

Scholastic Wizware™ / Commodore 64[®]
Disk

MYSTERY

VOL. 1

DOUBLE FEATURE

INCLUDING:

- **MYSTERY AT
PINECREST MANOR**
- **HAUNTED HOUSE**



Ages 9 and up

Scholastic Wizware™

Double Feature, Vol. 1, is adapted from *Microzine™*.
Microzine™ is designed and developed by Information
Technology Design Associates. Producer: Dan Klassen.

MYSTERY

**DOUBLE
FEATURE**

Volume 1



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Double Features



You're sitting in a darkened movie theater watching *The Empire Strikes Out*. You're amazed by the mistakes the hero, Duke Spacerunner, is making. First he forgets fuel for his rocket fighter. Then he forgets his star map. And now he's stumbled into the clutches of the mad intergalactic gangster, Wobble the Gut.

You want to yell out: “Use the laser flashlight and escape!” But you know Spacerunner won’t hear you. Later, on your way out of the movie theater, you grumble to yourself, “Now if that had been me . . .”

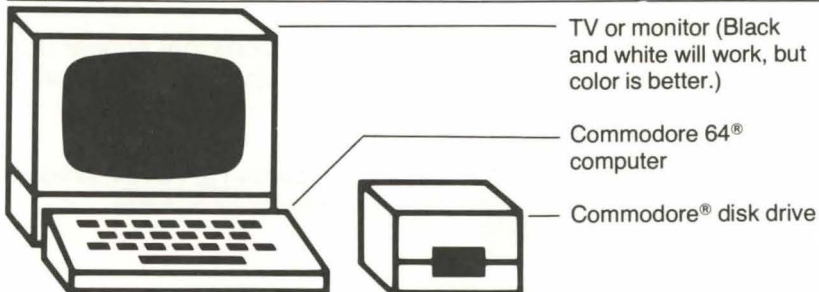
If you’ve ever felt that way at the movies, then *Double Features* are for you. *Double Features* cast you as the star of exciting computer adventures and mysteries. As the star, you decide what to do next.

Double Features will take you to exotic places and put you in some tight spots. You’ll meet ghosts, bears, and pirates. You’ll try to trap thieves, foil crooked arcade gamesters, and escape giant spiders. Will you succeed? That depends on you. Your decisions will tell the tale.

So sit back and get comfortable — but not too comfortable. You have some tough decisions to make. And remember: this time, you are the hero or heroine. Are you prepared to take the consequences of your actions?

How to Load Double Feature into Your Computer

Equipment You Need



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Loading Instructions

- 1 The Commodore computer should be turned off.
- 2 Turn on the disk drive and the TV or monitor.
- 3 Turn on the computer. On the screen you'll see **READY** and a flashing square.
- 4 When the red light on the disk drive goes off, place the *Double Feature* disk into the drive. Hold the disk by the label as you place it in, label facing up. Close the disk drive door.

NOTE: Never turn the disk drive on or off while there's a disk inside. You might damage the disk.

- 5 Type:
LOAD "*" , 8

Then press RETURN.

- 6 The word **READY** and the flashing square soon appear again. When they do, type **RUN** and press RETURN. *Double Feature* will load into the computer.

- 7 When the *Double Feature* title screen appears, select the feature you want to do. If the computer tells you to flip the disk, do so and then press RETURN.

Double Feature: Volume I

Double Feature: Volume 1 includes “Haunted House” and “Mystery at Pinecrest Manor.”

After you select a feature, follow the instructions that appear on the screen. Don't forget to press RETURN after you type your decisions on the keyboard.

If you catch a typing mistake before you press RETURN, press DEL to erase it. Then retype the correct letter or number.



Haunted House

There's something peculiar about the Belmore House. Neighbors claim they hear eerie noises at night and see lights flicker on and off. They call it the "Haunted House."



Is it really haunted? Of course not, you tell your friends. There's no such thing as ghosts. But then again, you've never been to the house. No use taking chances, you tell yourself.

