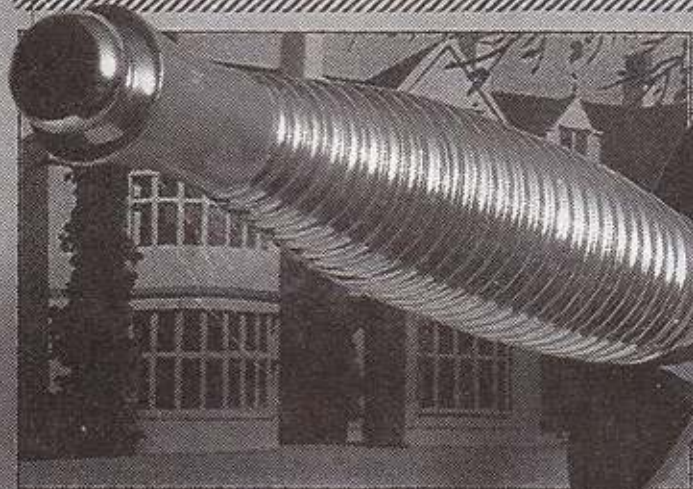


MURDER!

19TH JUNE 1941



'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Bar-

rington, W. Sussex.

It is believed Mr Innes was stabbed to death at the home of Mrs Audrey

Broom-Hall, actress & widow of the famous film actor Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous.

As one of the guests Lord Alfred Andrews has taken it upon himself to keep

order at Ghastley Manor, he is questioning Mr Larry Glover,

the prominent political figure & Dr Victor Jones;

but they are estimated to arrive at approximately 11 - 2 hours after the crime was discovered.

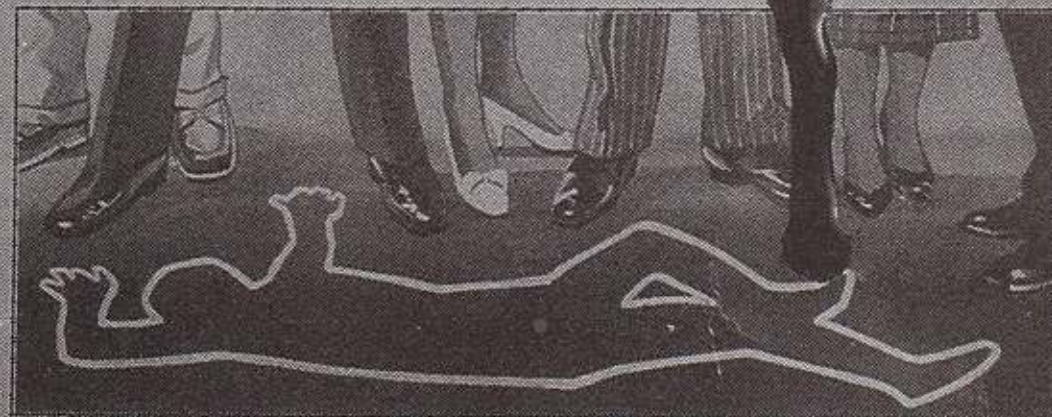


DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...!

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'.

He reports, "Things are not quite as I initially thought. The guests are entwined with love affairs, disputes over inheritance & outbursts of jealous rage."

Investigations continue.



THE SCENE OF THE HORRENDOUS CRIME!

U.S.GOLD

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Fine Quality &
Original Software

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INFAMOUS MURDERERS OF YESTERYEAR

1910 – DR HAWLEY HARVEY CRIPPEN

The London doctor who killed for the woman he loved.

The unassuming Dr Crippen fell in love with his secretary, but was tied to his wife whom he hated. The solution he chose was **MURDER**. In an escape bid that involved a catalogue of unbelievable mistakes and a sea chase spanning two continents, he came within a hairs breadth of success.

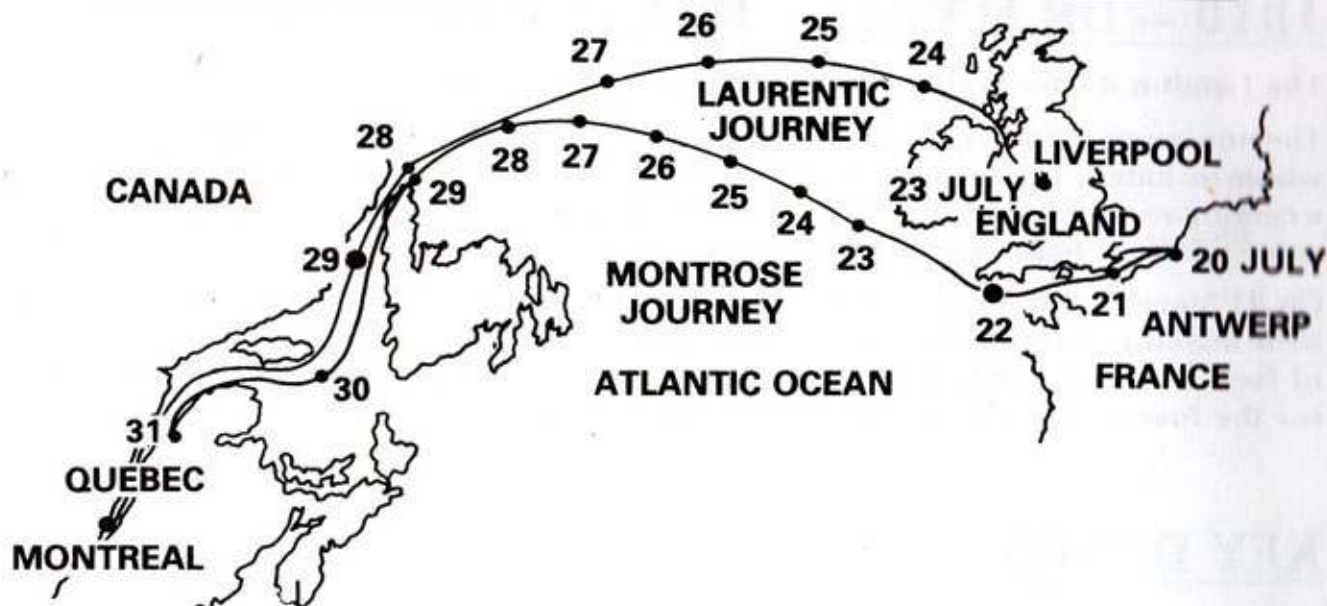
On 31 March 1910 it was noted that Cora Crippen, wife of Dr Crippen, appeared to be missing. A series of events followed which brought Dr Crippen to the attention of New Scotland Yard and lead to him being found guilty of murdering his wife for the love of his secretary, Ethel Le Neve.

KEY DATES

- | | |
|------------------|---|
| 19 January 1910 | – Crippen buys poison. |
| | – He has to sign the poisons register. |
| 1 February 1910 | – Murder of Cora Crippen by poison. |
| 9 February 1910 | – Cora Crippen's jewellery pawned. |
| 20 February 1910 | – Crippen attends Benevolent Fund Ball with Ethel Le Neve, the latter wearing Cora's jewellery. |
| 12 March 1910 | – Ethel Le Neve moves into Hilldrop Crescent, home of Cora and Hawley. |
| 26 March 1910 | – Cora Crippen's obituary announced in Era magazine. |
| 9 July 1910 | – Crippen and Ethel Le Neve leave London. |
| 11 July 1910 | – Description of Ethel Le Neve and Crippen circulated. |
| 16 July 1910 | – Warrant issued for Crippen and Ethel Le Neve's arrest. |
| 20 July 1910 | – Crippen and Ethel Le Neve leave for Quebec on the 'Montrose' ship (see map over). |
| 22 July 1910 | – Captain of the 'Montrose' recognised Crippen and Ethel and sends a telegram to New Scotland Yard. |
| 23 July 1910 | – Inspector Dew leaves Liverpool for Quebec on the 'Laurentic'. |
| 27 July 1910 | – The 'Laurentic' overtakes the 'Montrose'. |
| 31 July 1910 | – Dew arrests Dr Crippen and Ethel Le Neve. |
| 28 August 1910 | – Arrival at Liverpool. |
| 23 November 1910 | – Execution of Crippen. |



The Daily Course of the Laurentic – Inspector Dew and the Montrose – Crippen and Le Neve



1949 – JOHN GEORGE HAIGH

The charming con man who murdered for greed.

He was convinced he could commit the perfect murder and he wanted to prove it. With his charming and courteous manner he was able to entice his victims to their deaths and then destroy their bodies in acid. But the smiling well dressed man made one fatal error.

On 18 February 1949, a respectable wealthy widow aged 69 disappeared from her London hotel. At first she was just another missing person case, but intuitive police investigations soon uncovered a series of grisly murders.

KEY DATES

- 14 February 1949 – Haigh invites Mrs Durand-Deacon to Crawley 'factory'.
- 18 February 1949 – Haigh shoots Mrs Durand-Deacon.

The 38 Enfield
revolver used
on Haigh's victims.



- 20 February 1949** – Mrs Lane and Haigh report Mrs Durand-Deacon missing.
- 21 February 1949** – Police interview Haigh at hotel.
- 24 February 1949** – Haigh interviewed for second time.
- 26 February 1949** – Sussex police force entry into Crawley store-yard.
- 28 February 1949** – Haigh is questioned and statement taken – he pleads insane and tells of previous murders:
- 9 September 1944** – Killed William McSwan.
- 2 July 1945** – Killed William McSwan's mother and father.
- 11 February 1948** – Met Dr Archibald Henderson and wife Rosie.
- 12 February 1948** – Killed them.
- 18 July 1949** – Trial starts.
- 19 July 1949** – Haigh is sentenced to death.
- 10 August 1949** – Haigh is executed.

Haigh's greatest error had been to miscalculate the time needed for acid to break down the acrylic resin from which false teeth are made. One set of dentures was found at the storehouse and the dentist who made it confirmed that Mrs Durand-Deacon had been her patient.

Dr Keith Simpson of London University, the pathologist attached to the Home Office first carried out routine blood tests at the storehouse to ensure the bloodstains in the shed matched Mrs Durand-Deacon's blood group. He then turned to the weed covered grave yard outside.

