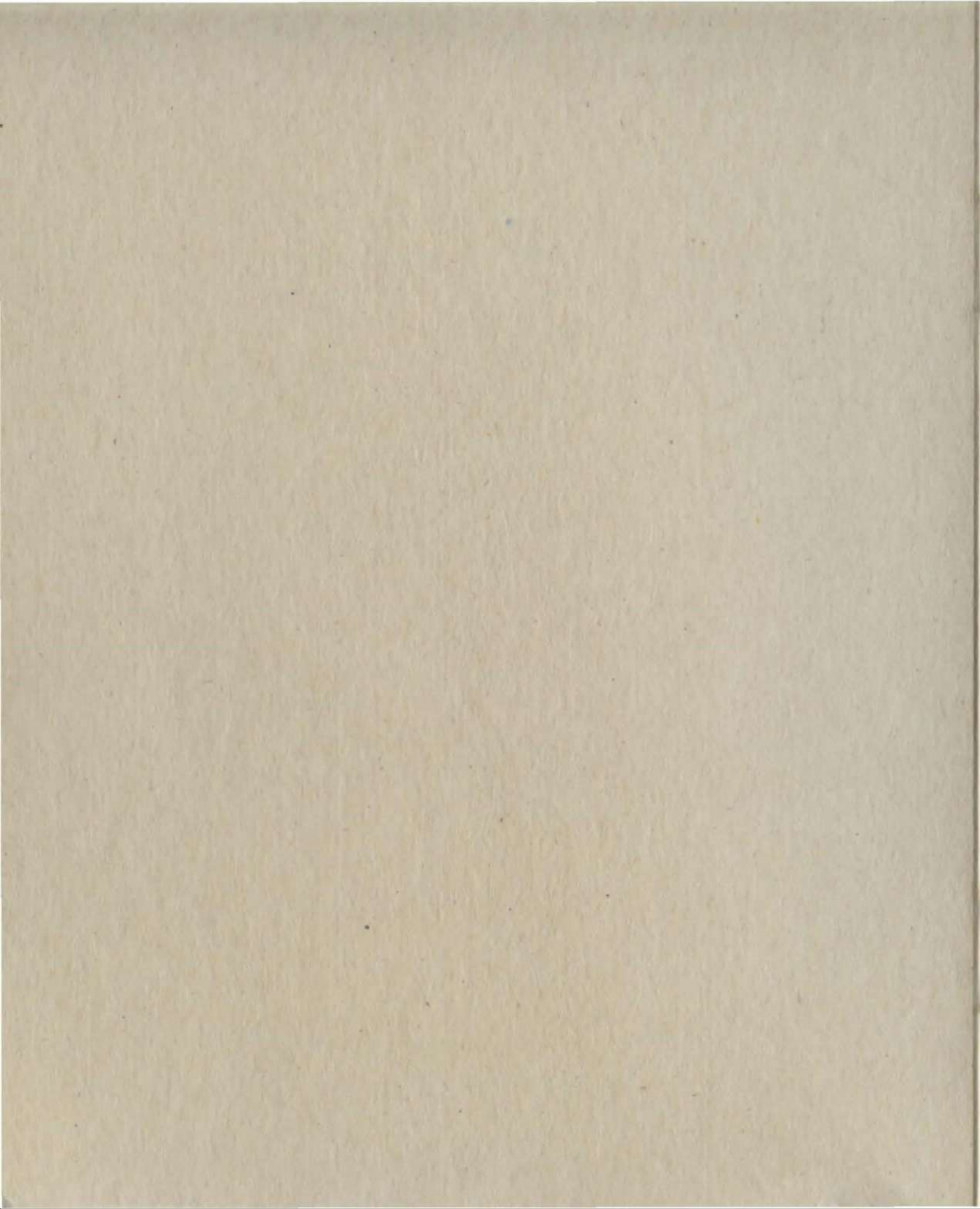




Mystery of the Mummy



A

Abel, Willi	Gerstaefter Str. 138	26871
Achenbach, Gustav	Hopfenstrasse 153	73392
Adam, Karl	Thielbeck 104	
Adler, Ferdinand	Stubbenhuf 182	61740
Albrecht, Fritz	Silbertstrasse 65	
Alster-Chemists	Kaiser-Wilh.-Str. 69	40278
Alster Pavillon	Jungfernstieg 62	
"Am Park"	Emkeplatz 82	63438
"Am hl. Geistfeld"	Bremer Strasse 100	51909
Arnold, Albert	Kuhberg 169	

B

Bach, Dieter	Venusberg 155	
Dr. Bachmann, Ingo	Alstertor 73	82918
Bahnhof Hamburg	Steintorwall 94	41219
Baldus, Josef	Moenckebergstr. 127	61459
Bars:		
"Brma la Douce"	Kastanienallee 135	42781
Bartels, Dieter	Kleine Freiheit 96	
Bartosch, Anna	Bleichestrasse 79	
Bastian, Alwin	Brauerstrasse 177	
Bauersfeld, Friedrich	Reichenstrasse 144	13457
Baum, Herbert	Rothendammchaussee 9	62616
Becker, Lothar	Lohseplatz 185	53190
Becker, Paula	Klosterwall 131	
Bergmann, Adolf	Clariss-Chaussee 55	
Biener, Adalbert	Huettenweg 102	63227
Bloecher, Gustav	Firmenstrasse 81	
Boenisch, Helma	Weststrasse 165	53846
Bogers, Yvonne	Grosse Bleichen 86	40715

C

Carstens, Hubert	Gerritsstrasse 77	
Carstens, Lieselotte	Moenckebergstr. 112	
Cepok, Hellmuth	Beim Gruenen 41	41288
Cemetery	Renzelstrasse 7	
Chemical Institute	Holstenwall 44	21340
Churchs:		
Prot. Church	Jakobstrasse 137	
Cath. Church	Hafenstrasse 150	
Michaeliskirche	Pastorenstrasse 157	
Clemens, Gunhild	Neuer Wall 124	
Prof. Crusius, Hans	Holstenwall 68	53171
Chemists:		
Alster-Chemists	Kaiser-Wilh.-Str. 69	40278
Harbour-Chemists	Burchardstrasse 74	93441

D

Dangelo, Salvatore	Sternstrasse 30	
Denius, Sofie	Weissenstrasse 179	
Dentists:		
Dr. Ringer	Deichtor 166	72290
Dr. Floeber	Schmuckstr. 116	52256
Dr. Weber	Dammforwall 46	33208
Defective Luchs	Hooverstrasse 99	12430
Detter Kolonialwaren	Michaelisstrasse 140	
Detter Grocery	Michaelisstrasse 140	
"Deutscher Krug"	Marseiller Str. 17	96757
"Die Auster"	Neuer Wall 108	41754
"Die Elbe"	Deichstrasse 175	61513
Dierkes, Anna	Paulinenstrasse 54	82479

Dillmann, Elsa	Kaiser-Wilh.-Str. 57	
Divers Club	Jungfernstieg 49	
Madame Dubois	Neuer Wall 109	71643
Duijn, Dieter van	Beim Trichter 136	12511

€		
Ebert, Willy	Alter Steinweg 121	32464
Eisenhuth, Gerd	Ferdinandstrasse 75	82627
"Elbe"	Deichstrasse 175	61513
Emde, Oskar	Wallring 50	
Ernst, Kaethe	Herrlichkeit 172	

§
Faber und Grundig
 Seit 1784
 Weststrasse 105
 Fine tabaccos

Faerber, Ludwig	Goertteweg 142	26678
Feddersen, Peter	Herrenweide 149	
Fehling, Erwin	Stephansplatz 34	
Fehsenfeld, Heinz	Vorwerkstrasse 23	13901
Fischer, Detlef	Brandstwierte 164	
Fischer, Gotthilf	Bleiner Fontenay 11	
Fischer, Roland	Moenckebergstr. 111	13434