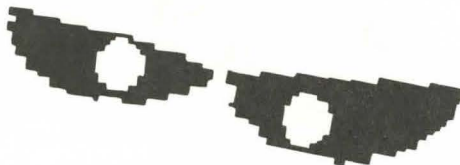
Then one night you dream that a friend is trapped in the Belmore House. You wake in a cold sweat. Your nightmare was so vivid that you wonder: can a dream be real?

What do you want to do? Do you want to call your friend? Go to the Belmore House? Go back to sleep?

This is just the first decision you'll have to make in "Haunted House." There will be plenty more. Your choices will lead to some surprising plot twists, and to any of a number of different endings. So choose carefully — the choices you make will decide your fate.

If your choices lead you down a path where you've been before, and you don't want to explore it again, press **C** (the Commodore key, bottom left of the keyboard) at a decision screen. You can then return to the beginning of "Haunted House."

(Have you been down all the paths in "Haunted House?" A good way to find out is to draw a flow chart. To find out how, read the "Haunted House" section of Short Subjects at the end of this book.)



Mystery at Pinecrest Manor

You accept an invitation to visit Pinecrest Manor, your uncle's island retreat off the coast of Maine. He wants to show you his latest archaeological discovery. It's a rare and priceless Egyptian statue — and it's about to be stolen!



Who is the thief? Is it Montana Smith, your uncle's old school chum? He seems envious of your uncle's success. How about Frances Palette, the art dealer who has dollar signs in her eyes? Of course, it could be any of your uncle's other weekend guests, too.

Read the introduction before you try to solve this mystery. It will describe the crime, and just might clue you into something important.

After the introduction, start playing detective. Examine the suspect files, and search the manor grounds for clues. You may find it helpful to use the detective notebook provided here to jot down anything suspicious.

Detective Notebook

SUSPECTS

CLUES IN THE MANOR

Montana Smith

Joey Smith

Frances Palette

Marie Butler

Lois Street

Uncle Ralph




Short Subjects

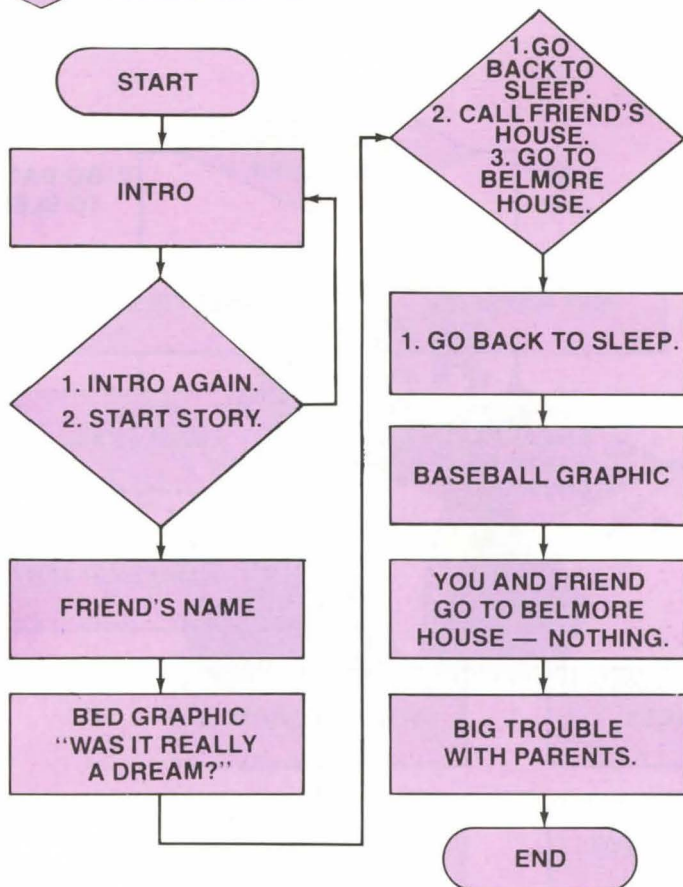
After you have become familiar with “Haunted House” and “Mystery at Pinecrest Manor,” try the activities suggested here. They’ll help you understand more about how the stories were made, and they’ll suggest ways to help you create your own.