Simpson found the spot where Haigh had claimed to empty the sludge, soon he noticed a stone 'the size of a cherry' – it was a gallstone.

Haigh had never considered the possibility that some objects take longer to corrode than others.

1949 – JOHN CHRISTIE

The killer who allowed another man to be sent to the gallows in his place.

In 1949, a mother and child were viciously strangled at 10 Rillington Place. For this crime Timothy Evans was hanged. When, three years later, another six bodies were carried from the house, it became shockingly clear that British justice had miscarried.

Mr and Mrs Christie moved into 10 Rillington Place in 1938 when John had just turned forty. It was a cramped Victorian house built on three storeys with a separate flat on each floor. The street was a cul-de-sac and number 10 was situated up against the high wall at the far end, overshadowed by an old foundry chimney. By 1953, it had an exterior so ugly that it gave an overwhelming impression of neglect, made worse by the dirty curtains at the windows.

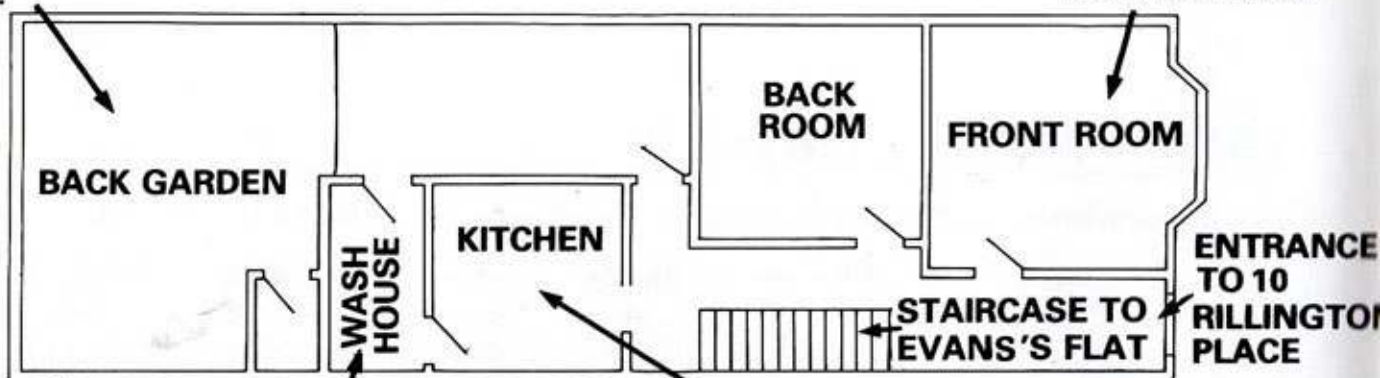
KEY DATES

- August 1943** – Australian girl – Ruth Fuerst, a prostitute – murdered after her affair with Christie ended – buried in the garden.
- October 1943** – Christie lures Muriel Eady to his home to help cure her catarrh stating he had a remedy. It was in fact gas she was inhaling, she is strangled and buried in the garden.
- March 1948** – The Evans's move into the top flat at Rillington Place.
- 10 October 1948** – Geraldine Evans born.
- 8 November 1949** – Murder of Beryl Evans, mother, and wife of Tim.
- 10 November 1949** – Murder of Geraldine.
- 30 November 1949** – Timothy Evans goes to police in Merthyr Vale, where he came from.
- 2 December 1949** – Evans confesses to killing his wife and child.
- 13 January 1950** – Evans found guilty and condemned to death.
- 20 February 1950** – Evans appeal lost.
- 9 March 1950** – Evans hanged at Pentonville Prison.
- 14 February 1952** – Christie strangles his wife, buries her beneath the floorboards in the living room.
- January 1953** – Kathleen Maloney, a prostitute, gassed and strangled. Concealed in kitchen alcove.
- Rita Nelson, prostitute, gassed and strangled. Concealed in kitchen alcove.
- February 1953** – Christie meets Hectorina MacLennan whilst she is looking for accommodation.

House Plan of 10 Rillington Place

Ruth Fuerst,
Muriel Eady buried
in garden.

Body of Ethel
Christie buried
below floorboards



Beryl Evans & baby Geraldine Evans buried
in wall cavity & beneath the floorboards.

Rita Nelson, Kathleen Maloney and Hectorina
MacLennan found in alcove of kitchen.

- 6 March 1953** – MacLennan gassed and strangled.
- 21 March 1953** – Christie moves out of Rillington Place.
- 24 March 1953** – Three bodies found in kitchen by police.
- 25 March 1953** – Ethel Christie's body discovered.

- 27 March 1953 – Two skeletons dug up in garden.
- 29 March 1953 – Christie telephones the 'News of the World' newspaper and confesses.
- 31 March 1953 – Christie arrested.
- 22 June 1953 – Christie's trial begins.
- 25 June 1953 – Christie found guilty of murdering his wife.
- 15 July 1953 – Christie is hanged at Pentonville Prison, London.

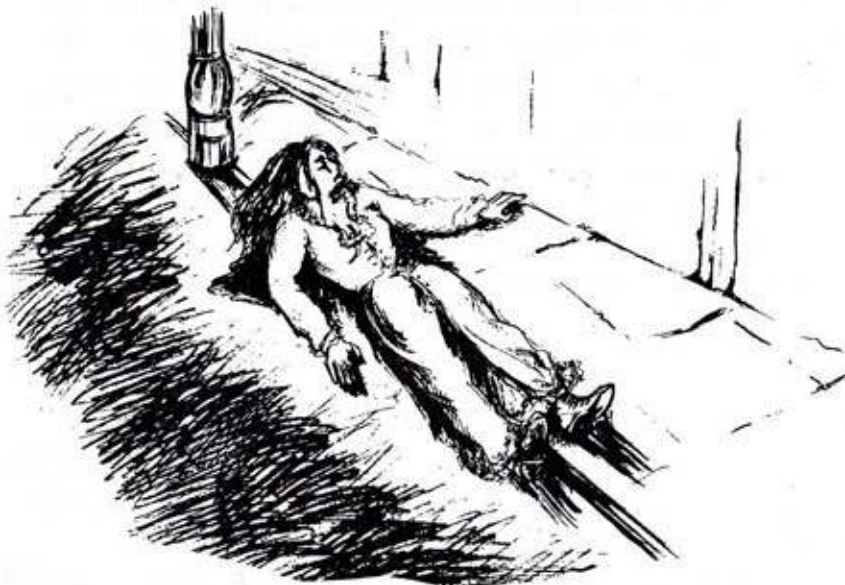
1888 – JACK THE RIPPER

The unsolved grotesque crimes.

His crimes engendered unparalleled horror in the public mind, yet they inspired short stories, novels, plays, film and even opera.

Whitechapel in 1888 was an area of filth and despair, 'jam-packed' with people without a future, a place where violence was an epidemic. However, this series of dreadful killings and mutilations shocked not just Whitechapel's denizens but the whole of Britain. Soon, everyone had an idea of who the Ripper was. Unfortunately, the identity of Jack the Ripper was never discovered.

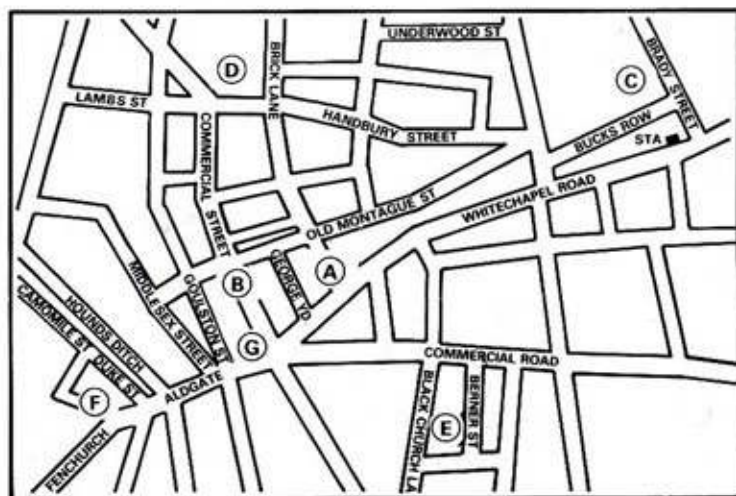
- A. 3 April 1888 – Emma Smith found dead in the streets. At a later examination, it was discovered that her throat had been deeply slashed and her body mutilated.



- B. 7 August 1888 – Martha Turner, also known as Tabram, found murdered with slashes to her neck.
- C. 31 August 1888 – Mary Ann Nichols, mother of five and wife to William Nichols. William had broken with her due to her habitual drunkenness. She later turned to prostitution. On the night of her murder, another prostitute by the name of Ellen Holland tried to persuade her to go to the soup kitchens for the night but failed. Mary reeled off down the Whitechapel road to her death.

- D. 8 September 1888** – 6.00am Spitalfields Market – porter John Davis went into the back yard of his house. Lying near the wall was the body of a woman, savagely mutilated and with her throat cut. She was taken to the mortuary and identified as Annie Chapman. The inquest brought out the full horror of her death. Bruising seemed to show that the woman had been grasped by the throat and semi-throttled – perhaps a measure aimed at stifling her cries.
- E. 30 September 1888** – Elizabeth Stride found mutilated at Berner Street. Also known as 'Long Lizzie' of Flower and Dean Street.
- F. 30 September 1888** – Catherine Eddowes, aged forty-three, so life-battered that she looked twenty years older. This was probably the most tragic victim of all. Local police had found Catherine blind drunk in a doorway. At 8.00pm on 29 September she had been taken, incapably drunk, to Bishopsgate police station. The officers gave her a chance to recover and let her go at 1.00am on Sunday morning. Little did she know her life was to last only half an hour more.
- G. 9 November 1888** – Six weeks went by without sight or sound of Jack the Ripper. Then, as the Lord Mayor's procession wound its way down Ludgate Hill, the newsboys rushed into the streets with the cry 'Horrible Murder!'. Jack had made his bloodiest strike, this time indoors and at leisure.

