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I. QUICK START INSTRUCTIONS

Start the Program

Start your computer with a DOS disk (2.1 or higher). If you wish to save your progress, make sure you have a formatted floppy disk handy. At the A> prompt, insert Murder Club Disk 1 into drive A. Type **MCLUB** and hit the ENTER key. You will see the opening graphics.

Press Any Key to Start the Game

Use the up/down cursor keys, joystick, or mouse to highlight the different menu items. Use the ENTER key to select one of the following menu items:

INVESTIGATE

Choose this item to start your investigation. From here you can go to all locations and interview people related to the case.

CRIME LAB

Choose this selection to submit evidence to the police crime lab. They will thoroughly analyze each item you bring them.

LIBRARY

- 2 Choose this selection to browse through old police documents. You can read unsolved case files as well as stolen item reports.

PROSECUTOR

Choose this selection to visit the District Attorney. He has the power to acquire search warrants and arrest warrants.

INTERROGATION

Choose this selection to talk to the suspects that you've brought in for questioning.

LOAD GAME

Choose this selection to load a previously saved investigation.

SAVE GAME

Choose this selection to save your investigation in progress. Choosing this will also allow you to check your sleuthing ability from the Progress Chart.

Special Keys

Please refer to the section entitled "Special Keys" under THE BASICS. These keys allow you to switch input modes (keyboard, joystick, mouse), turn sound on or off, and exit the game.

Get On the Case!

You should probably go straight to the police library to get some information to begin the investigation. From now on

you're on your own. No one will be there to hold your hand. When things get tough, resort to your years of detective experience and knowledge of the criminal mind. Or maybe read through this manual.

Troubleshooting

If you encounter any problems with the graphics display and/or sound, please refer to the sections of this manual on "Choosing Graphic Modes" and "Choosing Sound Modes."

II. BACKGROUND

Who You Are...

In Murder Club you take the role of hard-working, no-nonsense police detective J.B. Harold. You've just found out that your partner, Judd Gregory, has suffered a heart attack and has left this city's most baffling murder investigation in your hands. Great. Just what you needed right before your vacation. Well, guess you'll just have to put your plans for those two relaxing weeks in Buttonwillow on the back burner.

Bill Robbins, a prominent businessman in town, has been "offed". Everyone knows that he was no angel. Between his ruthless business tactics and rumored infidelity, he was certainly no candidate for "Most Popular Citizen." Where should you start? Better call Catherine at the office and have her get out the extra strength aspirin and put on a pot of strong coffee. It looks like it might be a while before you see the light at the end of this tunnel...

Letter From Judd Gregory

Dear J.B.,

God has finally forced this stubborn old fool to take a rest. Lying here in this hospital bed, I finally realize that there comes a point in everyone's life, and I mean everyone's, when it's time to call it quits. Even a guy like me who swore he'd never stop chasing criminals no matter how old he got. So I've made up my mind to say 'good-bye' to the detective life.

Yes, J.B., this is it for me. That is, except for the murder case I just started on. I can't let go of this case that easily; it has to be solved.

As you know, the murder of Bill Robbins doesn't seem to be the 'piece of cake' Lieutenant Tyler said it was. It's been ten days now since Robbins was killed, but the investigation has not progressed one bit. There's a voice in the back of my mind telling me that we can't afford to be careless. There's something fishy about this whole case. One thing's for sure; we're not going to solve it unless we make an all-out effort and investigate everything thoroughly.

No doubt about it. What is needed here is a detective with great powers of deduction. Someone who just won't give up. In fact, this is a case for none other than you, J.B. Just consider it the last request of an old buddy about to retire.

I've already notified Lieutenant Tyler of my decision to put you on the case. He doesn't seem to be terribly pleased with the idea, but it appears that, as a gesture of gratitude, he will give in to my wishes one last time. It doesn't matter why Tyler does it, just so long as he puts you on this case. I know you're the man to solve the mystery behind the death of Bill Robbins.

It's strange to think that I've become nostalgic about those summer afternoons cooped up in that musty record room among heaps of documents. I even miss those long interrogation sessions that didn't yield a single clue. I guess that detective work is in my blood. Even in this hospital bed all I can think about is this damn murder investigation.

Say "Hi" to Charlie in the crime lab for me. That guy has really helped me out over the years. Even when I asked the impossible, he always came through with

that key bit of information. And never a complaint!

