# MURDER ON THE ZINDERNEUF

PC, XT, JR, COMPAQ

### TO START

Put the disk in drive A: and turn on the computer (or press Control Alt Del). Then follow the instructions as they appear on the screen, first to choose which detective you want to be and then to say whether you want to play with a joystick or the keyboard. If you choose to use a joystick, follow the on-screen instructions for calibrating it.

### SOLVING THE CRIME

Use the joystick or the cursor keys to move about the dirigible.

When you encounter a suspect, use the joystick or the cursor keys to move the highlight in the "question the suspect" menus which will appear. Right and left move the highlight from item to item. Pressing the button or Enter selects the highlighted item. And in the case of suspect lists, up and down bring new suspect sets into view.

-MORE-



To review clues, stop your detective and press the button or the space bar. Then press the button again or Enter when you're ready to move on.

12 hours on the game clock equals about 35 minutes of playing time. To stop the game and make an accusation before time is up, press  ${\tt Q}$ .

### USING THE MANUAL

The manual, located inside the front cover of the package, contains descriptions of the suspects plus other information you'll find useful as you play.

The map on pages 6 and 7 is especially useful since it shows whose room is where. Please note that in the IBM and compatible versions, room carpet listed as gold on the map will appear as red on some screens. Other colors may vary as well, depending on your monitor settings. (Their pattern will remain the same -- i.e. all the ones labeled as gold will appear in the same color, all those labeled blue in the same color, etc.)

The colors listed for each character also vary in the IBM and compatible versions. Please note their color on your map as you encounter them. Also note these helpful facts: Only four colors are used; no two men with the same body type and no two women with the same body type will have the same color.

A general tip. Don't worry at first about who's who. Talk to as many suspects as possible, noting their color on the map as you come across each new one. By the time you've narrowed it down to particular suspects, you'll have a pretty good idea who's hanging out where, and you'll be on your way to recognizing different individuals on sight.

Esc -- Pause/Restart Game.

Control S -- Turns Sound On/Off.

Control J -- Interrupts the game so you can change between keyboard and joystick control and/or recalibrate your joystick.

## **Limited Warranty**

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$7.50.

Defective media should be returned to:

Electronic Arts 390 Swift Avenue South San Francisco, CA 94080

in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a \$7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

#### WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Electronic Arts, 2755 Campus Drive, San Mateo, California 94403. Or call us at (415) 572-ARTS.

Unless identified otherwise, all programs and documentation are © 1984 Electronic Arts.