Unlike his previous victims, Mary Kelly had been young, spirited and attractive. When Jack had finished with her she was a scarcely recognisable heap of flesh draped on a blood-saturated bed. Her ears, nose and other parts of her body had been cut off. These severed parts had been laid out on a table beside her body.



**Map of the
Whitechapel Murders**

- A. Emma Smith**
- B. Martha Turner**
- C. Mary Ann Nichols**
- D. Annie Chapman**
- E. Elizabeth Stride**
- F. Catherine Eddowes**
- G. Mary Kelly**

This miniature slaughterhouse was a downstairs room at 13 Miller's Court, off Dorset Street. The killing only came to light when John Bowyer called to collect arrears of rent. His knock was not answered, so he went to a side window, putting his hand through a broken pane to pull back the curtain. Perhaps Mary was sleeping? He gagged at the sight that met his eyes.

The women's names, like the other characters in the drama, are often found with sundry variations which I have retained: Nichols is often spelt as Nicholls, Mary Kelly is at times Marie Kelly, McKenzie is MacKenzie, etc. Not all these were victims of Jack the Ripper, but in the public view they had to be, for in the time the Ripper became more state of mind than a reality.

WHITECHAPEL AS IT IS TODAY

There are still streets in Whitechapel that the Ripper might have sped along, yet none of the murder sites now remain. Two of the murder landmarks, however, are worth noting. Still standing and hardly changed is the old Spitalfields Church, meeting place of the local drabs described by the New York Herald. Then just twenty feet or so away from the church, is the sole memorial to the victims of the killer, the ancient 'Jack the Ripper' pub. This Truman-Watney house, hosted by Ernie and Yvonne Ostrowski, is more than just a focal point for those who are intrigued by the mystery. Under its earlier name 'The Ten Bells' it was used by all the local ladies of the street. Every one of the Ripper's victims knew it well, indeed it was the very place where Annie Chapman took her last drink.

SCENARIO

The game of MURDER casts you in the role of an amateur sleuth who just happens to be at the scene of a murder and, as Scotland Yard will not arrive for another two hours, you decide to attempt to solve the murder yourself. If the case remains unsolved after the 2 hours have elapsed, Scotland Yard will arrive and take over.

LOADING INSTRUCTIONS

ATARI ST/AMIGA

Switch off computer, insert disk into drive A, switch on computer.

C64

Switch on computer and disk drive, insert disk then type 'LOAD "MURDER",8,1' then press the <RETURN> key.

PC

Insert disk in drive 'A', then switch computer on. The game will now load and then automatically run. After displaying the credits will present you with the following screen....

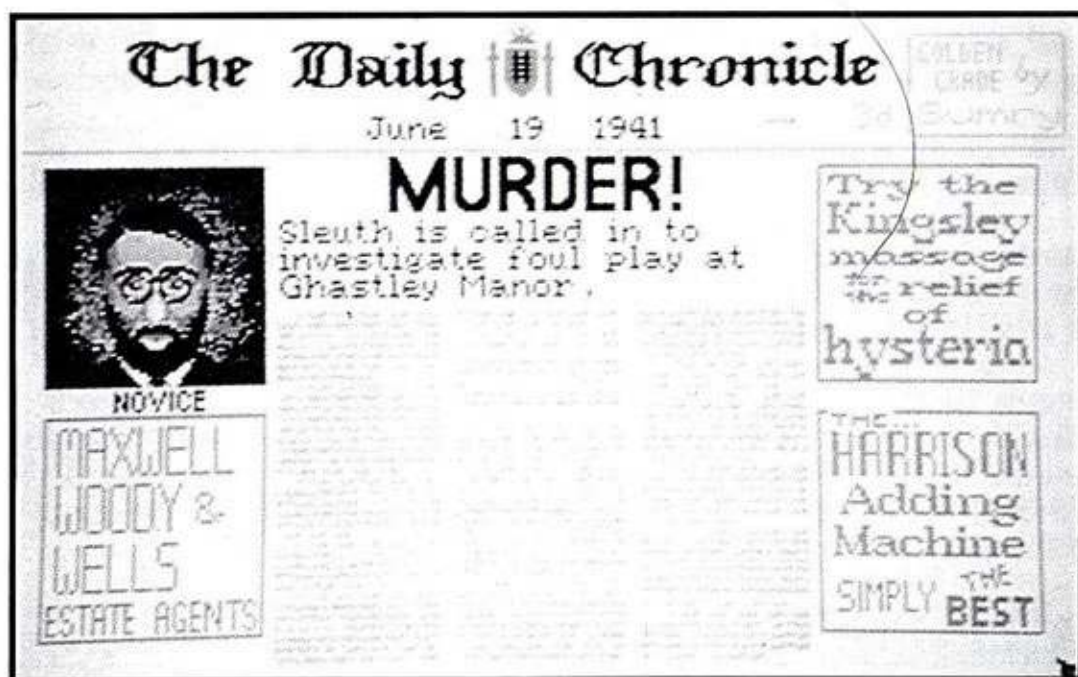
COPY PROTECTION

After you have been presented with the loading screen, a question will appear which you must answer in order to play the game. The question will appear as follows:-

'What is word _____ on line _____ of page _____?'

Refer to the appropriate page of the manual.

Count down the appropriate number of lines (please note: Titles and sub-headings of illustrations count as lines, but text within illustrations and diagrams does not). Now count across the line and input the appropriate word. If you have inputted the correct word, you will be allowed to play the game.



CONTROL SUMMARY

	Action	Up/Down/ Left/Right	Action button	Mode button
Computer				
Atari ST/Amiga/ PC with mouse		Mouse	Left mouse button	Right mouse button
PC without mouse		Cursor keys	⟨RETURN⟩	⟨SPACE⟩
Commodore 64		Joystick	⟨FIRE⟩	⟨SPACE⟩

SELECTING A MURDER

It is possible to select from one of nearly 3 million murders to solve by changing the information displayed on the newspaper. It is possible to change the following things...

1. The date of the newspaper.
2. The name of the house.
3. The type of the house (Grange, Manor etc).
4. The difficulty level (Novice, Average, Experienced or Supersleuth)

One or all of these can be changed simply by moving the pencil cursor so it is pointing to the parameter to be changed and pressing the action button.

To start the game simply press the mode button. Begin on novice level until you are familiar with the way in which the game logic works.

Each murder is uniquely generated from these dates and locations. Exactly the same date, location and difficulty level will create an identical murder, from the millions available to you.

The name of your sleuth is generated from his appearance. This can be changed by clicking the action button when the cursor is on his portrait at the startup. All the elements of his face can be changed by clicking the action button when the cursor is over the correct area. Using different combinations you might find that some of the characters look familiar.

DETAILED GUIDE TO MURDER

CONTROLS PAGE

Control in general, the action button selects an option whilst the mode button quits, drops back to the main game screen or selects between movement and examine.

MAIN SCREEN

To move the sleuth character around the house use the mouse pointer arrows. A click of the action button when the arrow points in the required direction causes the sleuth to move in that direction.

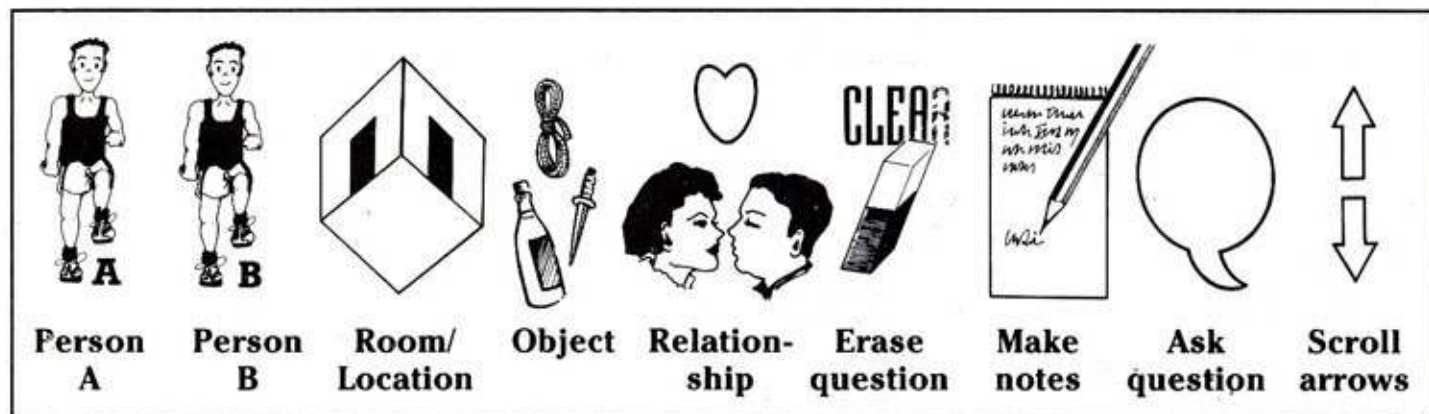
Clicking with the mode button selects between the movement arrows and the examine magnifying glass.

Search surfaces with the magnifying glass and click with the action button when you spot something. If something is there, it will appear in the frame together with a name. Some objects are potential weapons, some are not. Once an object is displayed on the small window you can examine it for fingerprints by clicking the action button when the cursor is on 'examine object for fingerprints' icon. Some objects will yield prints, others will not. This may be because the object is of a material that is too porous, or because the prints are smudged, or perhaps no one has touched the object in question.

When you click on a person with the examine magnifying glass pointer their portrait will appear in the small window, together with their name and any object that they are carrying.

If you wish to question a person, select them with the action button pointer. Click on the question mark icon. You are now in questioning mode.

ASKING A QUESTION



When you enter questioning mode, the above icons appear at the top of the screen. They are used to build up a question to ask the character concerned. At first, the five icons on the left appear as silhouettes to indicate they are not in use. They will show more detail when they are activated.

To ask a question about a person, place or object; point to the appropriate icon and press the action button. A list will now appear showing which people/places/objects are available to be subjects for your question. Select one by pointing to it and pressing the action button. If the list is too long to fit on the screen, only the first 14 will be displayed. Any others can be revealed using the scroll arrows.