Would you also thank Don Amberson, the Head D.A. No, it's no mistake. I am talking about the stubborn prosecutor whose arm we always had to twist to get search or arrest warrants. I've actually come to appreciate all those times he poured cold water on our hot-headed hunches and made us re-investigate a case more objectively. So if you run into him be sure to convey my heartfelt gratitude.

Finally, don't forget to say thank you to Catherine White for all she's done for us. There's probably no one who knows better than you what that woman did to turn that depressing, dreary office into a sunny and cheerful place.

Just a word of advice. Solving a murder case can be like going through an endless desert in search of a single drop of water. You reach an oasis after you've walked and walked, only to find that it's a mirage...once again. The drop of water you need in this case is the truth behind the Bill Robbins murder. Don't get discouraged, it's got to be out there somewhere.

Don't allow yourself to be fooled by the lies of the murderer. Just keep your mind on the facts. You are the one person who can reach the real oasis. So do it for me. Make this old man happy. Remember, I believe in you and am waiting to hear that this case has been solved.

Take care of yourself J.B. You know, you're the best partner a man ever had.

Judd Gregory

Judd Gregory

P.S.:

One last thing. I really want to keep track of the investigation. I know it's a lot to ask, but could you keep notes as you go along and send me a summary once you've solved the case? Just by reading those notes I'll be able to feel like a participant, even from this hospital bed.

Thanks in advance for everything

NOTES FROM CORONER'S REPORT



Name: Bill Robbins

Sex: Male

Age: 34 years old

Blood type: AB

Height: 6' 2"

Weight: 173 lbs.

Address: 8813 Mission Drive, Liberty City

Cause of death: Excessive hemorrhaging caused by repeated stabbing to the back.

Place where body was discovered: The body was found in front of the gates of Arlington College.

Estimated time of death: May 8th at approximately 1:00 a.m.

Reported by: Peter LaDeau (Security guard at Arlington College)

Notes about the discovery of the victim's body: The security guard noticed a suspicious looking car in the parking lot. He decided to investigate further. It was then that he discovered the victim's body.

Coroner: Dr. Steven Beckert

Detective in charge of the investigation: Detective Judd Gregory

Investigative Report on Bill Robbins

Bill Robbins, the deceased, was 34 years old. He was the acting CEO of the Robbins Trading Company, a family owned business. He succeeded his father in the position of CEO two years ago at the age of 32. Bill Robbins was married to the former Janet Carrington at the time of his death. He is survived by his father Edward, his younger brother Fred and his sister Kate (married to Michael Carson of the Leigh Cosmetics Company). Bill Robbins' mother died 20 years ago due to complications arising from a long illness.

After graduating from a local university, Bill Robbins moved to New York City, where he lived for approximately five years. During that time, he married his first wife, Dorothy. But she died soon after and, with his business venture failing, he returned home for good. He then went to work for his father's company, where he was employed at the time of his death.

On the day of the murder, Bill Robbins went to work as usual and left the office at eight p.m. Around ten p.m., he went to the Hungry Fisherman, a pub he frequented. At this point it's not exactly clear what Bill Robbins did between the time he left the company and the time he made his appearance at the Hungry Fisherman. Inside the pub, Bill Robbins spent his time, as was his custom, sipping a bourbon while he conversed with the piano-player, a young woman named Sara Shields. According to Ken Scott, the owner of the Hungry Fisherman, Robbins left the place around eleven-thirty p.m. On his way out he ran into another of the regulars, Brian Eheler, and a heated argument ensued. From the time he left the Hungry Fisherman to the time his body was discovered, Bill Robbins' whereabouts remains unknown.

According to the family members who were asked to identify the victim's personal belongings, nothing of importance was missing. Robbery does not seem to be the motive. At present the investigation is concentrating on the theory that Robbins was killed for reasons related to work or some personal grudge someone may have held against him.

List of Suspects



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Name:

Sex:

Sex:

Age:

Age:

Marital status:

Marital status:

Place of birth:

Place of birth:

Blood type:

Blood type:

Family:

Family:

Occupation:

Occupation:

Education:

Education:

6 Affiliations:

Affiliations:

Hobbies:

Hobbies:

Alibi:

Alibi:

Additional notes:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:

Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

8 **Affiliations:**

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

10 Affiliations:

Hobbies:

Alibi:

Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Name:

Sex:

Sex:

Age:

Age:

Marital status:

Marital status:

Place of birth:

Place of birth:

Blood type:

Blood type:

Family:

Family:

Occupation:

Occupation:

Education:

Education:

12 Affiliations:

Affiliations:

Hobbies:

Hobbies:

Alibi:

Alibi:

Additional notes:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

14 Affiliations:

Hobbies:

Alibi:

Additional notes:

Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

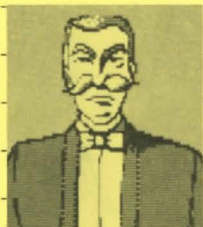
Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Name:

Sex:

Sex:

Age:

Age:

Marital status:

Marital status:

Place of birth:

Place of birth:

Blood type:

Blood type:

Family:

Family:

Occupation:

Occupation:

Education:

Education:

Affiliations:

Affiliations:

15

Hobbies:

Hobbies:

Alibi:

Alibi:

Additional notes:

Additional notes:



Name:

Name:

Sex:

Sex:

Age:

Age:

Marital status:

Marital status:

Place of birth:

Place of birth:

Blood type:

Blood type:

Family:

Family:

Occupation:

Occupation:

Education:

Education:

16 Affiliations:

Affiliations:

Hobbies:

Hobbies:

Alibi:

Alibi:

Additional notes:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Sex:

Age:

Marital status:

Place of birth:

Blood type:

Family:

Occupation:

Education:

Affiliations:

Hobbies:

Alibi:

Additional notes:



Name:

Name:

Sex:

Sex:

Age:

Age:

Marital status:

Marital status:

Place of birth:

Place of birth:

Blood type:

Blood type:

Family:

Family:

Occupation:

Occupation:

Education:

Education:

18 Affiliations:

Affiliations:

Hobbies:

Hobbies:

Alibi:

Alibi:

Additional notes:

Additional notes:

Partial List of Locations



Business District

Robbins Trading Company

Hungry Fisherman

Name:

Residential District

Sex:

Bill Robbins' house

Age:

Edward Robbins' house

Marital status:

Doug Carson's house

Place of birth:

Blood type:

Suburban District

Family:

Arlington College

Occupation:

Education:

Affiliations:

19

Hobbies:

Alibi:

Additional notes:

NOTES

NOTES

III. THE BASICS

Minimum Memory and Compatibility Requirements

To run Murder Club you must have:

1. IBM/Tandy or 100% compatible computer
2. MS DOS or PC DOS 2.1 or higher
3. CGA, EGA, VGA, Tandy 16 color, or Hercules Monochrome graphics adapter
4. 384K of memory
5. A blank, formatted disk on which to save your investigation in progress

NOTE: If you get a memory error while trying to boot Murder Club on a machine with 384K, you should remove all memory resident programs and try again.

How to Make Backup Disks

Although the Murder Club disks are copy protected, you can make backup copies of all three game disks. Use the DOS command DISKCOPY to copy the three Murder Club disks onto blank floppy disks. If you have any questions regarding the use of the DISKCOPY command, please refer to your DOS manual.

Minimizing Disk Swaps

If you are running the program on a machine with one floppy drive, you will have to swap disks many times because Murder Club is a three disk product. To reduce the number of swaps, you have two choices:

1. Copy Murder Club to a hard disk, or
2. Copy all files from the three disks to a 1.2 meg floppy disk.

Hard Disk Installation

Although the Murder Club disks are copy protected, you can install the program on your hard disk. Once installed, you will only need to insert your master disk for a moment each time you start the program. You will need approximately 1 megabyte of free space on your hard disk to install Murder Club. For the following example, it is assumed that you will insert the original Murder Club disk into drive A and your hard disk is drive C. If you insert the disk into a different drive, please substitute the correct drive letter in place of the letter A. If your hard disk is a drive other than C, substitute the correct drive letter for the letter C.

1. Boot your computer to the DOS prompt.
2. You should create a directory in which to store the Murder Club files. Make sure that the directory name that you choose does not conflict with any of your current directory names. As an example, we will use the name "MCLUB." Type **md MCLUB**.
3. Type **cd MCLUB** to enter the directory.
4. Insert Murder Club Disk 1 into the drive.
5. Type **copy a:*. * *** and this will copy all files from the Murder Club disk into the directory called MCLUB on your hard disk.
6. When this process is finished, insert Murder Club Disk 2 into the drive and repeat step 5.
7. When this process is finished, insert Murder Club Disk 3 into the drive and repeat step 5.

