

Crime Pays Manual

If you find yourself stuck, uncertain about what to do, or simply in need of additional information about the game, it is highly recommended that you consult this manual.

Crimes

There's a chance that an NPC will notify law enforcement if they see or hear you committing a crime. There are indicators on the bottom left that tell you if you are currently seen or heard and how many NPCs are seeing or hearing you.

Some of the types of crimes that can get you caught in the game are the following:

- Trespassing
- Theft
- Negligent discharge of a firearm
- Illegally opening locks
- Logging into someone else's account online
- Transferring money out of someone else's account

Opening Locks

There are different types of locks you can encounter in the game.

One of the most common is a simple keyhole lock where you'll have to use a lockpick to open the lock. You can move the lockpick back and forth with your mouse to move it in and out of the lock. To rotate the lockpick in order to set the pin, simply hold down the left mouse button and move the mouse. You'll hear a stronger click if the pin was set and a softer click if the pin was already set or should not be set yet.

Another lock you can encounter is a dial combination lock. You can spin the dial by clicking on the dial and moving the mouse. And you would open it like you would a normal dial combination lock. You spin to the right until you hit the right number and then spin to the left. And then repeat until you've successfully opened the lock. You can hear a faint click sound if you've reached the right number. And there is also a fail sound that will play if you've gone the wrong way prematurely, i.e. hit a wrong number.

Another lock that was made in development that is not yet in the game but can be added later in future versions is the combination padlock. It's essentially just a lock with numbers on it and you open it by getting the right combination. You can tell if you've got a correct number when you hear a louder click.

Hacking

Hacking generally refers to the unauthorized or unlawful access, manipulation, or exploitation of computer systems, networks, software, hardware, or electronic devices. It involves gaining entry into computer systems or data without permission and often with malicious intent. In the game, hacking can be either getting malware on someone else's computer, logging into someone else's account, or transferring money out of their account. Accounts are generated with random data.

It may be kind of confusing on how to start hacking. But one of the ways to do it is through ads. You can create an ad account and then purchase an ad. And then you can use Pulsar to monitor the connections that essentially clicked your ad with the malware. In Pulsar, there is a key logging section where you can sometimes find their account information. And with that, you'll be able to log into their account. Be careful though, because sites can see if you're logging in by checking the IP address of your computer with the one associated with the account. So, it's recommended to use a VPN.

X-Ray

As you play the game, you'll notice the game is not necessarily all top-down. You can see the sprites facing up. So sometimes NPCs and the player can be behind a building and it can be challenging to determine what course of action to take. And this can be especially important if you're in a firefight with police and they're behind buildings.

So, in order to see other human sprites behind walls, you can enable x-rays for different types of human sprites.

To do this:

- 1) Open up the escape menu (default keybind is ESC)
- 2) Find the x-ray settings
- 3) Enable which type of human you want to see behind builds

Application Data

All application data is stored on **C:\Users\%USERNAME%\AppData\LocalLow\Moonlight Productions\Crime Pays**

If you're playing for the first time and have never started a new game, the folder should not have any folder called "Saves", where your save data is stored, or "Settings", where your settings are stored.

If you wish to make modifications that provide an advantage, you can easily adjust all the values in the JSON files. For instance, you can update your player health and ammo values in the **Player Data.json** file.