For example, if you wish to ask about a particular person, select the 'Person A' icon. The list of characters will appear, just select the person of interest.

If you wish to ask a more specific question, you can select a second icon to be taken into account. For example, if you wish to find out whether a person used a particular object, select the person using the 'Person A' icon, then select the object using the 'Object' icon.

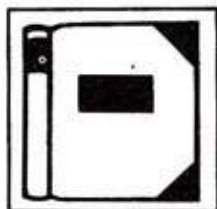
It is also possible to ask about the feelings between two people by using the 'Relationship' icon. The procedure is as follows: Select the first person as before, then select the 'Person B' icon and choose the second character. Clicking on the Relationship icon will display any jealousy, love, hate, etc. between the two people. Remember, you are looking for a motive for murder.

Now that the question has been constructed, it can be asked by pointing to the 'Ask Question' icon and pressing the action button. The question will then be answered by the interviewee. If any information is forthcoming, make sure you make a note of it, by selecting the 'Make Notes' icon. This information will be automatically cross-referenced with any other clues you may have gathered. The more complete your notes are, the better chance you have in solving the murder.

The 'Clear' icon allows you to reconstruct or remove an incorrectly constructed question.

Begin with general questions to build up an overall picture before becoming more specific. Some people will not know about a subject at all but be aware that others will lie.

Leave the questioning section by pressing the mode button.



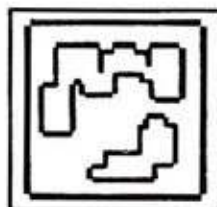
NOTEBOOK ICON

Click on the icon to enter the notebook. To enter the section you want to use, position the cursor and click the action button. In the notebook there is essential information to begin with, the time and location of the murder, and who discovered the body.

Additional information must be put in by you from the questioning section.

The information will be cross referenced. Information in one section will be mentioned in another.

Use the turn page pointer to look through the information. To leave the notebook use the mode button.



MAP ICON

To see a plan of the house use the map icon. Your location is located by a cross. Click on a room to see what it is called. To view the floors click on the level. Use the mode button to leave the map.



TAKE FINGERPRINTS

By clicking on the fingerprints icon you can examine an object for fingerprints, which appear in the small window. Position the cursor to place the print from the enlarged box into one of the smaller storage cells.



COMPARE FINGERPRINTS

When you select the compare prints icon you can compare prints from two sources. Select A or B to place a print into by clicking on the appropriate one, then copy a print from the storage cells by clicking the desired print.



WIPE OBJECT OF PRINTS

To clean off prints so that you can discover a suspect's prints, select the wipe object icon with an object in the small window. This will remove any prints already on it.



TAKE EXHIBIT ICON

The exhibit A icon allows the sleuth to take an object as an exhibit for prosecution. If you are already carrying something it will be swapped for the object in the small window.

Keep hold of the object that you think is the murder weapon as it is essential evidence for a successful prosecution.



ARREST SUSPECT ICON

The arrest icon is at the bottom of the icon skip. Only arrest someone if you think you have the murder weapon. You will arrest the person in the small window, and charge them with murder. Confirm your selection.

The paper will tell you of your heroic exploits if you are successful. It is more likely that at first you will be unsuccessful. If you are, the paper will tell you so. To achieve a successful prosecution you need to have correctly identified the murderer as well as the murder weapon.

HINTS ON PLAY

Question people generally to begin with, and then once you have an idea, follow it up with more detailed questions.

The time a suspect was in a location is important, as is a knowledge of the house layout. Even though they have a significant motive, some suspects will not have been able to reach the scene of the crime in time.

People will not incriminate themselves in a crime.

Take prints from weapons to eliminate them from your enquiry. Wipe an object and wait for somebody to pick it up and put it down to get their prints.

Make notes of your own as well as using the notebook facility.

Remember – The murder is totally logical, there are no psychopaths in the game (although we did consider putting some in just to fool you!) it can be solved.

QUICK GUIDE TO MURDER

LEFT MOUSE BUTTON select OPTION.

RIGHT BUTTON, MOVE/EXAMINE, QUIT OPTION or RETURN TO MAIN GAME.

MOVE SLEUTH around the house with the ARROWS.

EXAMINE OBJECTS with the MAGNIFYING GLASS POINTER.

TAKE FINGERPRINTS from objects in the examine window with the **FINGERPRINT ICON**.

SELECT PEOPLE to question with the same pointer and click on the **QUESTION MARK ICON** to enter questioning mode. Construct a question with the top row of icons. Say it with the speech bubble icon and record interesting information with the notebook icon.

When you think you know who did it, and with what weapon, select the weapon with exhibit A icon, select guilty person with the magnifying glass icon and arrest them with the arrest icon. If you are right, the newspaper will tell you so – if not you will be in disgrace.

Try the same murder again by inputting the same date, location and level as before.

You have two hours real time before Scotland Yard arrive and take over the case.

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SCENARIO

MURDER vous plonge dans le rôle d'une détective amateur, Mr Sleuth, qui se trouvait dans un manoir quand un meurtre fut commis et, comme Scotland Yard n'arrivera pas avant deux heures, vous décidez de résoudre vous-même le meurtre. Si jamais vous n'y parveniez pas en moins de deux heures Scotland Yard arriverait et prendrait l'affaire en main.

INSTRUCTIONS DE CHARGEMENT

ATARI ST/AMIGA

Eteignez l'ordinateur, introduisez la disquette dans le lecteur A et mettez en marche l'ordinateur.

C64

Mettez en marche l'ordinateur et le lecteur de disquette, introduisez la disquette et tapez 'LOAD "MURDER",8,1' puis appuyez sur <RETURN>.

PC

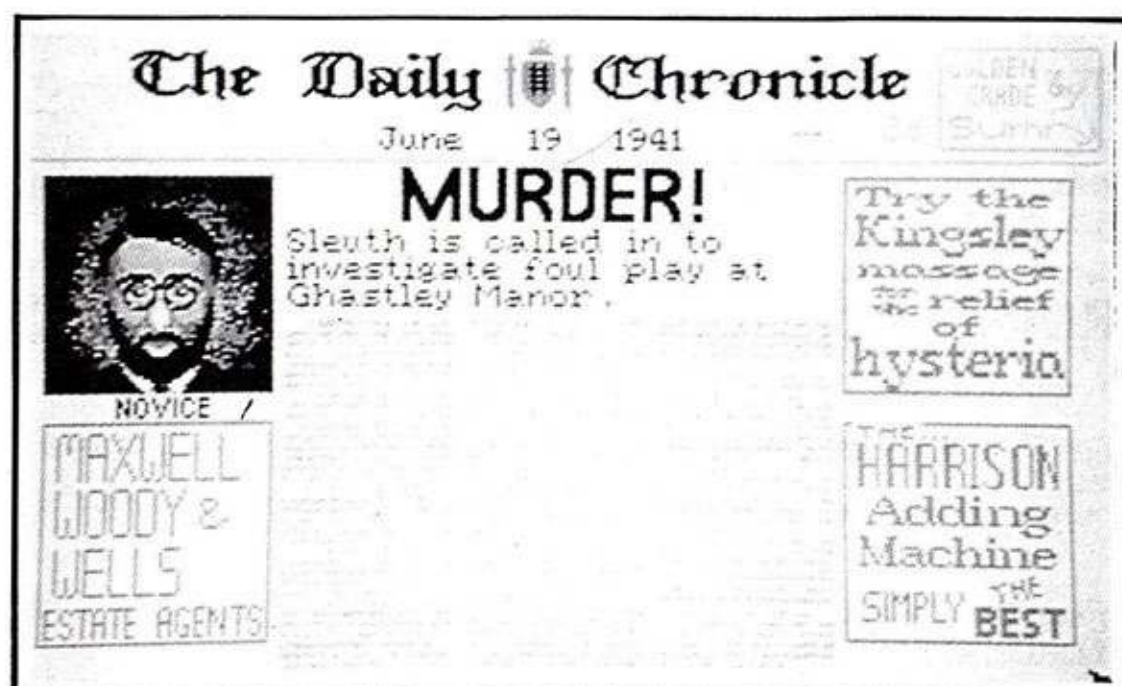
Introduisez la disquette dans le lecteur A puis mettez en marche l'ordinateur. Le jeu chargera alors, puis commencera automatiquement et, après l'écran de présentation, l'écran suivant apparaîtra.

PROTECTION DE LA DISQUETTE

Une fois que l'écran de chargement affiché, une question va apparaître, vous devez y répondre pour pouvoir mettre le jeu en route. La question sera la suivante:

"Quel est le mot _____ de la ligne _____ de la page _____?"

Référez-vous à la page appropriée de votre manuel, comptez le nombre de ligne demandé (N.B.: Les titres et les sous titres des illustrations comptent comme des lignes, mais les mots qui se trouvent sur les illustrations ou diagrammes, ne comptent pas.) Comptez en ensuite les mots de votre ligne et entrez le mot correspondant. Si vous avez bien entré le mot qu'il fallait, vous pourrez alors commencer le jeu.



CONTROLES

Action	Haut/Bas/ Gauche/Droite	Bouton d'action	Bouton de mode
Atari ST/Amiga/ PC avec souris	Souris	Bouton gauche de la souris	Bouton droite de la souris
PC sans souris	Curseur	⟨RETURN⟩	⟨ESCAPE⟩
C64	Joystick	⟨FEU⟩	⟨ESCAPE⟩

CHOISIR UN MEURTRE

Vous pouvez choisir parmi près de 3 millions de meurtres à résoudre en changeant les informations du journal. Voici ce qu'il est possible de changer:

1. La date du journal.
2. Le nom de la maison.
3. Le type de maison (maison de campagne, manoir).
4. Le niveau de difficulté (Novice, Moyen, Expérimenté ou Super détective).

Vous pouvez modifier un de ces paramètres ou tous en déplaçant simplement le curseur du crayon pour pointer sur le paramètre que vous voulez modifier et en appuyant sur le bouton d'action (voir "Contrôles").

Pour commencer à jouer, appuyez sur le bouton de mode. Commencez avec le niveau "Novice" jusqu'à ce que vous vous soyez habitué à la logique du jeu.

