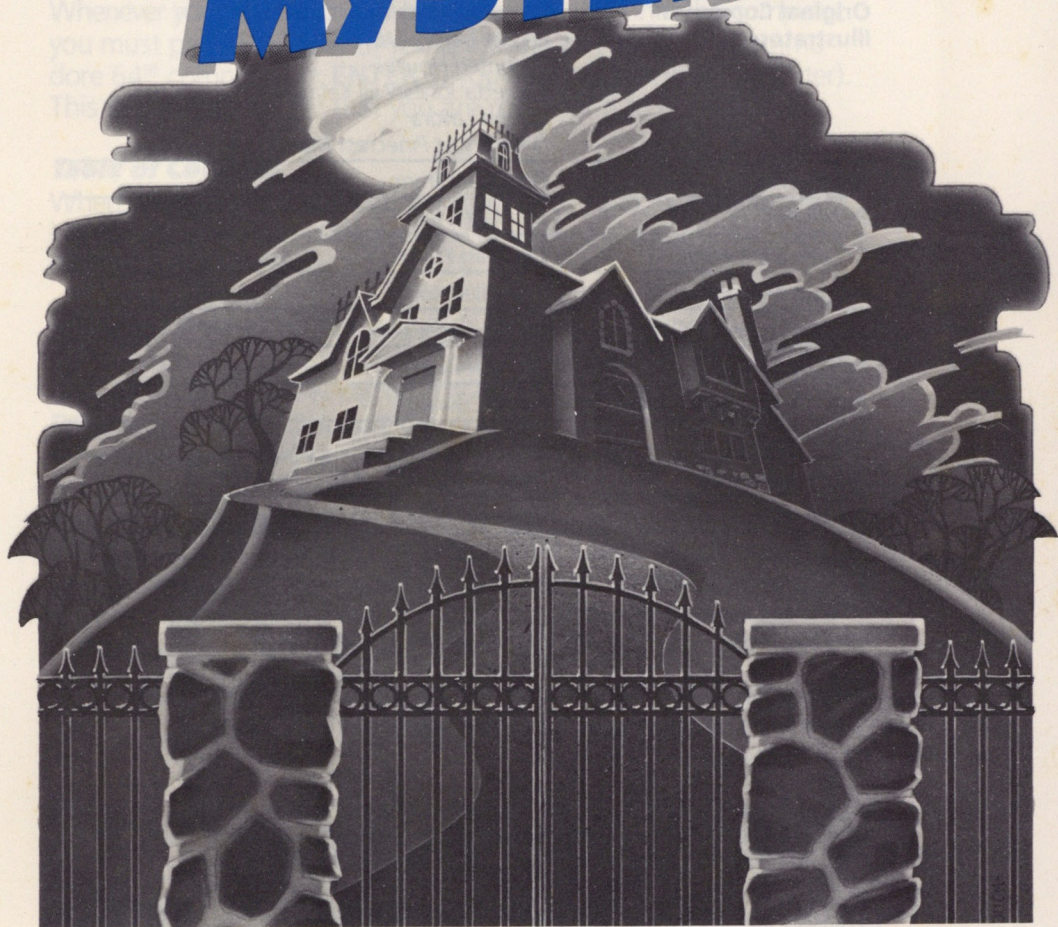


TALES OF MYSTERY™



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Software Design and Development

Information Technology Design Associates, Inc.

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New York Toronto London Auckland Sydney

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Graphics routines from Penguin Software's Graphics Magician were written by Mark Pelczarski, David Lubar, Chris Jochumson, and Michael Shaver. High-resolution character graphics for the Apple® version created with Apex Text, © 1983, Tim Cimbura.

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Tales of Mystery™

HOW TO USE THE PROGRAM

RETURN or ENTER

Whenever you make a choice or type information into the computer, you must press **RETURN** (if you are using an Apple® or Commodore 64® computer) or **ENTER** (if you are using an IBM computer). This tells the computer that you are ready for it to go ahead.