**Filling
station**

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 Neuer Wall 107

Forensic Med. Instit.	Jungiusstr. 25	82268
Franz, Kurt	Kleiner Fontenay 12	62801

6		
Gail, Martha	Reichenstrasse 146	63555
General Store Hornsen	Bernstorffstr. 39	
General Store Koltke	Michaelisstrasse 139	
Georg, Else	Duestern-Strasse 123	
Goebel, Theodor	Gerritsstrasse 95	41114
Gravelius, Edelbert v.	Lippmannstrasse 21	41279
Grosch, Helmut	Talstrasse 98	54725
Grothe, Pianobau	Schulterblatt 5	

h		
Habicht, Willi	Bleichenstrasse 71	13823
Hain, Otto	Alfslaender Strasse 186	

Hamburger Morgenbote

The modern newspaper

Redaction/Editorial: Moenckebergstrasse 88

Archives: Moenckebergstrasse 110

Hansen, Karl, Prof.	Valentinskamp 58	41996
Harbour Authority	Schaarsteinweg 178	13594

Harbour Chemists	Burchardstrasse 74	93441
Harbour West	Landungsbrücken 183	
Harbour Hospital	Am Elbpark 154	42927
Henrich, Wdo	Roedingsmarkt 173	
Herr, Johannes, Pfr.	Pastorenstrasse 157	
Hinterlang, Erhard	Kaiser-Wilh.-Str. 56	

Jeweller

Hoffmann, Richard	Paulsenplatz 20	40381
Hornsen, Buerobedarf	Bernstorffstrasse 39	
Hotels:		
Harbour-Hotel	Davidstrasse 167	83902
Inter-Hotel	An der Alster 37	40880
Huebeler, Adolf	Glashuettenstr. 32	40011

J

Jimmel, Wolfram	Reeperbahn 133	32561
"Jrma la douce"	Kastanienallee 135	42781

Institutes:

Forensic Med. Inst.	Jungiusstr. 25	82268
Inst. of Ethnology	Holstenwall 101	61447
Inst. of Chemistry	Holstenwall 44	
Inter-Hotel	An der Alster 37	40880

Iron Mongers:

Timmler	Neuer Steinweg 120	12287
Schmidt & Co	Neuer Wall 106	76845

J

Jaeger, Mathilde	Beckstrasse 22	
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Jeweller Hoffmann	Johanneswall 130	
Jung, Harry	Holstenwall 45	22116
Jung, Rosa	Dohrenweg 27	

K

Kaempfer, Paul	Katharinenfleet 176	40403
Karber, Joseph	Grosse Freiheit 97	
Kaufmann, Herbert	Rabenstrasse 18	61137
Kiesler, Eberhard	Hopfenmarkt 143	41943

Kiosks:

Kungelmann	Lerchenstrasse 29	
Mueller	Steintorwall 93	
Kirchhoff, Theo	Friedrichstrasse 151	
Klabunde, Ottmar	Steintorwall 92	22388
Klinger, Alf	Deichtor 166	72290
Kloeber, Friedhelm	Schmuckstrasse 116	52256
Kramer, Max	Schanzenstrasse 15	
Kublitzka, Gerhard	Reeperbahn 132	

L

Lehr, Bruno	Stephansplatz 35	
Lenz, Anton	Groeningerstr. 163	61685
Library of Hamburg	Rosenstrasse 90	40705
Liebenau, Babette	Lippmannstrasse 14	
Lingvist, Richard	Alter Wall 87	53886
Lippelt, Richard	Wexstrasse 105	
Lohberg, Carola	Brandtsende 64	52462
Luetgens, Heinz	Lippmannstrasse 3	

M		
Madame Dubois	Neuer Wall 109	71643
Markowsky, Hedwig	Warburgstrasse 26	
Marsch, Alois	Hullstrasse 180	83531
Martensen, Wilhelm	Am Brunnenhof 53	
Menzinger, Wilfried	Hafentor 168	
Michel, Helene	Bei den Kirchhoeften 33	
Moos, Erwin	Kampstrasse 6	41916
Muehl, Dieter	Am Gaensemarkt 60	61173
Mueller, Franz	Gilbertstrasse 66	
Mueller, Wenzel	Steinweg 103	
Murder commission	Korntraegergang 85	42589

N		
Nassauer, Erich	Drehbahn 47	
Nickel, Oswald	Brooktorfai 184	
Nottenkemper, Hugo	Duschweg 2	

O		
Oelbrueck, Wilhelm	An der Alster 38	62544
Opera Hamburg	Bueschstrasse 48	

P		
Patzel, Franziska	Gruenenstrasse 162	32167
Paulsen, Gudrun	Am Gaensemarkt 59	
Pavillon a.d. Alster	Jungfernstieg 62	
Pfeiffer, Berthold	Jungfernstieg 72	
Phillips, Lisa	Seilerstrasse 118	
Pianobau Grothe	Schulterblatt 5	
Police		
Murder Commission	Korntraegergang 85	42589

Police President	Am Gaensemarkt 60	61173
Central Station	Amelungenstrasse 70	76672
Post Office Hamburg	Neanderstrasse 83	41395
Private Detective Lucho	Hooverstrasse 99	12430
Prison	Holsten-Blaris 43	23322

R		
Rabensberg, Rudolf	Kohlhoeften 84	54243
Ramioff, Variete	Holstenstr. 115	40124
Rathaus Hamburg	Adolphsplatz 125	42580
Rebling, Armin	Mathildenstr. 31	63168
Dr. Rentrop, Fried.	Ost-West-Str. 141	41902

Restaurants:

"The Oyster"	Neuer Wall 108	41754
"Zum gold. Engel"	Hamburger Berg 117	51880
"Am Hl-geistfeld"	Bremer Str. 100	51909
"Am Park"	Enkeplatz 82	63438
"Deutscher Krug"	Marseiller Str. 17	96757
"Die Elbe"	Deichstrasse 175	61513
"Zum Anker"	Bernhardstr. 152	73143

Riedinger, Bruno	Admiralsstrasse 171	
Roltte, Gemischtwaren	Michaelisstrasse 139	
Rommeler, Gerd	Reichenstrasse 145	53768
Rosenbaum, Markus	Herrngraben 159	
Rosenberg, Edmund	Tesdorpsstrasse 10	
Risland, Hagen	Seilerstrasse 134	

S		
Sauer, Lorenz	Brunnenhof 78	
Schade, Hugo	Stephansplatz 36	

Schmüpke, Anton	Keeperbahn 119	
Slaughterhouse	Marktstrasse 24	
Schmidt, Carlo	Otzenstrasse 52	
Schneider, Pauline	Ballin-Damm 74	
Dr. Schulze, Rolf	Alsterufer 19	23646
Seibel, Paul	Michaelisstieg 156	
Sonnenberg, Georg	Steintwietenhof 174	
Stich, Benno	Holsten-Claris 42	
Strelzi, Martha	Bernstoff-Str. 28	63500
Prof. Stueckrath, Alb.	Langenfelderstr. 1	63238
Stueckrath, Herbert	Bugenhagenstr. 113	53052

T

Teutsch, Hans	Wohllwill 80	61412
Thielmann, Rosemarie	Brunnenhof 40	
Tindler, Ironmongery	Neuer Steinweg 120	
Townhall of Hamburg	Jungiusstr. 16	

Tabacco:

Faber and Grundig	Wegstrasse 105	
Rommeler	Reichenstrasse 145	

U

Uhl, Ferdinand	Steintwiete 160	53304
Ullinger, Johann	Eifflerstrasse 13	72264

V

"Variete Ramioff"	Holstenstrasse 115	40124
Vogler, Eckhard	Johanneswall 148	

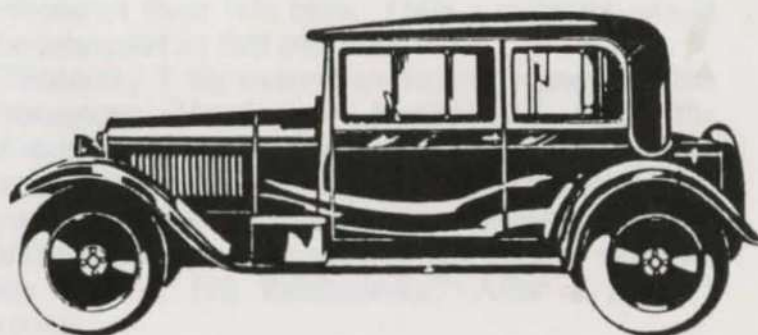
W

Wagener, Edwin	Möhlenhofstr. 128	
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Dr. Weber, Willi	Dammtorwall 46	33208
Weber, Waldemar	Am Gaensemarkt 61	73690
Weiss, Gundolf	Spitaler Strasse 91	55350
Weyel, Otto	Ballin-Chaussee 63	73634
Willig, Peter	Altstaedterstr. 129	
Winkel, Friedemann	Holzdam 51	
Wolff, Peter	Wolfgangsweg 181	

Z

Zabel, Otto	Katharinenstr. 161	
Zeiss, Guenter	Rosenhofstr. 4	61462
Zoburg, Juliane	Kaboisenstrasse 76	
Zoological Garden	Tiergartenstrasse 8	
Zufall, Helma	Teilsfeld 158	
"Zum Anker"	Bernhardstrasse 152	73143
"Zum goldenen Engel"	Hamburger Berg 117	51880



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THE MYSTERY OF THE MUMMY!

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Mystery of the Mummy!

The date is the 14th of April 1912, a sunny Sunday morning. The place is Hamburg, the most important port of the whole German empire. We are in our private quarters at the "Inter-Hotel":

"Nice weather here! We're lucky with our holiday!" Wilhelm, the devoted driver and comrade with the round face and cunningly shining eyes, remarks: "What luxury! First I'll have a bath, then a rest, and after lunch I will visit an exhibition. Tonight I will attend a concert." The shrill ringing of the telephone wakes Wilhelm from his dreams. The porter is on the line, a Mr. Rabensberg urgently wants to speak with us.

"Well... if it doesn't take too long he can come up."

Morosely, Wilhelm puts down the receiver with more force than is necessary. A few minutes later a portly man, who looks approximately fifty years old, enters the room.

Out of his bloated face two strangely glistening eyes look at us with curiosity. He seats himself down, waiting in vain for us to pour him a drink. Then, after a pause, he begins his narration....

"Gentlemen, please do not be offended by my intrusion, but it is of great importance to me that I see you. It all began on the 12th of June, 1884 when an expedition to Cameroon began to explore the inner countries of our new colonies and to search for old African cultures. This expedition was led by the world-famous Professor Gravelius. My father was a scientific collaborator on this expedition.

"On the 17th of August the two-master, Prince Albert', sailed into the port of Duala. A few days later the group, consisting of 20 German men and 50 local bearers, was on its way to the lake Dierem, situated 400 kilometres to the west. Until then this district was known only by the local, orally-spread tales. Thus the German government had given orders to explore and record it cartographically.

"During the journey Professor Gravelius discovered a cave-grave containing a mummy. The professor took the mummy, intending to give it to the Institute of Ethnology in Hamburg for the public to see. However, the local bearers refused to carry it as they were afraid of arousing the Wrath of the Gods. It took much time to persuade them to take the mummy to the port.

"However, the apprehensions of the Bearers proved not to be totally unfounded when, sometime later, several members of the expedition fell ill with malaria and had to return to Germany. Professor Gravelius also fell ill. He conferred the control of the expedition to my father and instructed him to take the mummy to Germany.

"Shortly after his return to Hamburg my father met with the Director of the Egyptian Museum of Berlin, who was planning a special exhibition. He asked my father to lend him the mummy for the duration of the exhibition. Knowing that the exhibition would last for two months only, my father consented to the wishes of his colleague.

"Unfortunately the mummy, along with several other exhibits, was stolen shortly before the close of the exhibition. Although the mummies material worth was comparably small, my father never recovered from this blow. Only a collector would be interested in that mummy.

"Yesterday I discovered an announcement in the newspaper 'Hamburger Morgenbote' from the Ammerman & Co. Auction House declaring that an important African mummy is to be put up for auction. I have come to beg you to discover if this is my father's mummy. I will pay you, in advance, the sum of 100 Reichmarks!" After a pause I spoke:

"I still have a question, Mr. Rabensberg. Why do you call on us? We are a lawyer's office, not a



private detective's office!"

"I know that, sir, but I am of the opinion that the case should rest in your hands - I heard of your great success with the Weisgerber case."

Wilhelm's anger begins slowly to rise with the presence of this obtrusive guest. He thinks about the slowly-cooling water in the bath-tub...

"Why don't you take the case into your own hands as you are so convinced of it's banality?"

"Gentlemen, you are both aware that my interest lies in this mummy only as a keepsake for my Father, irrespective of it's small value. Therefore I beg you to act as my negotiator at the forthcoming auction. Your first task would be to find out if this mummy is the one I search for. Please do as I ask and inform me as to the result of your investigations!" "Very well", we answer with resignation, "but we must go to Munich on Thursday. The auction will begin earlier. If anything is settled, we will inform you in time"....

General Information

Mystery of the Mummy! is a complex, German criminal-adventure. The program is totally controlled with the menu. The following items are all part of the program:

Disks

1 map of Hamburg

1 telephone and address book include a set of instructions

Due to the mass of data involved, which is necessary for this game, it may sometimes be necessary to reload the program. You may save a game at any point if wanted. You do not need to start from the beginning each time.

Introduction

The background story of the Mystery of the Mummy! takes place in Hamburg, the most famous port of the German empire, in the year 1912. The harbour surroundings and the atmospheric and cultural sceneries are all a reflection of this fascinating city. And this is where the crime took place - the crime which you

must solve! The game gives you several aids to help you unravel the mystery:

- For your support there is Wilhelm, your chauffeur. He will safely take you to the 186 places in the city.

- In your hotel room you may use the telephone with which you can gain valuable information.

- Several restaurants provide you with the pleasures in life.

Explore Hamburg!

You have five exciting days!

Beside the "normal" adventure there are several action-sequences which bring about some changes in the game. For example; you have to salvage important exhibits from the bottom of the lake; you can also play around in a laboratory; you get information regarding criminological exhibits (blood and poison proofs etc.) in the library. You will find the necessary chemicals in the chemist's shop...

Game Preparations

You have, beside the program disks, a map of Hamburg dated 1912. This will make orientation easier. Every building on the map has a number which corresponds to the number in the address book. Each number is unique. The address and telephone book contain the names of all the inhabitants with addresses and, where appropriate, the telephone number. To get to the chosen place you need only input the appropriate number of the house, shop, building, institution etc..

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Loading

C64 disk:

Before you start, you should switch your computer on and off once to ensure that no virus remains. Load with `LOAD"MYSTERY",8` (ENTER). Start with `RUN` (ENTER). The joystick must be in port #2. After a short time the title screen of the *Mystery of the Mummy!* will appear with speech and sound. If you do not understand Latin, this is what is said: "Happy the one, who looks insensitively on things!". Loading continues when the F1 key is pressed. Now follows the story of the mummy. By pressing RETURN you can scroll the text. By pressing the F1 key you can quit the story.