Chaque meurtre est généré individuellement à partir de ces dates et de ces lieux. Exactement les même date, lieu et niveau de difficulté produiront un meurtre identique parmi les millions qui sont possibles.

Le nom de votre détective est généré à partir de son visage. Ce dernier peut être changé en cliquant sur le portrait du début. Vous pouvez modifier toutes les composantes de son visage en cliquant à l'endroit désiré. Nous avons trouvé des combinaisons de visages que certains reconnaîtront peut-être. Cependant, sachez que l'apparence de votre détective n'a aucun effet sur le meurtre généré.

GUIDE DETAILLE DE MURDER

Le bouton d'action sélectionne une option tandis que le bouton de mode abandonne l'option et permet de revenir à l'écran de jeu principal ou de choisir entre le mouvement et l'interrogation.

ECRAN PRINCIPAL

Pour déplacer le détective dans la maison, utilisez les flèches du pointeur de la souris. Cliquer sur le bouton d'action quand la flèche montre la direction désirée provoque le déplacement du détective dans cette direction.

Cliquer sur le bouton de mode permet de choisir entre les flèches de mouvement et la loupe.

Examinez les surfaces avec la loupe et cliquez sur le bouton d'action quand vous remarquez quelque chose. S'il y a bien quelque chose à cet endroit, il apparaîtra dans le cadre avec son nom. Certains objets sont des armes potentielles, d'autres non. Une fois qu'un objet est dans la petite fenêtre, vous pouvez y chercher des empreintes digitales en cliquant sur l'icône appropriée. Certains objets révéleront des empreintes, d'autres non. (Matière trop poreuse, empreintes inutilisables ou objet touché par personne).

Quand vous cliquez sur un personnage avec la loupe, son portrait apparaît dans une petite fenêtre ainsi que son nom et parfois objet qu'il tient.

Si vous voulez interroger quelqu'un, choisissez la personne à l'aide du pointeur et cliquez sur l'icône d'interrogation. Vous êtes maintenant en mode d'interrogation.

POSER UNE QUESTION



Lorsque vous vous mettez en mode “question”, les icônes ci-dessus vont apparaître au sommet de votre écran. Elles sont utilisées pour préparer les questions que vous allez poser aux personnages concernés. Au départ, les cinq icônes de gauche apparaissent en silhouette pour indiquer qu’elles ne sont pas utilisées. Vous les verrez mieux quand elles seront activées.

Pour poser une question sur une personne, un endroit ou un objet; pointez sur l’icône appropriée et appuyez sur la touche “action”. Une liste va apparaître, et vous montrer les personnages/endroits/objets qui sont disponibles pour être sujets à vos questions. Sélectionnez-en un en le pointant et en appuyant sur la touche “action”. Si la liste est trop longue pour votre écran, seuls les quatorze premiers vont s’afficher. Vous pouvez faire apparaître les autres en utilisant les flèches de défilement.

Par exemple, si vous voulez en savoir plus sur une personne particulière, sélectionnez l’icône “Personne A”. La liste des personnages va s’afficher: vous n’avez plus qu’à choisir la personne qui vous intéresse. Si vous voulez poser une question plus spécifique vous pouvez sélectionner une seconde icône qui sera elle aussi prise en compte. Par exemple, si vous voulez savoir si une personne a utilisé un objet particulier: Sélectionnez la personne en utilisant l’icône “personne A”, puis sélectionnez l’objet en utilisant l’icône “objet”.

Il est aussi possible d’en savoir plus sur les sentiments des personnages en utilisant l’icône “liens”. Voici la procédure à suivre:

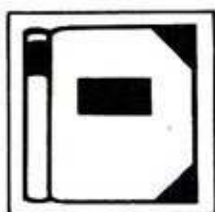
Sélectionnez la première personne comme précédemment, puis sélectionnez l’icône “Personne B” et choisissez le second personnage. Désignez ensuite l’icône “liens” et vous verrez apparaître la jalousie, la haine, l’amour, etc.. pouvant exister entre les deux personnes. Souvenez-vous que vous êtes à la recherche du motif d’un meurtre.

Maintenant que votre question est prête, vous pouvez la poser en pointant sur l'icône "poser une question" et en appuyant sur la touche "action". Celui que vous interrogez va alors répondre à votre question. Si un renseignement vous paraît important, n'oubliez pas d'en prendre note, en sélectionnant l'icône "Prise de notes". Cette information sera automatiquement comparée aux autres indices que vous aurez rassemblés. Plus vos notes seront complètes, plus vous aurez de chance de résoudre le mystère de ce meurtre.

L'icône "effacer" vous permet de reconstruire ou de retirer une question mal-formulée.

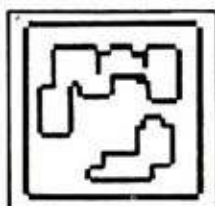
Commencez par des questions d'ordre général pour obtenir une vue d'ensemble puis devenez plus spécifique. Certaines personnes ne sauront rien, mais attention, d'autres vous mentiront.

Quittez la section "question" en appuyant sur la touche "mode".



ICONE CARNET

Cliquez sur cet icône pour utiliser le carnet. Cliquez sur la section désirée avec le bouton d'action. Le carnet contient des informations essentielles pour commencer l'enquête ; l'heure et le lieu du meurtre, et qui trouva le corps. Vous pouvez y mettre d'autres informations à partir de la section d'interrogation. Les informations seront mises en référence. Tournez les pages en utilisant le pointeur de tourne-page. Quittez le carnet avec le bouton de mode.



ICONE CARTE

Cet icône vous fait voir le plan de la maison. L'endroit où vous vous trouvez est indiqué par une croix. Cliquez sur une pièce pour connaître son nom. Cliquez sur le nom de l'étage pour voir d'autres étages. Quittez la carte en cliquant sur le bouton de mode.



PRENDRE DES EMPREINTES

Si un objet se trouve dans la petite fenêtre, vous pouvez y chercher des empreintes en cliquant sur cette icône. Utilisez le pointeur pour déplacer l'objet de la plus grande boîte dans la plus petite.



COMPARER DES EMPREINTES

Pour comparer des empreintes provenant de deux sources, choisissez cette icône. Choisissez la boîte A ou B pour y mettre une empreinte en cliquant sur la boîte choisie et copiez une empreinte à partir des boîtes de conservation en cliquant sur l'empreinte choisie.

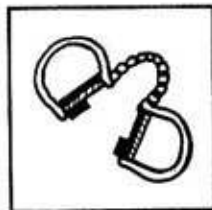


Effacer les empreintes d'un objet afin de découvrir les empreintes d'un suspect, choisissez cette icône avec un objet dans la petite fenêtre. Les empreintes se trouvant sur cet objet seront effacées.



PRENDRE UNE PIECE A CONVICTION

L'icône d'une pièce à conviction A permet au détective de prendre un objet comme pièce à conviction pour l'accusation. Si vous portez déjà quelque chose, il sera remplacé par l'objet choisi dans la petite fenêtre. Gardez l'objet que vous pensez être l'arme du crime car c'est essentiel pour mener à bien l'accusation.



ARRETER UN SUSPECT

Cette icône est au bas de la colonne d'icônes. N'arrêtez quelqu'un que si vous pensez avoir l'arme du crime. Vous arrêterez la personne dont le portrait se trouve dans la petite fenêtre et vous l'accuserez de meurtre. Confirmez votre choix.

Si vous êtes couronné de succès, le journal parlera de vos exploits héroïques. Si, ce qui est le plus probable au début, vous échouez, le journal en parlera aussi. Pour gagner le procès, vous devez identifier correctement l'assassin ainsi que l'arme du crime.

CONSEILS

Commencez d'abord par poser des questions et, quand vous aurez une idée plus précise, enchaînez avec des questions plus détaillées.

Le temps passé par un suspect dans un lieu a son importance, ainsi que la connaissance du plan du manoir. Bien que certains suspects aient un mobile important, ils ne pouvaient pas être sur le lieu du crime en temps voulu.

Personne ne se compromettra dans le crime. Prenez des empreintes sur les armes. Essayez un objet et attendez que quelqu'un le ramasse et le dépose pour prendre ses empreintes.

Prenez-vous – même des notes ou utilisez le carnet.

N'oubliez – pas que le meurtre est complètement logique : il n'y a pas de psychopathes dans le jeu (bien que nous ayons pensé à en mettre juste pour vous embêter). Vous pouvez résoudre l'affaire grâce à votre bon sens.

GUIDE RAPIDE DE MURDER

Le BOUTON GAUCHE DE LA SOURIS sélectionne une OPTION.

Le BOUTON DROITE, DEPLACER/EXAMINER, QUITTER L'OPTION ou RETOURNER AU JEU PRINCIPAL.

DEPLACER SLEUTH dans le manoir avec les FLECHES du curseur.

EXAMINER LES OBJETS avec la LOUPE PRENEZ DES EMPREINTES DIGITALES des objets visualisés dans la fenêtre d'examination en utilisant l'ICONE DES EMPREINTES DIGITALES.

CHOISISSEZ LES PERSONNES à interroger avec la loupe et cliquez sur l'ICONE POINT D'INTERROGATION pour entrer en mode d'interrogation. Elaborez une question avec la rangée d'icônes du haut. Parlez avec l'icône représentant une BULLE et conservez les informations intéressantes en utilisant l'icône représentant un CARNET.

Quand vous pensez avoir découvert l'assassin et l'arme du crime, choisissez l'arme avec l'icône pièce à conviction A, choisissez le (la) coupable avec l'icône loupe et procédez à l'arrestation avec l'icône correspondante. Si vous avez raison, le journal vous en informera, si vous vous êtes trompé, vous serez déshonoré.

Vous pouvez essayer de résoudre encore le même meurtre en choisissant les mêmes date, lieu et niveau qu'avant.

Vous disposez deux heures en temps réel avant que Scotland Yard n'arrive sur les lieux pour prendre la direction de l'enquête.