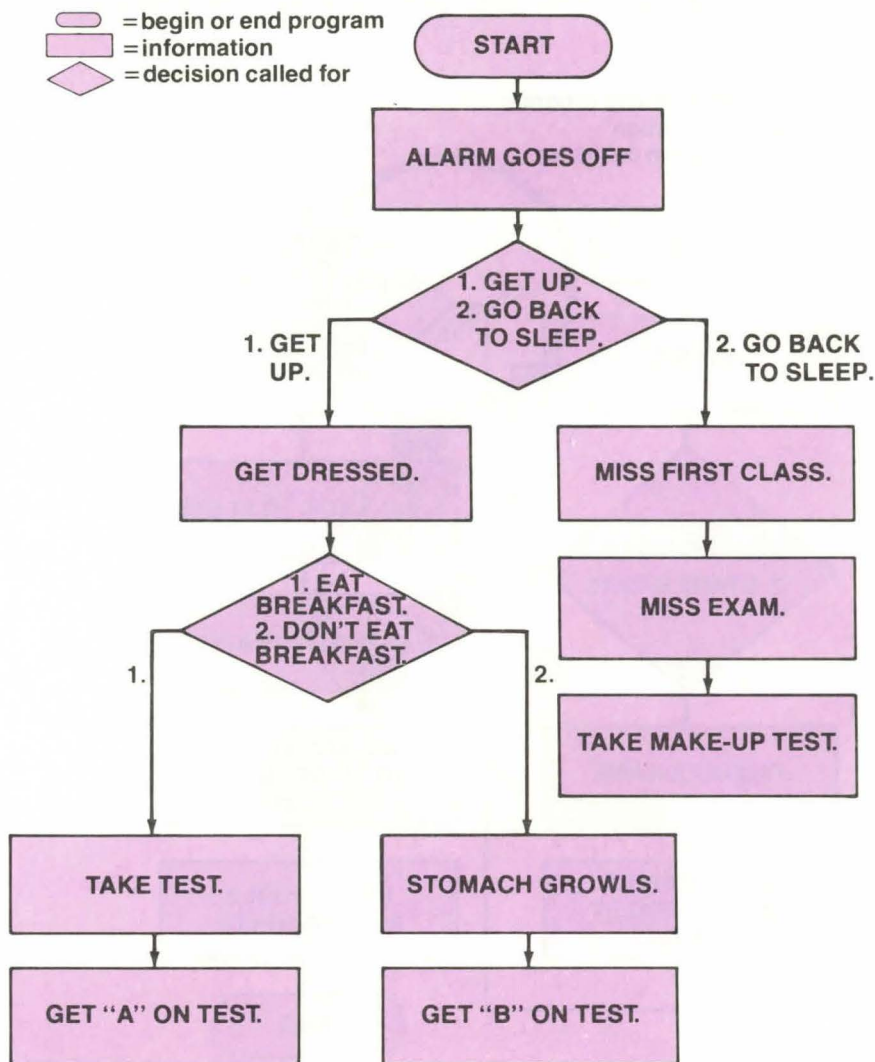
Haunted House

The best way to find out if you've seen every screen in "Haunted House" is to make a flowchart. Flowcharts are tools used by software designers and developers to help them plan their work. The flowchart you see here is part of the one used by the designers of "Haunted House." It shows one possible path in the story.

-  = begin or end program
-  = information
-  = decision called for



Study the three types of symbols used in flowcharts. When you understand how they work, try to flowchart "Haunted House." You may even want to use flowcharts to plan your own branching stories. Here, for example, is how you might flowchart the beginning of a typical day:



Mystery at Pinecrest Manor

Try writing a new version of “Mystery at Pinecrest Manor.” Pretend someone else was the thief — maybe a brand new character. Figure out a motive for the thief. On paper, write out a new suspect file and new descriptions of the manor grounds. Make sure to leave clues. Then challenge your friends to track down the new culprit.

You may also want to flowchart “Mystery at Pinecrest Manor.” If you flowchart both “Haunted House” and “Mystery at Pinecrest Manor,” you’ll find that the two features are constructed quite differently.