Now the game windows appear and your decisions will determine which path the game takes....

IBM PC:

The program supports Hercules, EGA, VGA and CGA cards.

Before the program is begun for the first time, it must be installed. If the installation will not take place on a hard disk, you will need three 3.5" disks, or five 5.25" disks. Do not forget to remove the write-protection tabs. It is not necessary to format the disks, but the disks should be consecutively numbered before installation commences.

Installation: Insert your DOS disk into disk drive a: and turn on your computer. When DOS has booted, insert the "Mystery of the Mummy - Disk 1" into the disk drive and type

(Disk Drive): <ENTER>

install <ENTER>

The first installation menu will now appear:

1: Hard disk

2: Disk

3: Exit

If the program should be installed on a hard disk, enter "1". If it should be installed on disk, enter "2". To interrupt the installation process, press "3".

After you have entered your choice, you will be asked by the computer in which disk drive the "Mystery of the Mummy - Disk 1" is situated.

Please enter this source disk drive as follows:

(Disk drive) <ENTER>

The computer now asks to where the program should be installed. The source and target drives can be the same. Please enter the target disk drive as follows:

(Disk drive) <ENTER>

Now the second installation menu will appear. The graphic modes will be chosen here:

1. VGA

2. EGA

3. CGA

4. Hercules

5. Exit

After you have entered your choice, the installation begins. The computer will instruct you when you should swop disks.

To start the program from the hard disk please type:

(Disk drive): <ENTER>

cd mystery <ENTER>

mystery <ENTER>

To start the program from disk please type:

(Disk drive): <ENTER>

mystery <ENTER>

If the game is to be played with the mouse, the appropriate mouse driver must be installed before the game is begun. It is, of course, also possible to play *Mystery of the Mummy* with the keyboard.

Amiga (500/1000/2000):

When the workbench screen appears, insert the start disk (Disk 1) into the disk drive. The program will begin automatically.

The game is controlled with the mouse.

Atari ST:

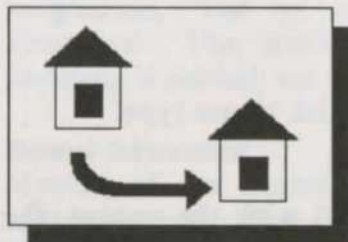
Press the reset button on your computer and insert disk 1 into the disk drive. The program will begin automatically.

If you have a disk drive with only 360 KB of memory capacity, the program can still be played normally. However, the graphics will be slightly reduced.

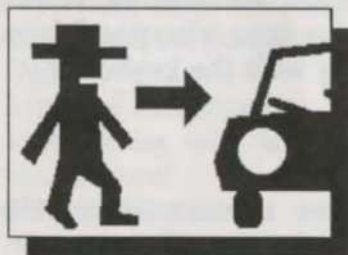
The game is controlled with the mouse.



The Menu



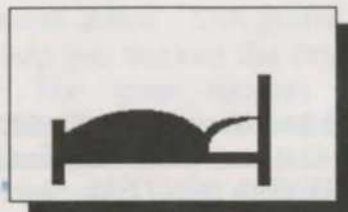
In the first point of the menu you find the commands for moving, along with some special commands.



With this command you can get into the car.



With this command you can get out of the car.



You may only use this command in your hotel room. If you use it, yourself and Wilhelm will lie down to sleep. You must enter the number of hours you wish to sleep for. After this time the porter will wake you up!

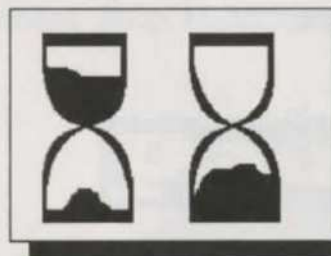


This command is followed by entry into a chosen place on foot. Obviously this takes longer than going by car. Therefore you should only use this command to move to places which

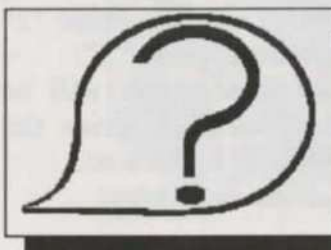
are beside each other. You will find the number of the place you want to go to in the address book.



After having chosen this command you are asked for the place you want to go to. The number of the place corresponds to the number of the house. You may only use this command while using the car.



After clicking on this symbol, ten minutes (game-time) will go by.



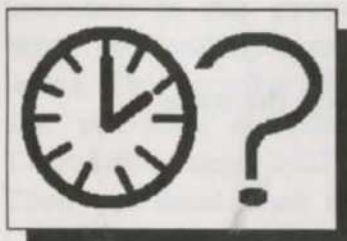
The second point of the menu puts together the commands which are necessary for getting statements from people.





With this command you can ask a person who is in the room about another person. To do this you have to enter the first name and the surname. A vowel with an umlaut (two vertical

dashes above it) should have an 'e' added behind it (ae, oe, ue etc.). The 'von' of 'de' in a name should not be included.

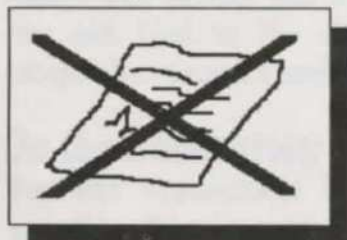


Here a person is asked for alibi for a certain time period.

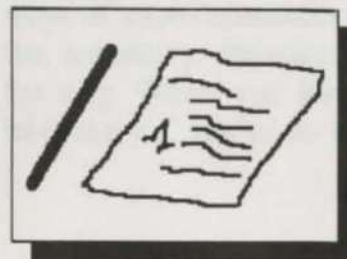
You can ask for an alibi beginning Saturday morning, afternoon or evening. You can ask back in time until the

evening of the day before. This means that on Sunday, the 'kick-off' day, you can ask for an alibi for Saturday evening, not before. Choose with the cursor keys.

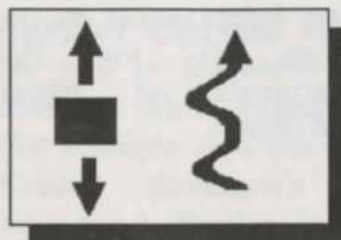
After many text-messages, the chauffeur, Wilhelm, asks if you would like to make notes. If you answer with 'Y' ('J' in the C64 version), notes are made in your notebook. These notes can be used afterwards, at the end of the game, as material proof.



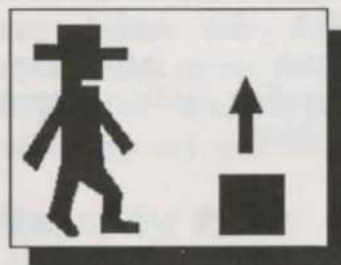
Delete the notebook.



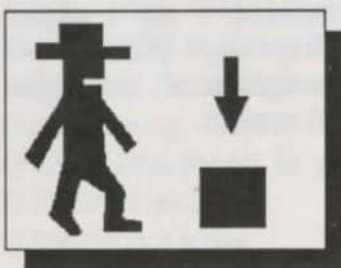
With this command you can look at all notes that have been written down. Selection is made with the cursor keys. If the text is longer than the screen, you can continue scrolling with ENTER.



The third point of the menu is for dealing with objects.



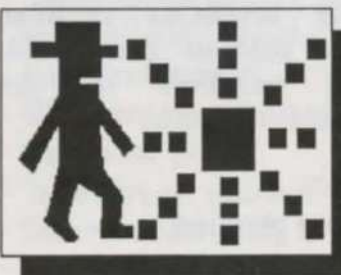
Pick up an object. You may carry around several objects at once.



