

MURDER

off
off

MIAMI



P. B. Savoni 88

Based on the
original Dennis
Wheatley murder mystery.

CRI

SPECTRUM
48K, 128K+2

MURDER off MIAMI

*By Jason Somerville and Fergus McNeill.
Copyright © 1986 CRL Group PLC.*

Based on the original Dennis Wheatley crime dossier, "Murder off Miami" casts you in the role of Detective Officer Kettering. Kettering is assigned to investigate the the death of Bolitho Blane, a wealthy British financier, who allegedly suicides whilst on a cruise off the coast of Miami. All the relevant background information can be uncovered during the opening stages of the adventure.

The game is played over a period of 3 days, and is itself split into 3 parts, with one part corresponding to each day. At the end of each day, you will be asked to save your current position to tape/disk. Once you have done this, load the next part, reload your saved position, and the game will carry on from where you left off. Obviously, you can only progress forwards through the parts of the game, it would be impossible to backtrack through time!

Commands can be given in ordinary English, e.g. PLEASE EXAMINE THE REMARKABLE DOG but you will probably find it easier to use a simple verb+noun combination, e.g. EXAMINE DOG.

In the process of your investigation, you may find it necessary to converse with the many characters in the game. To do this, you must first TALK TO (name of character) then ASK ABOUT (whatever) or SAY HELLO or anything else you feel would be appropriate.

Game positions can be saved to load from tape/disk (or RAM on the C64) by typing SAVE/LOAD. You can save/restore a position to/from RAM (not on C64) by typing RAM SAVE/RAM LOAD.

Graphics can be turned on/off by typing GRAPHICS ON/GRAPHICS OFF (wonderous!) or set to display occassionally by typing GRAPHICS SOMETIMES.

Kettering is only human, and as such needs a few hours sleep each night. Remember this, as when people become tired, they often miss things!

Other, special commands include:

TIME - gives the day and approximate time (in the game)

LOOK - redescibes your current location

TEXT - like LOOK but doesn't display a graphic

QUIT - ends the game

INVENTORY (or just 'I') - lists what you are carrying

SCORE - gives a rating of your attempts so far

WAIT - waits for 5 minutes (game time)

As well as the evidence hidden in the game, the photographs and floor plan will be referred during your investigation. These may well provide clues pertaining to the eventual solution of the case.

"Murder off Miami" was written using an enhanced Quill system from Gilsoft. Thanks to them, CRL, DELTA 4 Software, The Art Studio, Simple Minds, Dire Straits, The Housemartins, Communards, Alice Cooper and The New Inn, Swanmore.



MURDER off MIAMI

*A 3 part text/graphics adventure based on
the original Dennis Wheatley murder mystery.*

9:20 pm, Sunday, 8th of March, 1936. A wealthy British financier of the soap industry, Bolitho Blane, commits suicide during a cruise off the coast of Miami. The yacht is owned by Carlton Rocksavage, Blane's principal rival for control of the world soap market. Is it just a suicide?

Miami Police Department send Kettering, one of their best detectives, to investigate the case. Was it a simple pleasure cruise, or was there more at stake? Just how bad a financial position were Blane's companies in? Did he take his own life, or was there foul play?

The answers are for you to find out. Take on the roll of Kettering, the investigating officer, and try to uncover what *really* happened. Search the yacht and question the passengers. Are *you* sharp enough to solve "Murder off Miami"?

FULL INSTRUCTIONS ON THE REVERSE OF THIS INLAY.

CRL Group PLC,
CRL House, 9 Kings Yard,
Carpenters Road,
London. E15 2HD.

© CRL Group 1986



**If this software is defective in any way please
return to CRL for an immediate replacement.**

This software is sold subject to the following conditions: Unauthorised copying, hiring, lending, exchanging, public performance and broadcasting of the software is strictly prohibited. Made in U.K.

MURDER OFF MIAMI

CRL