All Murder Club files should now be copied to your hard disk.

Selecting Graphic Modes

During boot-up, the Murder Club program will attempt to select the best graphic mode available on your computer. However, to ensure that the program enters the proper graphic mode, it is suggested that you follow the procedure outlined below:

IBM or compatible with Hercules Monochrome card

On an IBM or compatible with a Hercules Monochrome card, Murder Club will run in Hercules mode.

To run the program in Hercules mode, type: **MCLUB H**.

IBM or compatible with CGA card

On an IBM or compatible with a CGA card, Murder Club will run in CGA mode.

To run the program in CGA mode, type: **MCLUB C**.

IBM or compatible with EGA or VGA card

On an IBM or compatible with an EGA or VGA card, Murder Club can run in either CGA mode or EGA mode.

To run the program in CGA mode, type: **MCLUB C**.

To run the program in EGA mode, type: **MCLUB E**.

Tandy 1000 series

On a Tandy 1000 series computer, Murder

Club can run in either CGA mode or Tandy 16 color mode.

To run the program in Tandy 16 color mode, type: **MCLUB T**.

To run the program in CGA mode, type: **MCLUB C**.

Selecting Sound Modes

During boot-up, the Murder Club program will attempt to select the best sound mode available on your computer. However, to ensure that the program enters the proper sound mode, it is suggested that you follow the procedure outlined below:

NOTE: If you use both the graphics switch and the sound switch, type: **MCLUB (graphic switch) (sound switch)**. For example to run Murder Club in EGA mode with Ad Lib sound, type: **MCLUB E A**.

IBM or compatible

To run the program with standard IBM sound, type: **MCLUB I**.

For example, to run Murder Club in Hercules mode with IBM sound, type: **MCLUB H I**.

Tandy computer

To run the program with Tandy sound, type: **MCLUB S**.

For example, to run Murder Club in Tandy 16 color mode with Tandy sound, type: **MCLUB T S**.

Ad Lib music card

To run the program with Ad Lib sound, type: **MCLUB A**.

For example, to run Murder Club in CGA mode with Ad Lib sound, type: **MCLUB C A**.

Getting Started

1. Turn on your computer and monitor.
2. Format a blank floppy disk on which to save your progress.
3. Insert Murder Club Disk 1 into drive A.
4. If you are running Murder Club from the floppy drive, at the A: prompt type **MCLUB** and hit the ENTER key.

If you have installed Murder Club on your hard disk, switch to the directory in which the Murder Club files are located. Next, type **MCLUB** and hit the ENTER key.

At this time, the program will automatically

access the floppy disk drive to check for the original program disk. If the original Murder Club Disk 1 is not in the default drive, you will be prompted to insert the Murder Club Disk 1 at this time.

5. You will see the opening graphics. Press the SPACEBAR or ENTER if you have already seen the opening and wish to skip the introduction and bring up the main menu. Use the CURSOR KEYS and ENTER to select an option.

NOTE: If you do not see the opening graphics at this time then Murder Club most likely had trouble determining the proper graphics mode for your computer. At this time please refer to the section entitled Selecting Graphic Modes. Also, if you think that the program is not playing the correct sound, refer to the section entitled Selecting Sound Modes.

Special Keys

CONTROL - S Toggles the sound on/off.

CONTROL - R Ends the current game (without saving) and starts a new one.

CONTROL - J Toggles joystick control on/off. When you turn the joystick on the program will automatically calibrate the joystick.

CONTROL - Q Quits game without saving and exits to DOS.

+ key - Displays all evidence that you are presently carrying. Take it to the crime lab!

IV. USING THE PROGRAM

Using the Keyboard, Joystick, or Mouse

Keyboard

Use the CURSOR KEYS or the SPACEBAR to scroll through the menu selections. Use the ENTER KEY to choose the menu selection that is highlighted. Use the ESC KEY to cancel a choice or to go back one menu.

Joystick

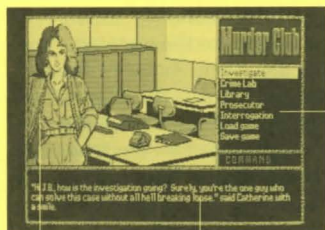
Use the joystick to scroll through the menu selections. Use button #1 to choose the menu selection that is highlighted. Use button #2 to cancel a choice or to go back one menu.