Put down an object.

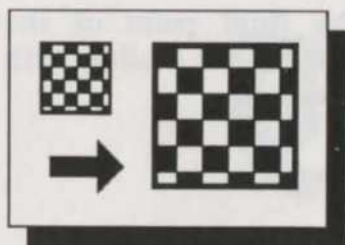


Use an object.

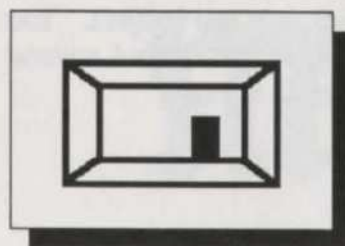


With this command you can show an object to another person. This also acts as a possible answer to a question from Commissioner Vantkin.

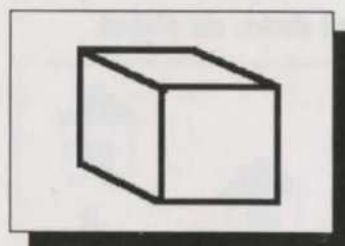




The fourth point of the menu is for the examination of places and objects.



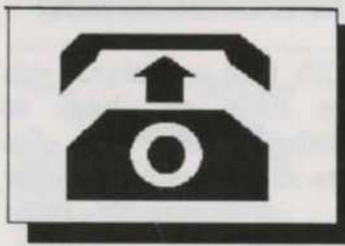
With this option you obtain information regarding your current position.



Examine an object. Either a picture or description of the object will appear.



The fifth point of the menu is for telephoning, but only from the hotel room.



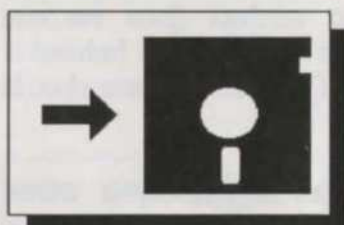
After this you must enter the telephone number you wish to dial. Look up numbers in the telephone book.



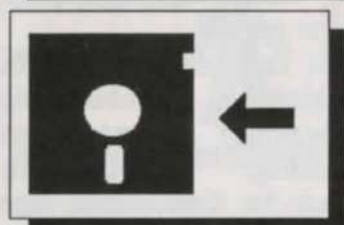
Stop phoning.



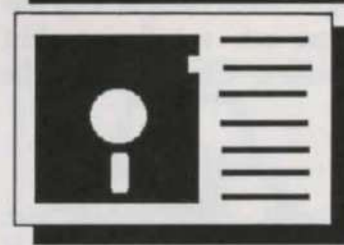
The sixth point of the menu is for using the disk drive.



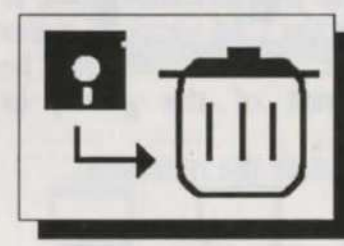
Save the score.



Load the score.



Show all saved scores.



Delete all scores. **WARNING:** All data is then lost!



The Game

It is Sunday, 14th April 1912, around 9.00 a.m.. We are in our hotel room near the Alster, together with our friend and chauffeur, Wilhelm. A certain Mr. Rabensberg wants us to find out more about a special mummy. The Sunday issue of the 'Hamburger Morgenpost' contains a very interesting article. It tells us that there is a mysterious secret surrounding this mummy. It also becomes clear that other people are extremely interested in this mummy. The following days bring an exciting development in the form of a crime. This requires caution and all the resources that you have at your disposal. You have until Thursday evening, 6.00 p.m., to solve this crime! Then you must meet with Mr. Rabensberg again. Commissioner Vantkin will also be present and he will ask you 16 questions which you must answer referring to statements and proofs. (See "End of the Game").

Special Areas in the Game

Diving

In this exciting sequence with superb sound you plunge into the freezing cold waters of the Alster, where two important exhibits are thought to be lying. For diving you need special clothes which you can find in the city. Under water you must escape the dangers and find the exhibits.

In the Laboratory

You can experiment in the laboratory to obtain 'proofs'. You must find out the corresponding ways of experimentation in the library. You find the necessary chemicals in the chemist's shop in the city. When you have all you need, go to the laboratory..... you're on your way!

Further Special Areas

As well as the above mentioned 'special areas', there are other interesting places all over the city (for example; you can visit the opera, or listen to Konrad Roentgen's explanation about the mummy...). Further information can be obtained with the help of Detective 'Luchs'. With him you can observe every building - you receive an observation report from him the next day. Don't forget the 'Hamburger Morgenpost' newspaper which appears each morning.

End of the Game

At the latest at 6:00 pm on Thursday evening you must visit Mr. Rabensberg's. Commissioner Vantkin will be there and will ask you 16 questions which you must answer. You can answer in any of the following ways:

- a) Show statements in your notebook
- b) Show objects
- c) Mention names

If you answer all questions correctly, Commissioner Vantkin will be satisfied and will take you to see the Head of Crime. This man will tell you whole story and end any further uncertainty.

Tips and Tricks

- The client is paying you!
- Newspapers report about things you normally wouldn't hear about...
- Eat in restaurants...
- There are no public telephone boxes...
- Cars need petrol!
- Take care of yourself!
- Sometimes waiting is better...
- Take advantage of cultural offers...
- You have 5 days to solve the mystery...
- Be on time for Mr. Rabensberg!
- Remember where you parked the car when you go by foot!



INTRODUCTION:

L'histoire préliminaire du mystère de la Momie a lieu à Hambourg en 1912 dans le port le plus célèbre de l'empire germanique. Le décor portuaire, le paysage atmosphérique et culturel sont le reflet de cette ville fascinante. Le crime, qui vous est demandé d'élucider, se déroule d'ailleurs à Hambourg. Le jeu est là pour vous aider à découvrir le mystère.

- Comme accompagnateur, il y a Wilhelm, votre chauffeur. Il vous conduira en toute sécurité dans 186 endroits précis de la ville.
- Dans votre chambre d'hôtel, se trouve à votre disposition un téléphone vous permettant d'obtenir des informations très précieuses.
- Plusieurs restaurants vous permettent de déguster de "bons petits plats".
- Explorer Hambourg !

Vous allez passer 5 jours excitants.

En plus de l'aventure proposée, il y a différentes séquences d'actions qui entraînent quelques changements dans le jeu. Par exemple : vous serez peut-être amenés à récupérer des pièces à conviction dissimulées au fond du lac, vous pourrez également obtenir des informations concernant des documents criminels (notamment des traces de sang et de poison) dans la bibliothèque. Vous trouverez le nécessaire chimique chez le pharmacien.

PREPARATIONS DU JEU :

Vous possédez, en plus du programme sur disquette, un plan de Hambourg datant de 1912. Celui-ci facilitera vos déplacements. Chaque bâtiment du plan possède un numéro unique qui correspond à ceux inscrits dans votre carnet d'adresses. Le carnet d'adresses et de numéros de téléphone contient le nom, l'adresse et le numéro de téléphone de chaque habitant. Pour vous présenter au lieu préalablement choisi, il vous suffit d'introduire le numéro correspondant à la maison, à la boutique, au bâtiment ou à l'établissement...

CHARGEMENT :

Disquette C64 Avant de brancher, allumez votre ordinateur et éteignez-le aussitôt pour vous assurer que le programme précédent a bien été effacé. Tapez ensuite LOAD "MYSTERY" 8 (ENTER) Puis tapez RUN (RETURN). Le joystick doit être en position 2. Le titre "Mystery of the Mummy" accompagné d'un fond musical apparaît sur l'écran. Si vous ne comprenez pas le latin voici ce qui est inscrit "Heureux soit celui qui regarde les choses insensiblement". Le chargement continue, une fois après avoir tapé sur la touche F1. Dès à présent, l'histoire de la Momie commence. Appuyez sur Return, pour obtenir le texte. Appuyez sur F1, pour abandonner l'histoire. Enfin le jeu apparaît.

