot: enough of them wreck one. Hitting a police car is a star more.

THE GUN SHOPS

Two, with a target on the roof: downtown, a block east of the start, and at the docks. Press RETURN at the door for the pistol and 12 rounds, $500 (A PISTOL, 12 ROUNDS), and after that 12 more for $100 (12 MORE ROUNDS), up to 99. Busted, the police take the pistol and its rounds; out cold, you keep them.



The gun shop downtown. *The pistol and 12 rounds.*



At the docks. *One down, and a car smoking.*

WORK FROM THE PAYPHONES

Three payphones have work: Downtown, at Sunset Beach and at The Docks. With no job on, the HUD's arrow points to the nearest one, and with a job waiting it rings when you are near.

1. **Answer.** Press RETURN at the phone. The game is saved, and the next job begins.
2. **Read the HUD.** It says what to do: steal a car, get somewhere (some places only count in a car), lose the police. The arrow points to where you need to be, and you are there within 2 tiles.
3. **Mind the clock.** Some jobs have one, its seconds counting down on the HUD. At zero the job fails: JOB FAILED.
4. **Get paid.** JOB DONE!, a ka-ching and the money. The next job waits at the payphones.

Busted or out cold, a job fails too. A failed job waits at the payphones to be tried again.



THE DROP *under way: a pickup in Palm Hills, 72 tiles away, and 59 seconds on the clock.*

After the last job comes the ending. Return goes back to the city to play on, and from then on a payphone just saves the game.

THE EIGHT JOBS

NO.	JOB	WHAT THE HUD SAYS	STARS	CLOCK	PAY
1	WHEELS	STEAL A CAR BRING IT TO THE DOCKS *in a car*	–	–	$500
2	THE DROP	PICK UP IN PALM HILLS DROP IT AT THE BEACH	–	60 s	$750
3	HEAT	THE COPS! LOSE THEM	★★	–	$1,000
4	ISLAND RUN	GET A CAR DRIVE TO THE ISLAND *in a car*	–	90 s	$1,000
5	HOT PAINT	STEAL A CAR HOT CAR: GET A RESPRAY	★★	60 s	$1,250
6	OIL MONEY	PICK UP AT THE OIL BRING IT DOWNTOWN	–	75 s	$1,500
7	HOT WHEELS	STEAL A CAR GET IT TO THE DOCKS *in a car*	★★★	–	$2,000
8	THE BIG ONE	PICK UP ON THE ISLAND GET IT DOWNTOWN	★★★★	120 s	$5,000
	All 8 jobs				**$13,000**

HINTS

- The clocks are fair: THE DROP, ISLAND RUN and OIL MONEY can each be driven well within theirs. When one fails, it's usually because the car didn't make it: drive clean.
- Where a job says to steal a car, any car does. A parked one costs no star.
- WHEELS, ISLAND RUN and HOT WHEELS count only if you arrive in a car.
- HEAT and HOT PAINT give you stars to lose: drive out of sight, or into a spray shop.
- HOT WHEELS puts three stars on you once you're in the car: the police ram and shoot. Keep moving.
- THE BIG ONE is the hardest. Four stars, two minutes, and the bridge between the island and downtown.

> **NOTE** A job is saved at the payphone before it begins: fail it, and you can try it again from there, or from the title with C.

SAVING AND QUITTING

Answering a payphone saves the game, before its job begins. The HUD says `GAME SAVED` while the disk turns: on the 3.5-inch disk about a second and a half the first time, under a second after that. Once every job is done, `RETURN` at a payphone just saves.

WHAT IS KEPT

Your money, the next job, your hearts, the pistol and its rounds, and the radio's station. On the title screen, `C` carries on from it: you are on foot at the payphone you saved at, with no stars. The cars and the police start afresh.

THE SAVE

It is one file, GTAPPLE.SAVE, on the game's disk, so the disk must be writable. If it can't be written, the HUD says `SAVE FAILED`. A damaged save is ignored, and the title then offers only a new game.

QUITTING

`ESC` asks `QUIT? Y OR N`: `Y` quits to ProDOS, any other key goes back to the game as it was. On the title screen, Esc quits at once. Quitting doesn't save: your game is as you saved it at your last payphone.

Going back also finds the joystick's middle again. If he walks or the car steers with the stick let go, let go of it, press `ESC`, then `N`. The game also keeps the middle right by itself when an emulator's speed is switched mid-game.



GAME SAVED *at the downtown payphone.*



Esc: *quit, or not.*

> `NOTE` In MAME, the save reaches the disk image's file only when MAME quits: quit MAME before you copy or back up the image.

THE RADIO AND SOUNDS

While you drive, the car radio plays one of five stations: **PALM DRIVE**, **HARBOR NIGHTS**, **NEON ALLEY**, **OCEAN AVENUE** or **SLOW ROLL**. Each car is tuned to one of them. R switches to the next station, and after the last one, off. The title screen has a tune of its own.

LISTEN FOR

the engine's hum	rising with your speed
the siren	the police are out after you
a bleep	a new star
a ringing payphone	a job waits there
a ka-ching	you're paid
a sad wah-wah	a job failed
a jingle	you're busted
a cartoon boing	someone knocked down
an "oof"	you're hurt
a crash	you hit something hard
a boom	a wreck goes up
a car door, the horn	getting in and out; H

Everything you hear is synthesized and played by the IIgs's Ensoniq sound chip. Nothing is sampled.



The ending, *after the last job, to the title's tune.*

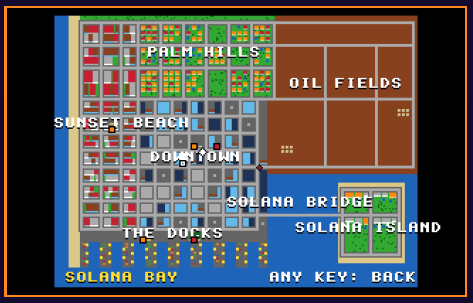
ON FOOT	
← → ↑ ↓ W A S D	walk
Q E Z C	walk diagonally (keypad 7 9 1 3; 8 4 6 2 straight)
SHIFT	run, held
RETURN SPACE	payphone, shop, hospital; else into a car, or a driver out
CONTROL	punch, or shoot (once a press)
TAB	fists or the pistol
IN A CAR	
↑ ↓ *or* W S	speed up; brake, then back up
← → *or* A D	steer
Q E / Z C	speed up / back up while steering left, right
RETURN SPACE	get out (all but stopped)
H R	the horn; the radio's next station (after the last: off)
ANYWHERE	
M J	the map (any key: back); the job's words again
ESC	quit? Y quits, any other key goes back
THE TITLE SCREEN	
RETURN SPACE	a new game
C ESC	carry on from the saved game (or button 1); quit
JOYSTICK	
stick	walk; in a car, steer, push up to speed up, pull down to brake
button 0 (Open Apple)	as Return; with nothing in reach, punch or shoot (held: again and again); driving, the horn
button 1 (Option)	run, held; in a car, brake. Tapped: fists or the pistol; in a stopped car, the radio
both buttons	the job's words again; held a second, the map
ESC N	the stick's middle found again (let go of the stick first)

GRAND THEFT APPLE

A top-down crime game for the Apple IIgs

Solana Bay lives. Traffic keeps to its lanes, people cross at the zebras, and crimes put stars on your HUD and police cars on your tail. Steal cars, take jobs from the payphones and keep the police off your back, from WHEELS for $500 to THE BIG ONE for $5,000.













A whole city with its traffic, people and police, 8 jobs, a car radio and a saved game, written from scratch in 65816 assembly for the Apple IIgs with 2 MB.

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