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SCENARIO

Il gioco dell'omicidio ti mette nei panni di un investigatore dilettante alla quale succede di capitare sulla scena del delitto e, poichè Scotland Yard non arriverà prima di due ore, tu decidi di cercare di risolvere il delitto da solo. Se passate le due ore il caso rimane ancora irrisolto, arriverà Scotland Yard e si impossesserà del caso.

ISTRUZIONI DI CARICAMENTO

ATARI ST/AMIGA

Spegni il computer, inserisci il disco nel Drive A, accendi il computer.

C64

Accendi il computer e il disco-drive, inserisci il disco e poi batti "LOAD" "MURDER", 8,1 infine, premi il tasto <RETURN>.

PC

Inserisci il disco nel Drive A e accendi il computer. Il gioco si caricherà e girerà automaticamente. Dopo la presentazione dei titoli ti si presenterà il seguente schermo....

PROTEZIONE

Dopo la videata di caricamento, appare una domanda alla quale devi rispondere per poter continuare il gioco. La domanda appare nella forma seguente:

'What is word _____ on line _____ of page _____?'

(Che parola è _____ sulla riga _____ di pagina _____?)

Consulta la pagina appropriata sul manuale, conta il numero appropriato di righe (nota: i titoli e sottotitoli delle illustrazioni contano come righe, ma non il testo nelle illustrazioni e nei diagrammi). Poi conta sulla riga e scrivi la parola giusta. Se hai scritto la parola giusta, puoi continuare a giocare.

The Daily Chronicle

June 19 1941



NOVICE

**MAXWELL
WOODY &
WELLS**
ESTATE AGENTS

MURDER!

Sleuth is called in to investigate foul play at Ghastley Manor.

Try the
Kingsley
massage
for relief
of
hysteria

THE
HARRISON
Adding
Machine
SIMPLY THE **BEST**

SOMMARIO DEI CONTROLLI

	Azione	Sù/Giù/ Destra/Sinistra	Tasto Azione	Tasto Mode
Computer				
Atari ST/Amiga/ PC con mouse		Mouse	Tasto mouse sinistro	Tasto mouse destro
PC senza mouse		Tasto cursor	⟨RETURN⟩	⟨BARRA SPAZIATRICE⟩
Commodore 64		Joystick	⟨CAPS FUOCO⟩	⟨BARRA SPAZIATRICE⟩

COME SCEGLIERE UN'OMICIDIO

È possibile selezionare uno dei 3 milioni di omicidi da risolvere, cambiando le informazioni scritte sul giornale. È possibile cambiare le seguenti cose....

1. La data del giornale.
2. Il nome della casa.
3. Il tipo di casa (villa, appartamento ecc.)
4. Il livello di difficoltà (per principianti, medio, esperti o super investigatori).

Uno o tutti possono essere cambiati semplicemente muovendo la penna-cursor per puntarlo sul parametro da cambiare per poi premere il tasto-action.

Per incominciare il gioco premi semplicemente il tasto-mode. Incomincia dal livello per principianti finchè non ti sarà familiare il modo con cui il gioco logicamente lavora. Soltanto l'esatta data, luogo e livello di difficoltà ti creerà un'omicidio identico nei confronti dei milioni di casi che sono possibili.

Il nome del tuo investigatore viene inventato con la sua apparizione. Questo può essere cambiato con uno click sul tasto-action quando, alla partenza il cursor è sul suo ritratto. Tutti i lineamenti del suo viso possono essere cambiati da un click sul tasto-action quando il cursor è oltre l'area corretta. Usando differenti variazioni potresti scoprire che alcune facce ti saranno familiari.

GUIDA DETTAGLIATA DELL'OMICIDIO

CONTROLLO DELLE PAGINE

Controllo generale, il tasto-action sceglie un'opzione mentre il tasto-mode esce e ritorna sul schermo principale o sceglie tra movimento ed esame.

SCHERMO PRINCIPALE

Per far muovere l'investigatore intorno alla casa usare le frecce del puntatore-mouse. Per causare il movimento dell'investigatore punta la freccia verso la direzione richiesta e premi lo scatto del tasto-action.

Il tasto-mode sceglie, con un click, tra le frecce di movimento e l'esame con le lenti d'ingrandimento.

Perlustra le superfici con le lenti d'ingrandimento e premi lo scatto con il tasto-action quando hai individuato qualche cosa. Se là c'è qualche cosa, apparirà sul quadre insieme al nome. Alcuni oggetti sono delle potenziali armi, altri no. Una volta che l'oggetto si trova su una piccola finestra tu puoi esaminarlo per le impronte digitali premendo il tasto-action quando il cursor è sull'icona "esamina-oggetto per l'impronte digitali."

Su qualche oggetto le impronte appariranno, sul altre no. Questo può succedere perchè l'oggetto può essere troppo permeabile o anche perchè sono macchiate. C'è anche la possibilità che nessuno abbia toccato l'oggetto in questione.

Quando premi lo scatto su una persona con il puntatore "lente d'ingrandimento esaminante", il suo ritratto apparirà in una piccola finestra insieme con il suo nome e l'oggetto che sta portando.

Se tu desideri interrogare una persona sceglielo con il puntatore tasto-action. Premi lo scatto sull'icona "punto di domanda". Ora sei nella sezione interrogatorio.

FARE UNA DOMANDA



Quando entri in modulo di domanda, le icone qui sopra appaiono in alto sullo schermo. Queste sono usate per formulare le domanda al personaggio in oggetto. All'inizio, le cinque icone sulla sinistra appaiono come sagome per indicare che non sono attive. Quando vengono attivate, indicheranno più dettagli.

Per fare una domanda ad una persona, su un luogo o un oggetto, punta sull'icona appropriata e premi il pulsante di azione. Se la lista è troppo lunga per entrare nello schermo, appaiono solo le prime 14 voci. Tutte le altre le puoi vedere facendo scorrere con le frecce.

Per esempio, se vuoi chiedere di una data persona, seleziona l'icona Persona A (Person A). Appare una lista di personaggi su cui basta selezionare quello che ti interessa.

Se desideri fare domande più specifiche, puoi selezionare una seconda icona da prendere in considerazione. Per esempio, se vuoi sapere se una persona ha usato un dato oggetto, seleziona la persona mediante l'icona Persona A, poi selezione l'oggetto mediante l'icona Oggetto (Object).

È anche possibile fare domande sui sentimenti tra persone usando l'icona Rapporto (Relationship). La procedura è la seguente:

Seleziona la prima persona come prima, poi selezione l'icona Persona B e scegli il secondo personaggio. Facendo clic sull'icona Rapporto, appaiono gelosia, odio, amore, ecc. tra le due persone.

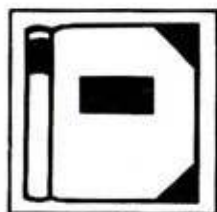
Ricordati che stai cercando un movente per l'omicidio.

Adesso che la domanda è stata formulata, può essere posta puntando sull'icona Fai Domanda (Ask Question) e premendo il pulsante di azione. La domanda viene quindi risposta dall'intervistato. Se la risposta contiene delle informazioni, assicurati di prendere nota selezionando l'icona Prendi Nota (Make Notes). Questa informazione viene automaticamente confrontate con qualunque altro indizio in tuo possesso. Più le tue note sono accurate, migliori risultano le tue possibilità di risolvere il delitto.

L'icona Cancelli (Clear) ti permette di riformulare o eliminare una domanda incorrettamente formulata.

Inizia con domande generiche per farti un'idea, prima di diventare più specifico. Certe persone saranno del tutto all'oscuro su un determinato soggetto, ma stai attento che altri mentiranno.

Esci dalla sezione interrogatorio premendo il pulsante di modulo.



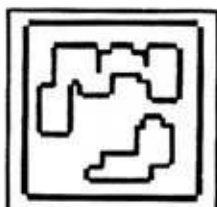
ICONA – BLOCCETTO

Premi lo scatti sull'icona per entrare nel bloccetto. Per entrare nella sezione che tu desideri posiziona il cursor e premi lo scatto del tasto sinistro. Nel bloccetto ci sono delle informazioni essenziali come, il luogo del delitto e chi ha trovato il corpo, che ti servono per incominciare il gioco.

Informazioni supplementari devono essere messe da te, dalla sezione-interrogatorio.

Le informazioni saranno di rimando. Essi saranno menzionate anche in un'altra sezione.

Usa il puntatore "Gira-pagina" per guardare attraverso le informazioni.



ICONA – MAPPA

Per vedere la pianta della casa usa l'icona "Mappa". Il tuo luogo è localizzato da una croce. Premi lo scatto su una stanza per vedere come si chiama. Per vedere il pavimento premi lo scatto sul livello. Per lasciare la mappa usa il tasto destro.



PER PRENDERE LE IMPRONTE DIGITALI

Premendo lo scatto sull'icona "Impronte digitali" puoi esaminare un oggetto per le impronte digitali. Posiziona il cursor per mettere l'impronta da una scatola ingrandita in una delle più piccole cell-deposito.



PER METTERE A CONFRONTO LE IMPRONTE DIGITALI

Quando selezioni questa icona tu puoi mettere a confronto le impronte da due fonti.

Seleziona A o B per mettere un'impronta dentro premendo su quello appropriato poi, riproduci un'impronta dalla cella-deposito premendo sull'impronta desiderata.



PER PULIRE L'OGGETTO IMPRONTATO

Per pulirle, cosicchè puoi trovare quelle del sospetto, seleziona l'"Icona-pulizia" con un oggetto in una piccola finestra. Ciò rimuoverà tutte le impronte che già orano sù.

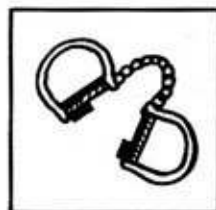


ICONA – PRENDI LA PROVA

L'icona "Prova A" permette all'investigatore di prendere un'oggetto come prova d'accusa.

Se tu stai già portando qualch'cosa esso può essere scambiato per l'oggetto nella piccola finestra.

Tieniti stretto l'oggetto che pensi che sia l'arma del delitto come prova essenziale per un successo nell'accusare.