IBM PC :

Le programme est compatible avec Hercules, VGA, CGA. Lors de la première installation, le programme doit être installé. Si l'installation est compatible avec un disque dur, vous devez disposer d'une disquette 3.5(trois) ou 5.25(cinq). N'oubliez pas de retirer l'étiquette de protection. Il n'est pas nécessaire de formater les disquettes, mais ces dernières doivent être numérotées avant de commencer l'installation.

INSTALLATION :

Insérez votre disquette DOS dans le lecteur de disquettes et allumez votre ordinateur. Lorsque le DOS est en marche, insérez la disquette 1 du Mystère de la Momie et tapez

(Disk Drive) "RETURN"
install "RETURN".

Le menu de la première installation apparaît à présent.

1. disque dur
2. disquette
3. Exit

Installation du programme sur disque dur, tapez 1 ; ou sur disquette, tapez 2. Pour interrompre le déroulement de l'installation, tapez 3. Après avoir déterminé votre choix, l'ordinateur vous demandera



où vous avez placé la disquette 1. Introduisez ensuite la disquette de commande de façon suivante : (Disk Drive) RETURN

Précisez à l'ordinateur, l'emplacement du programme. Les disquettes de données et de commandes peuvent être identiques. Introduisez ensuite la disquette de commandes de façon suivante:

(Disk Drive) RETURN

Le menu de la deuxième installation apparaît à présent.

Choix de graphique:

1. VGA
2. EGA
3. CGA
4. Hercules
5. Sortie

Après avoir pris votre choix, l'installation est en marche. L'ordinateur vous indiquera ensuite le moment où vous devrez changer de disquette.

Pour commencer le programme avec le disque dur, tapez

(Disk Drive): RETURN

cd mystery RETURN

mystery RETURN

Pour commencer le programme avec la disquette, tapez

(Disk drive): RETURN

mystery RETURN

En cas d'utilisation de la souris, celle-ci doit être installée avant le début du jeu. Il est également possible d'utiliser le clavier pour jouer avec le Mystery of the Mummy.

AMIGA (500 / 1000 / 2000)

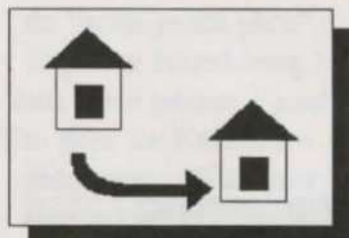
Lorsque l'image de l'écran apparaît, insérez la disquette 1 dans le lecteur de disquettes. Le programme se déclenche automatiquement. Le jeu est commandé par la souris.

ATARI ST :

Tapez RESET et insérez la disquette 1 dans le lecteur de disquettes. Le programme débutera automatiquement. Si votre ordinateur a une capacité de 360 KB seulement, le jeu peut néanmoins être joué normalement. Cependant, la qualité des graphiques sera réduite. Le jeu est commandé par la souris.



Le menu



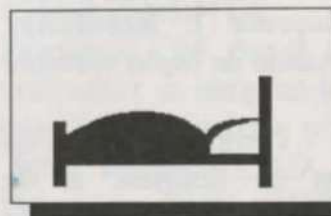
Sur la première icon du menu, vous trouvez les commandes de déplacement et, en plus, des commandes spéciales.



- Vous permet d'entrer dans la voiture,



- Vous permet d'en sortir,



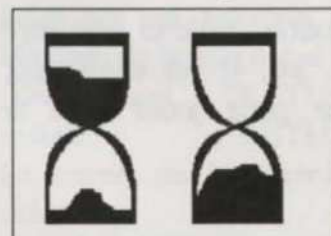
- commande utilisable seulement à l'hôtel et qui permet à Wilhelm comme à vous d'aller se reposer. Indiquer le nombre d'heures de sommeil choisi. Une fois le temps écoulé, le gardien viendra vous réveiller,



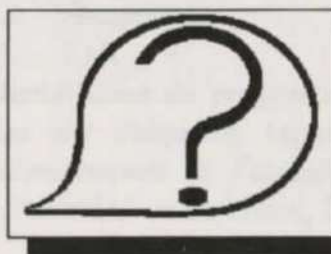
- Permet le déplacement à pieds dans un lieu déterminé. Utilisez seulement cette commande pour vous rendre dans des endroits proches les uns des autres. Vous trouverez le numéro du lieu choisi dans le carnet d'adresses,



- Vous permet de vous rendre en voiture au lieu choisi. Le numéro de l'emplacement correspond au numéro de la maison. Cette commande implique l'utilisation obligatoire de la voiture,



- Une fois après avoir choisi ce symbole, un laps de temps de 10 minutes sera écoulé, (durée du jeu)

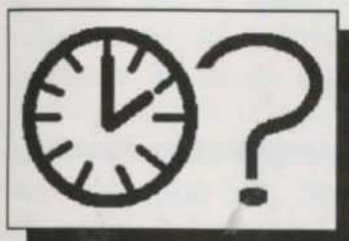


La seconde phase du menu englobe les commandes permettant d'obtenir les déclarations des témoins.





- Vous permet d'interroger quelqu'un susceptible de vous donner des informations sur d'autres personnes. Inscrivez notamment le nom et le prénom de la personne concernée.

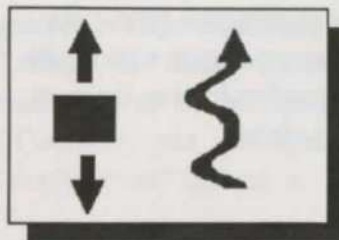
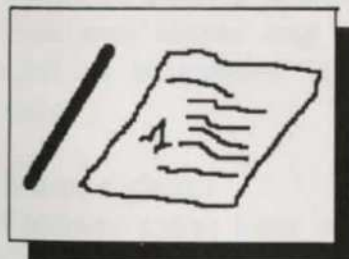


- Demande d'alibi d'une personne pour un temps déterminé. Celui-ci est acceptable à partir du samedi matin et au plus tard samedi soir. Utiliser la touche curseur,

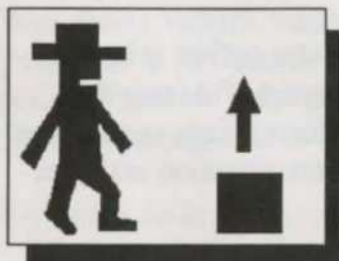
- A la suite de plusieurs messages-tests, votre chauffeur Wilhelm demande si vous voulez prendre des notes. Si vous répondez par Y (J pour le C64), ces notes seront inscrites dans votre bloc-notes, afin d'être utilisées comme preuves matérielles à la fin du jeu.



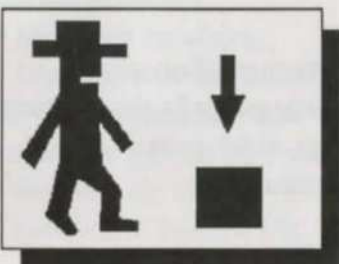
- Vous permet d'accéder à toutes vos notes. La touche curseur sélectionne votre choix. Si le texte est plus long que l'écran, tapez RETURN,



La troisième phase du menu concerne l'utilisation des objets.



