Murder on the Atlantic ™

INTRACORP INC.

MURDER ON THE ATLANTIC ™

OPERATING MANUAL

ABOUT MURDER ON THE ATLANTIC

It is the year 1938 and you and your companion have just boarded the *S.S. Bourgogne* luxury cruise liner. With 14 decks and countless staff to serve you, this will be the vacation of a lifetime. Or will it be?

Unexpectedly and with lightning speed and terror a murder has just occurred on the ship. A cruise of pleasure has now been turned into a cruise of survival, horror, and suspense!

An urgent cable awaits you in your cabin. By order of your government, you have been chosen to investigate this hideous crime. With more than 600 cabins and 40 suspects, where do you begin? And while investigating, what other horrors will occur to further complicate your mission?

In this challenge of a lifetime, you will be assisted by dozens of clues and evidence supplied with this program. However, your most important asset will be your logic, determination, and skill.

Good luck! Untold riches, or untold murder awaits!

LOADING THE GAME

AMIGA

Power up your machine in the usual fashion. When the Amiga asks for the Workbench disk, insert the MOA program disk. The program will autoboot. *Leave the disk in the drive* while playing the game.

APPLE MACHINES AND ATARI ST

Insert the MOA program disk into drive 1 (Apple) or drive A (Atari) and turn on the computer. The program will autoboot. *Leave the disk in the drive* while playing the game.

COMMODORE 64

Insert the MOA program disk into unit 8, drive 0. Type LOAD ":*",8,1 and press **RETURN**. The program will automatically run. *Leave the disk in the drive* while playing the game.

COMMODORE 128

With the disk drive (unit 8 drive 0) on, insert the MOA program disk. Make sure the **40/80** key on the C-128 is in the *up* (40-column) position and your 40-column (composite) monitor is turned on. Then turn on the C-128. The program will autoboot. *Leave the disk in the drive* while playing the game.

IBM PC AND COMPATIBLES

Boot the computer with the DOS disk in Drive A. Take out the DOS disk and put in game disk. At the DOS prompt, type MURDER and press **RETURN**. *Leave the disk in the drive* while playing the game.

Hard disk users: Boot system as usual. Put game disk in Drive A and type A: and press **RETURN**. Now type MURDER and press **RETURN**.

PLAYING THE GAME

When the game opens, you find yourself looking for clues on board, in the winter garden, deck A aft. Your position on the ship is marked by a black square with a white border. Move this square around to investigate the ship.

MOVING ABOUT ON DECK

Move through each deck with your computer's **cursor right** and **cursor left** keys.

To examine a room, press the **E** key. The room and its contents and occupants will be displayed. *If the room is locked*, a padlock will be shown. The padlock combination is three two-digit numbers. Enter each two-digit number followed by a **RETURN**. If the combination is correct, the room will be opened for you. The combinations to the locked rooms may be found anywhere on the ship, so be alert!

Booby-trapped rooms: Certain rooms are booby-trapped. The clues to surviving these traps are hidden in other rooms. If you visit a booby-trapped room and you have not previously visited the room which has the trap's clue, the game will restart.

To interrogate a passenger or crew member, press the **I** key. The interview will be displayed on screen.

MOVING BETWEEN DECKS

To move to another deck, you must first find the elevator. There are two elevators on board, aft and forward. When you have found the elevator, press the **L** (Lift) key to call it. Decks are labeled A (upper deck) to O (lower deck). To move to another deck, simply press the corresponding key.

Stuck elevator: Sometimes the elevator will get stuck. To repair the elevator, you must let the repair technician — or another member of the crew — know you are stuck. You can do this by:

- *Setting off the alarm*: Press the **P** key to set off the alarm. With some luck, the technician will be around to hear the alarm and fix the elevator.

- *Calling for help*: Use the telephone in the elevator to call for help. Dial a seven-digit number by pressing the desired digit keys (*0* to *9*) on the keyboard. You may be lucky enough to get an answer. If you're really lucky, you will get the elevator fixed. You will find telephone numbers readily accessible on board; stay alert.

- *Reset the elevator*: Press the **R** key.

The elevators on board are not very reliable. They are apt to break down at the most unexpected times. Not all repair methods described will work at all times. Patience, a keen eye, and good memory will be invaluable in getting out of the elevator.

To exit the elevator once you arrive at your deck, simply use the **cursor right** or **cursor left** key to move forward or aft.

There is a message decoder somewhere on board. When you locate it, press "T" to invoke the decoder.

ENDING THE GAME

QUITTING THE GAME

To quit the game, press the **ESCape** key (or the **STOP** key on the C- 64/C-128). *Make sure the MOA program disk is in the drive* or you may seriously damage the program.

When you decide to play the game again, you will be given the option of starting from where you left off or starting from the beginning.

SOLVING THE MYSTERY

Please refer to the enclosed registration card for details on solving the murders and winning the game.

CREDITS

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