ICONA – ARRESTO DEL SOSPETTO

L'icona dell'arresto si trova al di sotto dell'icona skip (salto). Arresta qualcuno solo se tu pensi che egli abbia l'arma del delitto. Arresterai la persona nella piccola finestra e l'accuserai di omicidio. Conferma la tua scelta.

Se hai avuto successo il giornale ti dirà della tua eroica impresa. Sarà molto più probabile che la prima volta finirà con un insuccesso. Anche questo il giornale te lo dirà. Per archiviare il caso con successo hai bisogno di identificare correttamente sia l'assasino che l'arma del delitto.

SUGGERIMENTI

Per incominciare fai domande di carattere generale e poi, una volta che tu hai inquadrato la situazione, insisti con domande più dettagliate.

È importante sia che un sospetto era sul luogo del delitto che la conoscenza del tracciato della casa.

Anche se alcuni sospetti avrebbero un motivo importante per uccidere la vittima, non sarebbero stati in grado di raggiungere alla scena del crimine in tempo.

In un crimine la gente non s'incrimina.

Prendi le impronte per eliminarle dalla tua indagine. Per prendere le impronte, pulisci un'oggetto ed aspetta che qualcuno lo prenda e lo metta giù.

Scrivi per conto tuo appunti così come usar con abilità il blocchetto.

Ricorda – il delitto è totalmente logico, nel gioco non vi sono psicopatici (anche se avremmo voluto metterne qualcuno giusto per ingannarti) il caso può essere risolto.

VELOCE GUIDA ALL'OMICIDIO

TASTO MOUSE SINISTRO seleziona OPZIONE.

TASTO DESTRO, MUOVI ESAMINATORE, QUIT OPZIONE o RITORNO AL GIOCO PRINCIPALE.

MUOVI L'INVESTIGATORE intorno alla casa con le FRECCIE.

ESAMINA OGGETTI con la LENTE D'INGRANDIMENTO.

Prendi le impronte digitali dell'oggetto nella finestra-esaminante con l'icona "IMPRONTE DIGITALI".

SCEGLI LE PERSONE da interrogare con il solito puntatore e premi lo scatto su "DOMANDA".

ICONA "PUNTO DI DOMANDA" per entrare nella sezione-interrogatorio. Costruisci la domanda con le top-righe dell'icona. Parla con l'icona "fumetto" e registra le informazioni più importanti con l'icona "blocchetto".

Quando pensi di sapere chi è il colpevole e qual'è l'arma, scegli l'arma con l'icona "Prova A", scegli il colpevole con la lente d'ingrandimento e arrestalo con l'icona "Arresto". Se tu non hai sbagliato il giornale te lo dirà altrimenti ti troverai in disgrazia.

Prova ancora il simile omicidio mettendo la stessa data, luogo e livello.

Hai due ore di tempo reale prima che arrivi Scotland Yard ad impossessarsi del caso.

SZENARIO

Das Spiel MURDER versetzt Dich in die Rolle eines Amateur-Detektivs, der zufälligerweise am Schauplatz eines Mordes ist, und weil Scotland Yard erst in zwei Stunden eintreffen kann, beschließt Du, den Fall auf eigene Faust zu lösen. Solltest Du nach zwei Stunden den Täter noch nicht gefunden haben, wird die Polizei den Fall übernehmen.

LADEANWEISUNGEN

ATARI ST/AMIGA

Schalte den Computer aus, lege die Diskette ins Laufwerk A und schalte den Rechner wieder ein.

C64

Schalte Computer und Diskettenlaufwerk an, lege die Diskette ein und gib über die Tastatur "MURDER",8,1 ein. Anschließend drückst Du die <RETURN>-Taste.

PC

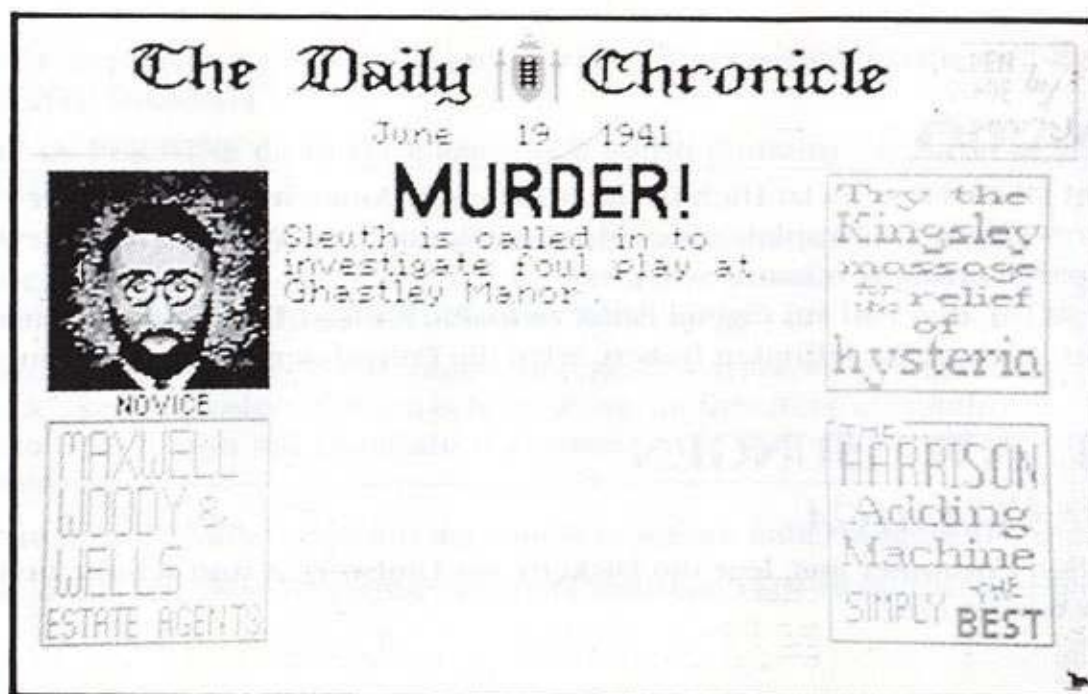
Lege die Diskette ins Laufwerk 'A' und schalte den Computer an. Das Spiel wird automatisch geladen. Nach den Danksagungen erscheint folgendes Bild...

DER KOPIERSCHUTZ

Nach dem Titelbild erscheint eine Frage auf dem Bildschirm, die Sie beantworten müssen, wenn Sie das Spiel spielen wollen. Die Frage wird wie folgt aussehen:

Welches ist das Wort _____ in Belle _____ auf Seite _____?

öffnen Sie den angegebene Seite des Handbuches. Zählen Sie dann die geforderte Zeile von oben ab. ACHTUNG: überschrieben und Bildunterschriften werden mitgezählt, Texte in Diagrammen und Bildern jedoch nicht. Zählen Sie nun in der Zeile von rechts das erfragte Wort ab und geben Sie es ein. Wenn Sie das richtige Wort eingegeben haben, beginnt das Spiel.



ÜBERSICHT STEUERUNG

Kontrolle	Auf/Ab Links/rechts	Aktions- Knopf	Modus- Knopf
Computer			
Atari ST Amiga	Maus Maustaste	Linke Maustaste	Rechte
PC mit Maus			
PC ohne Maus	Cursortasten	<RETURN>	<LEERTASTE>
Commodore 64	Joystick	Feuerknopf	<LEERTASTE>

SO WÄHLST DU EINEN FALL

Du kannst jeweils einen von fast 3 Millionen Mordfällen bearbeiten, wobei jeder einzelne Fall durch die Informationen in der Zeitung bestimmt wird. Folgende Gegebenheiten kannst Du verändern...

- 1) Das Datum der Zeitung
- 2) Den Namen des Hauses
- 3) Die Art des Hauses ("Grange" (Hof), "Manor" (Gut) etc.)
- 4) Den Schwierigkeitsgrad - Novice, Average, Experienced oder Supersleuth (Anfänger, Durchschnitt, Fortgeschritten, Super Detektiv).

Die Daten änderst Du ganz einfach, indem Du mit dem Cursor auf den gewünschten Parameter zeigst und den Aktions-Knopf drückst.

Das Spiel startest Du mit dem Modus-Knopf.

Wir empfehlen zu Beginn den Anfänger-Level, damit Du Dich erst einmal mit der Spielhandlung und -logik vertraut machen kannst.

Jeder Fall wird aus den Daten und Örtlichkeiten konstruiert. Nur wenn Du dasselbe Datum, denselben Ort und denselben Schwierigkeitsgrad wählst, erhältst Du denselben Fall noch einmal.

Der Name Deines Detektivs wird von seiner äußeren Erscheinung bestimmt. Diese veränderst Du, indem Du den Aktions-Knopf drückst, wenn sich der

Cursor auf dem Porträt befindet, das zu Beginn des Spiels erscheint. Alle Teile des Gesichtes können ausgetauscht werden, und nach einigem Probieren wirst Du vielleicht feststellen, daß Dir einige der Charaktere sehr bekannt vorkommen.

AUSFÜHRLICHE ANLEITUNG FÜR MURDER

ALLGEMEINE STEUERUNG

Der Aktions-Knopf wählt eine Option, während der Modus-Knopf Dich zum Hauptbildschirm zurückführt oder zwischen "Bewegen" und Untersuchen" umschaltet.

HAUPTBILDSCHIRM

Deinen Detektiv bewegst Du mit dem Mausfeil rund um das Haus. Klickst Du den Aktions-Knopf an, bewegt sich der Detektiv in die gerade angezeigte Richtung.

Mit dem Modus-Knopf schaltest Du zwischen den Bewegungspfeilen und der Lupe für genaue Untersuchungen hin und her.

Untersuche Verdächtiges mit der Lupe und drücke den Aktions-Knopf, wenn Du etwas entdeckt zu haben glaubst. Findest Du tatsächlich etwas, erscheint der Gegenstand zusammen mit seiner Bezeichnung in dem Rahmen. Einige der Dinge können Waffen sein, andere nicht. Wird das Objekt im kleinen Fenster angezeigt, kannst Du es auf Fingerabdrücke untersuchen, indem Du den Aktionsknopf drückst, wenn sich der Cursor auf dem Fingerabdruck-Symbol befindet. Findest Du keine Abdrücke, kann es daran liegen, daß das Material

des Gegenstandes zu porös ist, die Abdrücke verwischt sind oder niemand den betreffenden Gegenstand angefaßt hat.