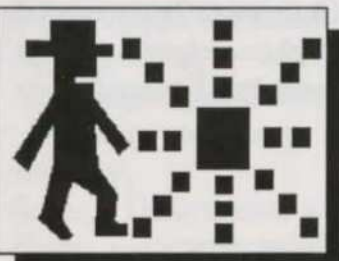
- ramassage d'un ou de plusieurs objets,



- Dépôt d'un objet,

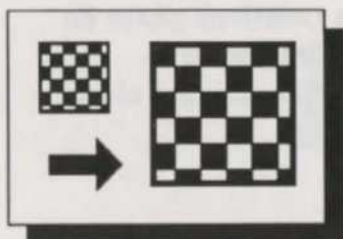


- Utilisation d'un objet,

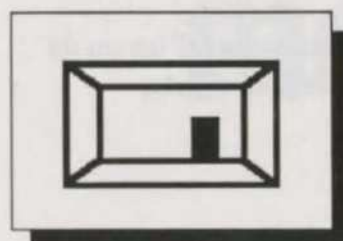


- Vous permet de montrer un objet à une personne, ou de répondre à une question posée par le commissaire Vantkin.

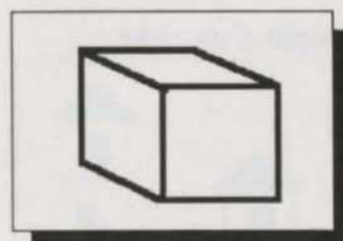




La quatrième phase du menu permet une étude approfondie des lieux et des objets.



- Cette option vous permet d'obtenir des informations concernant votre situation actuelle,



- Examen d'un objet (l'image ou la description d'un objet peut apparaître).



La cinquième phase du menu permet de téléphoner, mais à partir de l'hôtel,



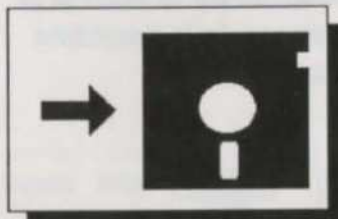
- Composez le numéro de téléphone choisi. Consultez l'annuaire,



- Raccrocher.



La sixième phase du menu concerne l'utilisation du disque de commande.



- Sauvegarder les données,



- Enregistrez les données,



- Liste des résultats sauvegardés,



- Effacer les résultats.
Warning : toutes les données sont abandonnées.



Le dimanche 14 avril 1912 aux environs de 9 heures, nous sommes dans notre chambre d'hôtel près de Alster, en compagnie de notre ami, le chauffeur Wilhelm. Un certain Monsieur Rabenberg s'attend à ce que nous lui procurions de nombreux renseignements concernant une momie. L'énigme de ce dimanche, extrait d'un quotidien de Hambourg contenant un article très intéressant, dissimule un mystérieux secret au sujet d'une Momie. D'autres personnes s'intéressent également de très près à cette Momie. Au fil des jours, l'élucidation du crime devient de plus en plus excitante. A vous de mettre en valeur, les atouts que vous possédez. Soyez ingénieux ! Vous devez impérativement résoudre l'énigme jeudi soir, à 18 heures au plus tard. Vous devez ensuite rencontrer Monsieur Rabenberg. Le préfet de police Monsieur Vantkin sera également présent afin de vous poser 16 questions auxquelles il vous sera possible de répondre à l'aide des dépositions et preuves recueillies préalablement. (consultez la fin du jeu)

LIEUX SPECIFIQUES :

Fond marin

Cette passionnante séquence vous fera plonger dans les eaux glaciales de Alster, afin d'y découvrir deux pièces à conviction. Pour plonger, vous avez besoin d'un équipement adapté achetable en ville. Une fois sous l'eau, vous devez éviter le danger et trouver ces pièces à conviction.

Le laboratoire

Vous y trouverez probablement des preuves. Vous serez amenés à élaborer un plan d'expérimentation dans la bibliothèque. Vous trouverez le nécessaire chimique chez le pharmacien de la ville. Lorsque vous avez obtenu tout ce dont vous avez besoin, allez au laboratoire. Vous êtes déjà sur la bonne piste !

Autres endroits

Plusieurs autres lieux sont mis à votre disposition (l'opéra...). Des informations supplémentaires

peuvent être obtenues en présence du détective Luchs. Il vous demandera d'observer chaque bâtiment et de lui en envoyer un rapport détaillé. N'oubliez pas de lire le quotidien "Hamburger Morgenpost" qui paraît tous les matins.

Fin du jeu

Vous devez rendre visite à Monsieur Rabenberg le jeudi soir à 18 heures au plus tard. Le préfet de police Vantkin sera présent pour vous poser 16 questions auxquelles il vous faudra répondre.

Répondez de la façon suivante :

- Montrez les déclarations inscrites dans votre carnet de notes,
- Montrez les objets,
- Mentionnez des noms.

Si vous répondez aux questions correctement, le préfet de police se fera un plaisir de vous dévoiler l'énigme du crime. Cet homme doit vous résumer l'histoire et mettre fin à toute incertitude.

CONSEILS ET ASTUCES :

- Votre courtier vous paie,
- Consultez les journaux,
- Mangez au restaurant,
- Aucun téléphone public n'est mis à votre disposition,
- L'essence est chère,
- Soyez toujours prudent,
- Soyez patient,
- Ne négligez pas les événements culturels,
- 5 jours vous sont accordés pour dévoiler le mystère,
- Soyez à l'heure chez Monsieur Rabenberg,
- Garez votre voiture en lieu sûr lorsque vous allez à pieds.

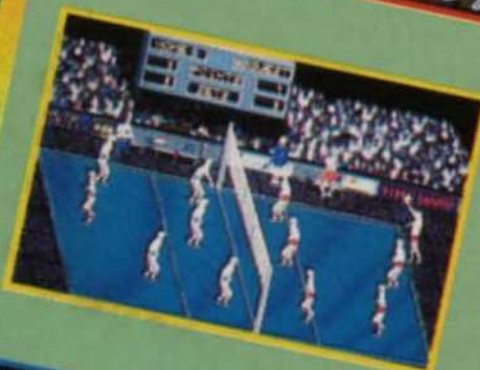
SOYEZ TRES ASTUCIEUX !!!!



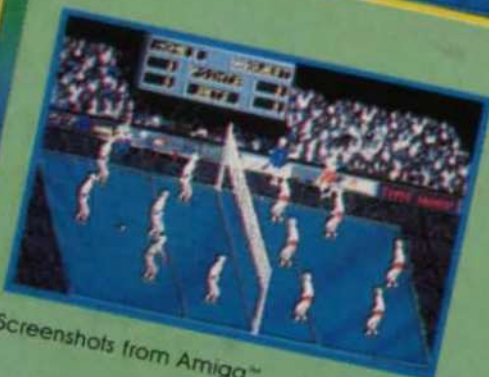
Out now!



