Commodore 64
PLAYING INSTRUCTIONS

This package contains:

* a program diskette
* playing instructions
* a 32-page story booklet
* a ship map
* a note to Holmesians
* 90-day limited warranty

INTRODUCTION

"Another Bow" allows you to become the greatest detective of all time, Sherlock Holmes. As Holmes, you must use your renowned powers of deduction to solve six mysteriously intertwined cases aboard a celebrity-laden cruise of the S.S. *Destiny*. A 2000-word interactive vocabulary assures that you are part of the action—making your way about the ship, investigating strange events, and questioning the most famous and powerful figures of the early twentieth century.

This program will run on a Commodore 64 with a disk drive and a monitor or television. The disk is copy protected and cannot be duplicated. Should anything happen to your disk, refer to the replacement information on the enclosed warranty card.

GETTING STARTED

After reading the first three chapters and the passenger list, insert the disk, label side up, into the disk drive (or into Drive 1 if you have two disk drives). Then close the disk drive door and turn on the drive, the television or monitor and the computer. When you see the word **READY,** type

>**LOAD "*",8,1**

Then press **RETURN** .

After a short wait, you will see the Bantam logo and opening screens. These screens will advance automatically.

A prompt (>) appearing at the end of a text passage means the story—or one of its characters—requires an instruction or response from you. For details on what kinds of instructions or responses you can give, see the "What You Can Do" section of this manual. *All instructions or responses must be registered by pressing* RETURN

SELECTING PLAYING LEVELS

"Another Bow" allows two levels of play—EASY and DIFFICULT. On the EASY level, Dr. Watson, who acts as narrator throughout the story, provides additional hints on actions you should take to solve cases efficiently. These hints are tallied in a final score given to you at the end of the story. On the DIFFICULT level, Dr. Watson withholds these hints. "Another Bow" always begins on the DIFFICULT level. However, you may switch from DIFFICULT to EASY and back again whenever you like.

To select the EASY level, wait for a prompt and type

> **EASY**

To return to the DIFFICULT level, wait for a prompt and type

> **DIFFICULT**

Remember to press RETURN after every input.

SAVING OR RECALLING A GAME

You can save a game at any point and recall it when you choose.
To save a game, wait for a prompt and type

> **SAVE**

The game will ask you

DO YOU WISH TO SAVE THE GAME (Y/N)?_____

Enter >**Y** to save the game or enter >**N** if you have changed your mind.
To recall a game you have previously saved, wait for a prompt and type

>**REMEMBER**

It is a good idea to save the game periodically. That way, if you get off the track—finding yourself at an investigative "dead end"—you can always return to a previous saved point in the plot.

The program can save only one game at a time. You may save and let another person play a separate game to completion, but once that person saves a game, or you choose to save again, the previous save will be erased.

WHAT YOU (AS SHERLOCK HOLMES) CAN DO

The game's extensive interactive vocabulary allows you, as Holmes, vast flexibility in where you can go, what you can do and who you can talk to. The computer understands more than 2000 words. You can go beyond simple two-word instructions to enter sentences such as

> **TAKE THE NOTE**.

> **LET'S RETURN TO OUR STATEROOM.**

or

> **GO TO MRS. RYAN'S ROOM.**

Many of the verbs available for use in the game are coupled with specific types of objects (actions, people and locations). Therefore, when entering instructions for Watson and other characters, or in directing your own actions as Holmes, you should use the following "key" verbs for the best results:

POSSESSION (of Object)

accept____	carry____	keep____	save____	take____
acquire____	collect____	remove____	steal____	

COMMUNICATION (with Person)

alert____	ask____	converse with____	inform____	talk to____	warn____
answer____	command____	discuss____	listen to____	tell____

ACTION (toward Person)

accost____	catch____	grab____	injure____	nudge____	stab____
attack____	choke____	help____	kill____	punch____	strike____
bite____	clutch____	hit____	knock____	push____	throw____
bump____	embrace____	hurt____	murder____	slap____

MOVEMENT (to/from Location)

continue____	enter____	go____	move____	return____	walk____
dash____	exit____	leave____	proceed____	visit____	wait____

ANALYSIS (of Object)

examine____	explore____	inspect____	open____	read____

FOLLOWING/FINDING (Person)

chase____	find____	follow____	locate____	meet____	tail____	trail____

OBSERVATION (of Scene/Event)

glance at____	look at____	peer at____	watch____
investigate____	observe____	see____

OTHER USEFUL VERBS

go through____	dine	go to sleep	drop____
rifle____	eat	rest	send____
search____ (dresser/drawer)	go to bed	take nap	thank____

You can also consult with Dr. Watson if you happen to lose track of

★ the time
★ your location
★ who is present.

You *cannot* go back in time.

When entering instructions or responses, you don't have to worry about punctuation marks at the end of a sentence. The computer will understand

> **GO TO THE MAIN DINING ROOM**

Remember to use correct spelling.

ROOMS ABOARD THE *DESTINY*

In traveling around the S.S. *Destiny*, you can go to any room labeled on the ship's map. You can use the room's *exact* name ("Main Dining Room"), a room number ("Room 106") or its occupant's name ("Jenkins's room"). See the passenger list for room assignments.

TALKING TO THE CHARACTERS

You can direct questions and statements to characters in the following manner:

> **TALK TO LAWRENCE**

> **ASK MRS. RYAN WHAT SHE IS DOING HERE.**

Do not use quotation marks.

As Dr. Watson is the narrator of the story, he will respond to all questions and statements that are not directed to specific characters.

SOLVING CASES

The story contains six different, though related, cases that must be solved. You must solve the first five cases in order to solve the final case and win the game. You can solve a case by taking a particular action or going to the right place at the right time. You will know you have solved a case when Holmes or Watson discuss its solution.

ENDING THE GAME

The game ends when you
1) solve all six cases,
2) lose your life (there are a number of ways this can occur), or
3) quit. To quit the game, simply type

> **QUIT**

You can save the game at this point if you wish.

SCORING

At the end of the game your performance will be evaluated in terms of number of cases solved and clues given to you while on the EASY level. Your goal is to solve all six cases with a minimum number of clues. A perfect score is attained by solving all six cases without *any* clues from Dr. Watson.