Mouse

Move the mouse cursor over the menu selection that you want to choose. Click the left mouse button to choose the menu selection. Click the right mouse button to cancel a choice or to go back one menu.

NOTE: Murder Club requires a Microsoft compatible mouse.

The Office Screen



Picture
Area

Message
Area

Menu
Area

Picture Area

This area will display pictures of locations and people depending on the location you're investigating.

Message Area

Here you will find descriptions of locations, answers to your questions and other general information.

Menu Area

The menus in this section will change depending on what you are doing. All your detective input will be in this section.

OFFICE MENU - An Overview

The Office is your home base. It is here that you will meet your able assistant Catherine White and your hard-nosed boss, Lt. Tyler. From the Office you have access to all the tools of your trade. The following is a brief description of all the Office menu selections:

INVESTIGATE

Get ready to launch your investigation.

TRAVEL MENU

Business district

Travel to locations in the business district. Or maybe you just want to get a bite to eat.

Residential district

Travel to homes in the residential district. Some pretty fancy spreads here.

Suburban district

Travel to this mixed district of businesses and residences.

LOCATION MENU

Look around

Check around the outside of your chosen location.

Go inside

Enter the location you've chosen. Don't bother knocking.

Leave scene

Leave the location.

QUESTION MENUS

EMPLOYEE MENU

You will see an abbreviated menu when you bump into a receptionist or an employee of a company. Try being nice to them and maybe they'll take you to see their bosses.

Look around

Check out the inside of the joint you're in.

Talk to person

Talk to the person in front of you. Don't bother asking the blonde for a date - she's seen your type before and she's not impressed.

Go outside

Go outside. What's the matter, did she turn you down?

KEY PERSON MENU

OK, now's your chance. You've got a key person in front of you. Ask the important questions. You never know if you're going to get a second chance.

Look around

Check out the inside of the joint. See anything interesting?

Say hello

Greet the person in front of you. It never hurts to be friendly, does it?

Question person

Ask some personal questions of the person in front of you. Careful, some people can be real touchy.

Ask about others

Ask the person in front of you about other people that you've heard about. Remember, the more you ask, the more you'll learn. Also, it's amazing how somebody's memory can change when confronted with a conflicting story.

Ask for information

Ask the person in front of you about his alibi for the night of the murder. Or maybe he's got something else that he'd like to get off his mind. Keep badgering him - stories have a tendency to change under a little pressure.

Bring in person

Do you want to question another person who may be wandering around? You never quite know just who will be lurking out there.

Show warrant

Show a search warrant if you've got it. It's only polite.

Go outside

When you've finished your business at this location it's time to take off.

SEARCH MENU

Search for clues

Look around for clues. Sometimes you may overlook evidence the first time you search. Try going back a second (or third) time after you've done some more investigating.

Take item

Pick up any evidence you find. Take it back to Charlie in the lab as soon as possible.

Other room

Wander around the premises. Wonder what they've got in the fridge?

Bring in person

Talk to anyone who might be in the place. Watch what you say, people can get testy when you're snooping around their houses.

Go outside

Time to hit the road and continue investigating.

CRIME LAB

Visit your pal, Charlie, the city's leading forensics expert. He's helped you and Judd Gregory many times in the past with his detailed reports on the evidence you've brought to him.

EVIDENCE MENU

Present evidence

Hand over any evidence you've collected to Charlie. He does a real good job analyzing the stuff.

Check report

Read any of the reports on evidence that you've given Charlie. He keeps them all on file.

Return to office

Go back to the office. Charlie is a nice guy but hanging around the lab isn't your idea of fun.

LIBRARY

Go to the police library. You can do some research for your current investigation or maybe just look in some old case files. Lots of good reading there.

RESEARCH MENU

Read information

Look at the files of unsolved cases or read reports of stolen items. There might be something interesting here...

Return to office

Go back to the office. This place gets kind of creepy after awhile.

PROSECUTOR

Get a search warrant to uncover some hidden evidence or maybe even an arrest warrant for one of your prime suspects. Be wary of the District Attorney though, he doesn't seem to like you much.

WARRANT MENU

Search warrant

Request a search warrant. Maybe "beg for a search warrant" would be a better way of putting it. He really doesn't like you.

Arrest warrant

Plead for an arrest warrant. And you thought getting a search warrant was tough. Make sure you know what you're talking about before you try this - the D.A. is just waiting to nail your hide.

Return to office

Go back to the office. Maybe get a cup of coffee or a danish.

