



# CRIME CITY™

CRUSH OUT THE CRIME! WE'RE THE SUPREME LAW!!



ATTACK

JUMP

<MOVEMENT OF DETECTIVES>  
 • THE MOVEMENT IS CHANGED  
 DEPENDING ON THE TURNING  
 DIRECTION OF THE 8-WAY  
 JOYSTICK AND THE PRESS-  
 ING BUTTONS.

HIGH JUMP  
 (LEVER-UP  
 +  
 JUMP BUTTON)

TURN OVER  
 IN MIDAIR  
 (HIGH JUMP  
 +  
 JUMP BUTTON)

STOP  
 (NEUTRAL)

SQUAT  
 (LEVER-DOWN)

LOW JUMP  
 (JUMP BUTTON)

WALKING  
 (LEVER-LEFT/RIGHT)

TURN OVER-ATTACK  
 (LEVER-DIAGONAL  
 +  
 JUMP BUTTON)

SHOT IN SQUAT  
 (LEVER-DOWN  
 +  
 ATTACK BUTTON)

PUNCH  
 ATTACK BUTTON

PICK UP FOLLOWING ITEMS!!

DRUG: POINTS ARE ADDED TO THE SCORE.

AUTOMATIC-GUN: THE SHOT PIERCE ENEMY'S  
 BODY.

MACHINE-GUN: SHOT IN SUCCESION.

PROTECTOR: IT PROTECT THE DETECTIVE'S BODY  
 FROM ENEMY'S ATTACK.

# TAITO

TAITO CORPORATION