

SHERLOCK HOLMES in "ANOTHER BOW"

IBM PC and PCjr

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GETTING STARTED - Insert the disk into Drive A. If the power is already on, press the [Ctrl] , [Alt], and [Del] keys simultaneously. After a few seconds you will see the Bantam logo, followed by the title screens. The bottom of each title screen displays the message. <PRESS ANY KEY TO CONTINUE> Upon pressing any key, the second title screen will be replaced by the picture/text format used throughout the rest of the game. In most of the story, the upper "picture" portion of the screen remains the same while the text at the bottom "scrolls" in and out of view. A prompt[>] appearing at the end of a text passage means one of the story's characters requires instructions from you in order to continue. For details on each type of instructions you can give, see the "What You Can Do" section of this manual. All instructions must be registered by pressing [ENTER].

SELECTING PLAYING LEVELS - "Another Bow" allows two levels of play - EASY and DIFFICULT. On the EASY level, Dr. Watson, who acts as narrator throughout the story, provides additional hints on actions you should take to solve cases efficiently. These hints are tallied in a final score given to you at the end of the story. On the DIFFICULT level, Dr. Watson withholds these hints. "Another Bow" always begins on the DIFFICULT level. However, you may switch from DIFFICULT to EASY and back again whenever you like. To select the EASY level, wait for a prompt and type

> EASY To return to the DIFFICULT level, wait for a prompt and type > DIFFICULT Remember to press [ENTER] after every input.

SAVING OR RECALLING A GAME - You can save a game at any point and recall it when you choose. To save a game, wait for a prompt and type > SAVE The game will ask you, Do you wish to save the game (Y/N)? Enter > Y to save the game or enter > N if you decide not to save at that point. If you decide to save, the computer will present the following message: < FLIP DISK TO SIDE 1 AND PRESS ANY KEY> Remove the disk from the drive, reinsert it with the label side up and press any key. Your game will then be saved on side 1 of the disk. It will then be necessary to flip the disk back to side 2 (label side down), and press any key, to continue the game. To recall a game you have previously saved, wait for a prompt and enter > REMEMBER

You will be asked to flip the disk back to side 1, press any key, flip it back to side 2 and then press any key again in order to recover the saved-game information. It is a good idea to save the game periodically. That way, if you get off the track - finding yourself at an investigative "dead end" - you can always return to a previous saved point in the plot. The program can save only one game at a time. You may save and let another person play a separate game to completion, but once that person saves a game, or you choose to save again, the previous save will be erased.

WHAT YOU (AS SHERLOCK HOLMES) CAN DO - The game's extensive interactive vocabulary allows you, as Holmes, vast flexibility in where you can go, what you can do and who you can talk to. The computer understands more than 2000 words. You can go beyond simple two-word instructions to enter complex and compound sentences. Many verbs available for use in the game are coupled with specific types of objects (actions, people and locations). When entering instructions for Watson and other characters, or in directing your own actions as Holmes. You can also consult with Dr Watson if you happen to lose track of : * the time, * your location, * who is present. You cannot go back in time. When entering instructions or responses, you don't have to worry about punctuation marks at the end of a sentence. The computer will understand. You do have to use correct spelling. However.

ROOMS ABOARD THE DESTINY - In travelling around the SS Destiny, you can go to any room labelled on the ship's map. You can use the room's exact name ("Main Dining Room"), a room number ("Room 106") or its occupant's name ("Jenkins's room").

TALKING TO CHARACTERS - You can direct questions and statements to characters. Make sure you include appropriate commas. Do not use quotation marks. As Dr Watson is the narrator of the story, he will respond to all questions and statements that are not directed to specific characters.

SOLVING CASES - The story contains six different, though related, cases that must be solved. You must solve the first five cases in order to solve the final case and win the game. You can solve a case by taking a particular action or going to the right place at the right time. You will know you have solved a case when its solution is presented in the story's narration.

ENDING THE GAME - The game ends when you: 1) solve all six cases 2) lose your life (there are a number of ways this can occur), or 3) quit. To quit the game, simply type > QUIT. You can save the game at this point if you wish.

SCORING - At the end of the game your performance will be evaluated in terms of number of cases solved and clues given to you while on the EASY level. Your goal is to solve all six cases with a minimum number of clues. A perfect score is attained by solving all six cases without any clues from Dr Watson

	CU FT	TONS
FORE HOLD	974.5	210.2
AFTER HOLD	523.7	105.7
MAIN CARGO HOLD	9754	1211.1
LOWER CARGO HOLD	12478	1342.
MAGAZINE	314.5	87.5
TOTAL	24044.7	2956.5

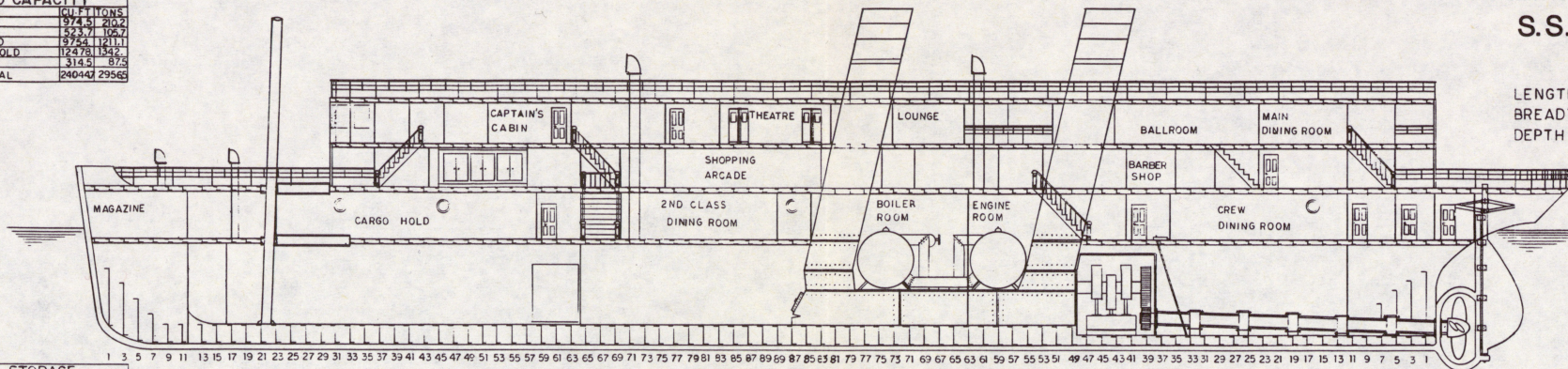
S.S. DESTINY

LENGTH.....302'-0"
BREADTH.....60'-0"
DEPTH.....23'-6"



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DRB IRON INC.
LONDON ENG.
1913

PROFILE INBOARD



COLD STORAGE		
	CU.FT.	TONS
BUTCHER SHOPS	509.6	15.1
SHIPS	440.7	12.5
CARGO	1235.7	30.1
TOTAL	2185.	57.7

STORES	
	CU. FT. TONS
MAIN CARGO HOLD	630 21.9
LOWER CARGO HOLD	1120 29.3
TOTAL	1950 51.2
BAGGAGE ROOM	740 19.1
COAL BUNKER	25126 39.5
FRESH WATER	180 2.5