INTERROGATION

Question the suspects that you've rounded up with arrest warrants. Remember, watch their reactions to your questioning. They could be lying to you!

QUESTIONING MENU

Bring in suspect

26 Bring in one of the suspects. Careful, they can get nasty after sitting around the police station for a bit.

Get deposition

Get a sworn statement from the suspect in front of you. If they don't talk, try letting them stew in the cage for a while. Maybe they'll change their tune.

Show evidence

Show a piece of evidence to the suspect in front of you. Did you notice the way she reacted when you showed that item to her?

Interrogate

Question the suspect in front of you. Whatever you do, try to control your temper. The department frowns on "that" kind of questioning.

Return to office

Go back to the office. You probably need something to fix that stomachache of yours. You shouldn't eat those Back Street burgers.

LOAD GAME

Load a previously saved investigation. If

Murder Club is installed on your hard disk, it will only load saved games from the hard disk. If you are running Murder Club from a floppy disk, it will only load saved games from drive A.

SAVE GAME

Save your investigation in progress. The program will prompt you to type in a name for your saved game. It can be up to eight characters long. Only use numbers and/or letters. If you are running Murder Club from a floppy disk, make sure you have a formatted floppy disk handy on which to save your progress.

Choosing this option will also allow you to check your sleuthing ability from the Progress Chart. You will be rated in such categories as collecting evidence, general investigation, interrogation, and vital information. Your rating will be summed up in the category Total Investigation.

NOTE: The saved games are stored as (NAME).DAT, with (NAME) being the name you gave your saved investigation. To transfer your saved game to another disk, just copy the (NAME).DAT file to another floppy disk or hard disk. For example, to move the saved game "DAVE" from the subdirectory mclub on the hard disk drive C: to floppy disk drive A: type:
copy c:\mclub\dave.dat a:

V. CREDITS

KYODAI

About Kyodai Software Marketing, Inc.
Founded in February 1988, Kyodai is a joint venture involving 11 Japanese personal computer software publishers and Brøderbund Software, Inc. An American company based in San Rafael, California, Kyodai brings best-selling Japanese personal computer software titles to the North American market. We at Kyodai believe that American computer users will enjoy the converted Japanese programs for their superb graphics and their interesting storylines - the same characteristics that made them best-sellers in Japan.



About Riverhill Soft Japan

Murder Club was originally programmed for the NEC PC 9801 by Riverhill Soft Japan, one of Kyodai's investor companies. Riverhill Soft was founded in 1982 by Kazuhiro Okazaki and is located in Fukuoka City, Japan. The company is known for its creative combinations of clever storylines fused into re-creations of actual locations researched by company staff. Their most successful titles, such as Murder Club, combine U.S. locations with intricate plot development. With the company's emphasis on the three C's; computers, creativity and communication, look for them to continually evolve as personal computers become an integral part of everyday life.

IBM version by XLsoft International

Additional Credits

Product Manager: Dave (Ray, do me a favor) Davis
Programming Assistant: Ray (how do you say...?) Nakazato
Marketing Manager: Grier (the only thing is...) Mendel
Q.A.: Don Walters, Warren Yamashita, Oliver Fellguth, John Sandberg
Text Translation: Jean Soucy and Larry (you want it when?) Tyrrell
Package and Manual Design: The Design Office of Wong & Yeo

Manual By: Dave Davis
Music By: SkitzWare

Special Thanks To:

Riverhill Soft Japan - thanks for all your support and, of course, the terrific product
Scott Tsumura - to Papa
Michael Shorrocks - finally (you always had faith, right?)
Brøderbund Q.A. - enough already
Alan & Brian - it's harder than I thought
Hideko - sorry my expense report is late
Leslie - just like I promised
Mom & Pops - y'know
All those hiding in the words

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VI. WARRANTY

Kyodai's Limited Warranty Information

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If you believe you have found any such error or defect in the program during the warranty period, call Kyodai's Technical Support Department at (415) 492-3592 between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Kyodai technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Kyodai will inform you how to obtain a corrected program disk (or, at Kyodai's option, Kyodai may authorize refund of your purchase price).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

Disk Replacement Policy

28 If the disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse by the customer, please return the defective disk together with a dated proof of purchase to Kyodai Software, 58 Mitchell Blvd., San Rafael, CA 94903, for a free replacement. This policy applies to the original purchaser only.

Kyodai will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$5 per disk plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Kyodai.

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