-  - The first, and only volleyball simulation with 12 players
- Rules and regulations just like in real volleyball
- Intelligent computer-controlled teams
- Extensive tactics editor
- You are the star player, manager and trainer in one
- Realistic graphics and animation



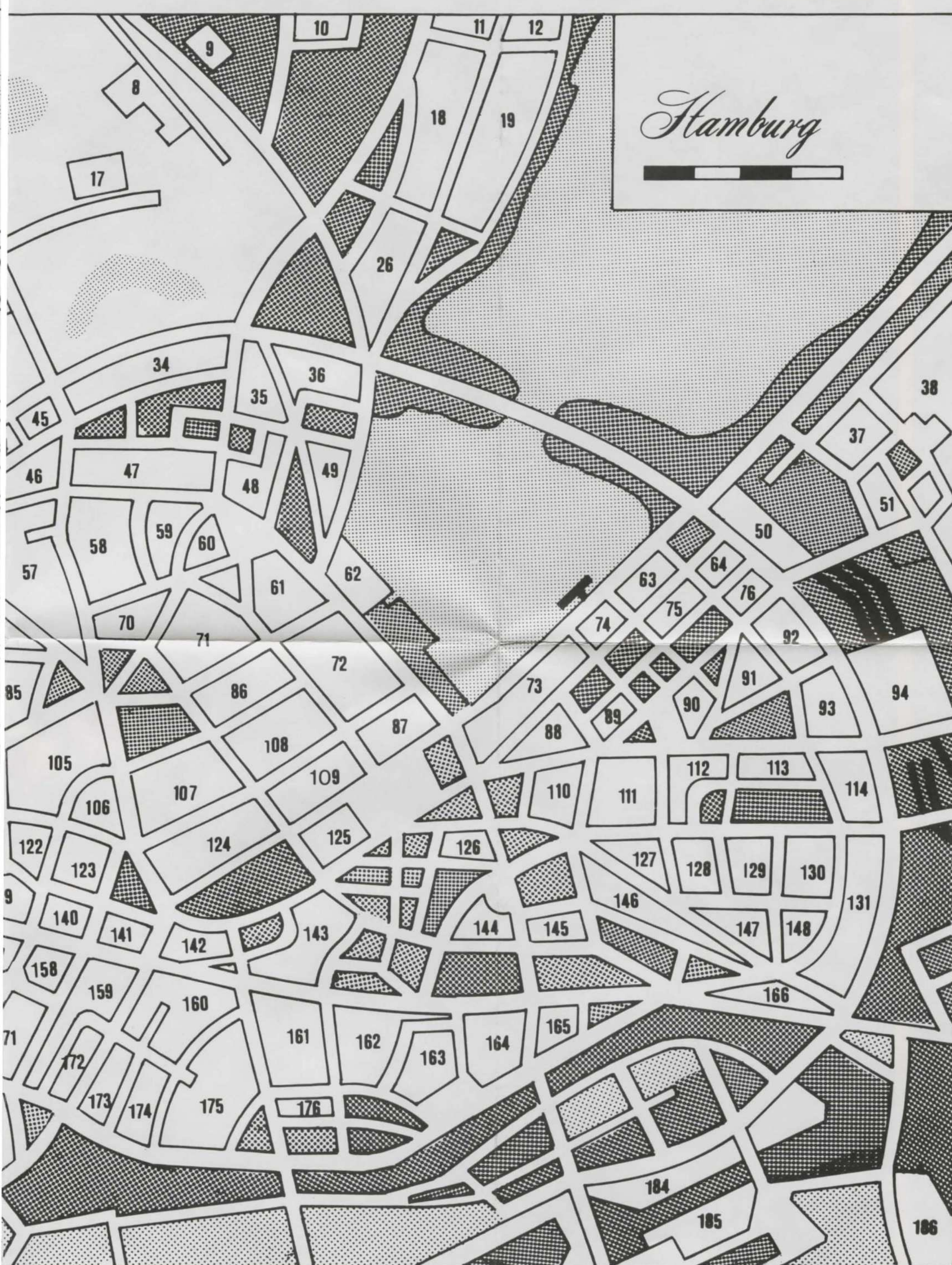
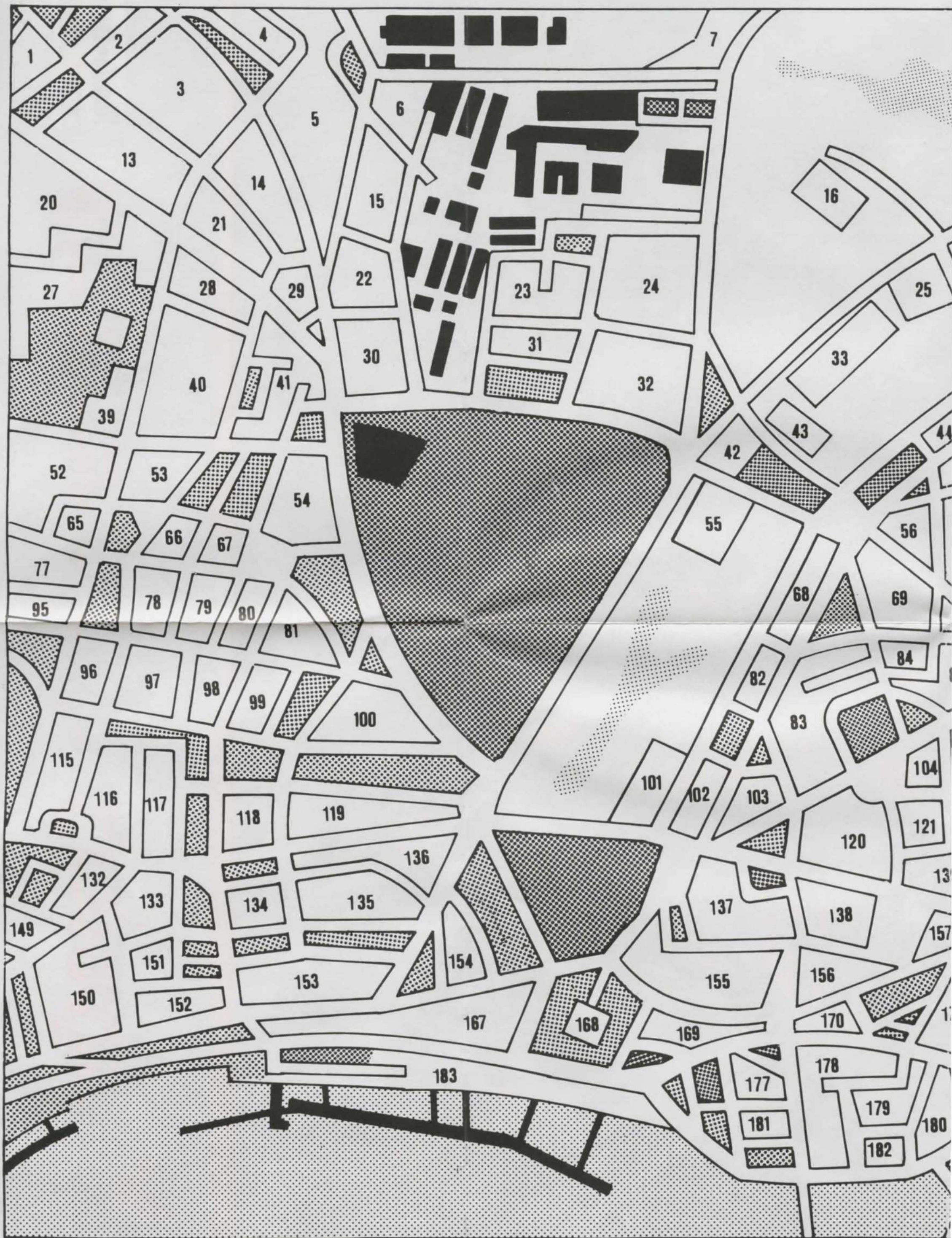
-  Première et unique simulation de volleyball pour 12 joueurs.
- Exactement les mêmes règles de jeu qu'en réalité.
- Equipes contrôlées par ordinateur.
- Editeur de tactique extensif.
- Vous jouez à la fois le rôle du joueur, du manager et de l'entraîneur.
- Graphismes et animations réalistes.



Screenshots from Amiga™

-  - La prima ed unica simulazione di pallavolo con 12 giocatori.
- Tutte le regole e i dettagli di un vero e proprio incontro di pallavolo sono qui realizzati.
- Le più intelligenti squadre comandate dal computer.
- Vastissimo editor di tattica.
- Ti ritrovi contemporaneamente nelle vesti di campione, manager e allenatore.
- Grafica e animazione realistiche.

VOLLEYBALL SIMULATOR





Mystery of the Mummy

Rainbow[®]
Arts