Klickst Du mit dem Lupen-Cursor eine Person an, erscheint deren Porträt im kleinen Fenster zusammen mit ihrem Namen und allen Objekten, die sie bei sich trägt.

Willst Du die Person befragen, drückst Du den Aktionsknopf, wenn der Cursor sich auf dem Fragezeichen befindet. Nun bist Du im Verhörmodus.

EINE FRAGE STELLEN



Wenn sie in den Frage-Modus umschalten, werden die abgebildeten Icons oben im Bild erscheinen. Sie brauchen sie, um die angesprochene Figur befragen zu können. Die fünf Icons auf der linken Seite erscheinen zuerst als Silhouetten, als Zeichen, daß sie noch nicht benutzt werden können. Sie zeigen mehr Details, wenn sie aktivierbar sind.

Um eine Frage über eine Figur, einen Ort oder ein Objekt zu stellen, setzen Sie den Zeiger auf das entsprechende Icon und drücken den Aktions-Knopf. Nun erscheint eine Liste von Personen/Orten/Objekten, auf die sich Ihre Frage beziehen kann. Wählen Sie eine/einen/eines mit dem Zeiger aus und drücken Sie erneut den Aktions-Knopf. Ist die Liste für den Bildschirm zu lang, werden nur die ersten 14 Eintragungen angezeigt. Mit den Scroll-Pfeilen können Sie weitere Eintragungen auf den Bildschirm holen.

Beispiel: Sie wollen eine Frage über eine bestimmte Person stellen. Wählen Sie das Icon Person A. Eine Liste der möglichen Charaktere wird geöffnet. Wählen Sie nun die gewünschte Figur.

Wenn Sie eine genauere Frage stellen wollen, können Sie ein zusätzliches Icon auswählen.

Beispiel: Sie wollen die Frage stellen, ob eine Person ein bestimmtes Objekt benutzt hat. Wählen Sie mit den Icon Person A die entsprechende Figur und anschiesend mit dem Icon object dem entsprechenden Gegenstand.

Mit dem Icon Relationship können Sie Fragen Über das Verhältnis zwischen zwei Personen stellen.

Beispiel: Wählen Sie die erste Person wie oben beschrieben. Wählen Sie dann mit dem Icon Person B die zweite Person und klicken Sie dann das Icon Relationship an. Ihnen wird dann angezeigt, ob zwischen den beiden gewählten Personen Gefühle wie eifersucht, Hass, Liebe, usw, bestehen.

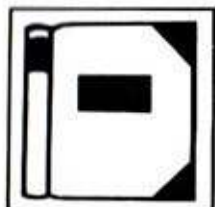
Bedenken Sie, daß Sie nach einem Mordmotiv suchen.

Nachdem Sie die Frage zusammengebaut haben, wird sie mit dem Icon Ask Question ausgesprochen. Der Befragte beantwortet sie dann. Sie sollten sich jede Information, die Sie erhalten, notieren. Dazu nutzen Sie das Icon Make Notes. Automatisch wird jede neue Eintragung mit bereits vorhandenen verglichen, um so ein Gesamtbild zu erstellen. Je mehr Daten Sie in Ihr Notizbuch eintragen , desto komplexer werden Ihre Eintragungen, und desto eher haben Sie eine Chance, den Mörder zu überführen.

Mit dem Icon Clear korrigieren Sie eine falsch aufgebaute Frage oder löschen sie ganz.

Fangen Sie mit allgemeinen Fragen an, um, sich einen Überblick zu verschaffen, gehen Sie anschließend erst in die Details. Einige Personen werden Ihnen überhaupt keine Informationen geben können - sie wissen einfach nichts. Andere werden lügen....

Mit dem Mode-Knopf verlassen Sie den Frage-Modus.



NOTIZBUCH SYMBOL

Klicke das Symbol an und Dein Notizbuch wird aufgeschlagen. Um den gewünschten Bereich aufzurufen, zeigst Du mit dem Cursor darauf und drückst die linke Maustaste. Im Notizbuch findest Du wichtige Informationen über Zeit und Ort der Tat und die Person, die die Leiche fand. Zusätzliche Informationen mußt Du Dir im Verhörmodus notieren.

Die Informationen sind auch mit Querverweisen versehen, d.h. auf bestimmte Einträge wird auch in einem anderen Bereich hingewiesen.

Mit dem Cursor zum Blättern kannst Du alle Fakten durchsehen. Mit der rechten Maustaste verläßt Du das Notizbuch.



KARTEN-SYMBOL

Willst Du einen Plan des Hauses sehen, benutzt Du das Karten-Symbol. Dein derzeitiger Aufenthaltsort wird mit einem Kreuz gekennzeichnet. Durch Anklicken kannst Du auch die anderen Stockwerke ansehen. Mit der rechten Taste verläßt Du die Karte.



FINGERABDRÜCKE NEHMEN

Wenn Du das Fingerabdruck-Symbol anklickst, kannst Du einen Gegenstand auf solche untersuchen, die dann im kleinen Fenster erscheinen. Setze den Cursor darauf, um den Abdruck aus der vergrößerten Ansicht in einem der Ablagefächer unterzubringen.



FINGERABDRÜCKE VERGLEICHEN

Wählst Du das Symbole zum Vergleichen von Fingerabdrücken, kannst Du zwei verschiedene Abdrücke vergleichen. Wähle A oder B, um den Abdruck zu bekommen, dann kopiere einen Abdruck aus den Ablagefächern, indem Du das gewünschte anklickst.



ABDRÜCKE VOM GEGENSTAND LÖSCHEN

Um Fingerabdrücke zu entfernen, damit Du die Abdrücke eines Verdächtigen nehmen kannst, wähle das Symbol zum Löschen der Abdrücke, während sich der Gegenstand im kleinen Fenster befindet. Damit werden alle Fingerspuren vom Objekt entfernt.



BEWEISSTÜCK NEHMEN

Das Beweisstück-A-Symbol ermöglicht dem Detektiv, einen Gegenstand als Beweis für die Anklage zu konfiszieren. Trägst Du bereits etwas bei Dir, wird das Beweisstück damit vertauscht.

Behalte den Gegenstand, den Du für die Mordwaffe hältst, unbedingt bei Dir, da er für eine erfolgreiche Anklage entscheidend ist.



VERDÄCHTIGE VERHAFTEN

Das Verhaftungs-Symbol befindet sich am unteren Ende der Symbolleiste. Verhafte nur jemanden, wenn Du meinst, daß Du im Besitz der Mordwaffe bist. Die verhaftete Person erscheint im kleinen Fenster, und Du mußt sie des Mordes beschuldigen. Bestätige anschließend Deine Auswahl.

Die Zeitung wird von Deinen heldenhaften Ermittlungen berichten, wenn Du erfolgreich warst. Allerdings ist zu Beginn zu befürchten, daß Du keinen Erfolg hast, doch auch das verschweigt die Zeitung nicht. Um eine erfolgreiche Anklage auszusprechen, mußt Du sowohl den Mörder richtig identifizieren, als auch die Tatwaffe finden.

TIPS ZUM SPIEL

Befrage die Personen zu Anfang nur ganz allgemein, und erst wenn Du einen Verdacht hast, verfolge diesen mit detaillierteren Fragen.

Die Zeit, zu der sich ein Verdächtiger an einem bestimmten Ort befand und die genaue Kenntnis des Hausgrundrisses sind von großer Bedeutung. Auch wenn manche Verdächtige durchaus Motive für die Tat hatten, gibt es einige, die zur Tatzeit nicht am Tatort gewesen sein können.

Die Personen werden sich niemals selbst belasten.

Nimm Abdrücke von Waffen, um sie eventuell als Tatwaffe auszuschließen. Wische Gegenstände ab und warte darauf, daß jemand sie aufhebt, damit Du seine Fingerabdrücke erhältst.

Mach Dir zusätzlich zum eingebauten Notizbuch Notizen auf Papier.

Denke immer daran - der Mord ist völlig logisch, es gibt keine geisteskranken Täter im Spiel (obwohl wir erst vorhatten, welche einzubauen, um Dich zu

Denke immer daran - der Mord ist völlig logisch, es gibt keine geisteskranken Täter im Spiel (obwohl wir erst vorhatten, welche einzubauen, um Dich zu verwirren). Es gibt immer eine Lösung.

KURZZUSAMMENFASSUNG

LINKE TASTE trifft AUSWAHL

RECHTE TASTE: BEWEGEN/UNTERSUCHEN, AUSWAHL ABBRECHEN oder ZUM HAUPTBILD ZURÜCKKEHREN.

Den DETEKTIV bewegst Du mit den PFEILEN durchs Haus.

UNTERSUCHE OBJEKTE mit dem LUPEN-CURSOR.

NIMM FINGERABDRÜCKE von Gegenständen im Untersuchungsfenster mit dem FINGERABDRUCK-SYMBOL.

WÄHLE PERSONEN zum Verhör mit demselben Cursor und klicke das FRAGEZEICHEN-SYMBOL an, um in den Verhörmodus zu kommen.

Konstruiere die Frage mit der oberen Symbolreihe. Sprich die Frage mit dem Sprechblasen-Symbol aus und zeichne interessante Informationen mit dem Notizbuch-Symbol auf.

Wenn Du glaubst, Du kennst den Täter und die Tatwaffe, wähle die Waffe mit dem Beweis-A-Symbol, die Person mit dem Lupen-Symbol und nimm sie mit dem Verhaftungs-Symbol fest. Hattest Du recht, steht es in der Zeitung, wenn nicht, fällst Du in Ungnade.

Versuche denselben Mord noch einmal, indem Du dasselbe Datum, denselben Ort und dieselbe Schwierigkeit wie vorher eingibst.

Du hast zwei Stunden Zeit (Echtzeit), bevor Scotland Yard ankommt und den Fall übernimmt.