Table of Contents

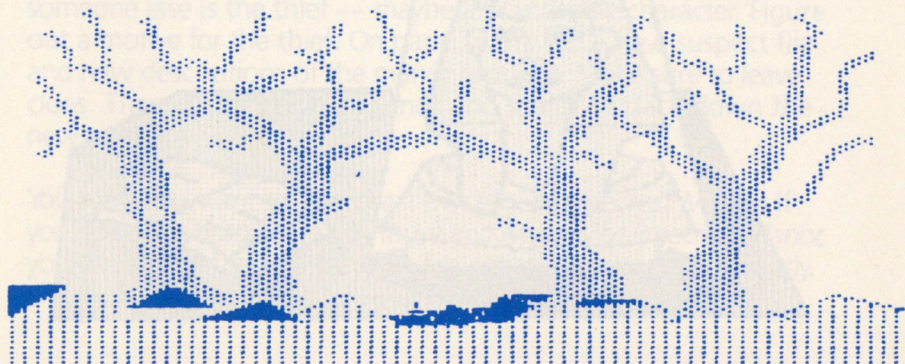
When you are given the *Table of Contents* menu, use the arrow keys to choose which feature you want to go through, then press **RETURN** or **ENTER**.

← (Back Arrow) or DEL Key

If you catch a typing mistake before you press **RETURN** or **ENTER**, use the ← (back arrow key on the Apple or IBM computer) or the **DEL** key (on the Commodore 64 computer) to erase it. Then retype the correct letter or number.

ESC or C= to Quit

If your choices lead you down a path that you've taken before, and you don't want to explore it again, press the **ESC** key (on the Apple or the IBM computer) or the **C=** key (on the Commodore 64 computer) when you reach a decision screen. You can then return to the beginning of the program and find a new path in the story.



HAUNTED HOUSE

There's not a kid on the block that would step foot near the haunted Belmore House. But one night you dream your friend is in trouble there. It's time to find out who's flicking those lights on and off all night long. And what is making those eerie noises? Gather up your courage — and don't forget your flashlight! It's going to take some fancy footwork and quick decision-making to get the job done.

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 tell the tale.

MYSTERY AT PINECREST MANOR

You and your friend 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 swiped!

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

After the introduction, you can start sleuthing. You and your friend can set up suspect files and scour 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

Montana Smith _____

Joey Smith _____

Frances Palette _____

Marie Butler _____

Lois Street _____

Uncle Ralph _____

FUNSTUFF

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.

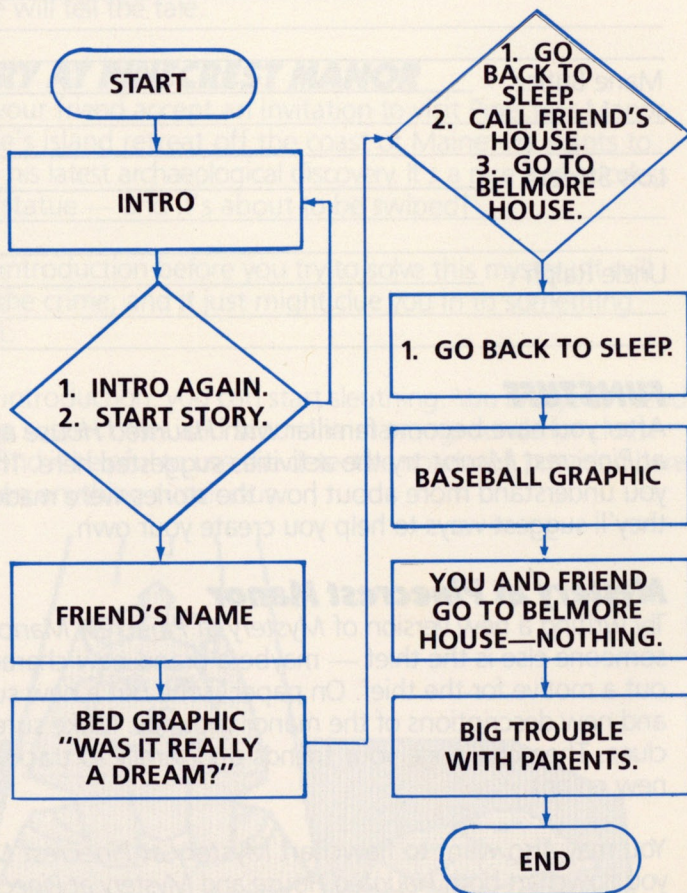
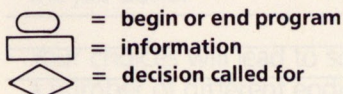
Mystery at Pinecrest Manor

Try writing a new version of *Mystery at Pinecrest Manor*. Pretend someone else is 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 and family 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.

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.



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:

