### COMMAND · SUMMARY-

# MURDER PARTY IBM & Compatibles

Getting Started

Boot your computer with an MS-DOS disk (version 2.0 or later). Before starting Murder Party, be sure you have a formatted, blank double-sided disk on hand, so you can save the party files you create. To format disks, refer to your MS-DOS manual.

Important: Any non-Murder Party files now on this disk will be lost when you save the first Murder Party file on it. You should label this disk prominently, and use it only to save your parties.

When you're ready, put the Murder Party game disk in drive A. Make sure your computer is logged onto drive A (you'll see the A> prompt) and, type MP (Enter). When the title screen appears, turn to Chapter 3 in the manual and follow the directions there.

## Setting Up Your Murder Party

Use the cursor arrow keys to move the highlight bar, and press Enter to make a selection.



The Esc key usually takes you back to the previous menu. When you are typing in guest information, the Esc key moves you to next screen.

If a disk error occurs (for instance, if the disk you want to save your party on isn't formatted), you'll be offered two choices. You may either correct the problem and hit any key to continue; or exit Murder Party, return to DOS, and correct the problem there before going on.

## Printing

Any printer that works with your IBM or compatible should print Murder Party documents. Use the printer setup menu to select the type of printer you'll use.

Be forewarned: it can take some time to print out a complete set of Murder Party documents. If you have a sheet feeder or are using pin-feed paper, you may want to use the Print All command on the print screen to print the entire party with one command, so you won't

have to print one file at at time. Make sure the printer has 100 or so sheets of paper and plenty of ribbon before selecting this feature.

Here are approximate print times for a party of eight guests (for parties of less than eight, deduct 10% from the estimated time for each player removed):

Printer Speed	The Big Kill	Empire
laser printer	20 min	30 min
180 cps printer	1 hour	1 hour 15 min
55 cps printer	1 hour 30 min	1 hour 45 min
15 cps printer	2 hours 30 min	3 hours

As the materials are printed, collate and staple the invitations and clue sheets. Keep a tight rein on your curiosity while doing this: no fair peeking at everyone else's bitter truths and clue sheets!

MS-DOS is a registered trademark of Microsoft Corporation.

#### LIMITED WARRANTY

Electronic Arts warrants for a period of ninety (90) days from the date of delivery that, under normal use, the magnetic media upon which this program is recorded will not be defective; that, under normal use and without unauthorized modification, the program substantially conforms to the accompanying specifications and any Electronic Arts authorized advertising material; and that the user documentation is substantially complete and contains the information Electronic Arts deems necessary to use the program. If, during the ninety (90) day period a demonstrable defect in the program or documentation should appear, you may return the software to Electronic Arts (or Electronic Arts' authorized representative) for repair or replacement, at Electronic Arts' option. If Electronic Arts (or "its authorized representative") cannot repair the defect or replace the software with functionally equivalent software within thirty (30) days of Electronic Arts' (or "its authorized representative's") receipt of the defective software and unless Electronic Arts and customer have agreed otherwise, then customer shall be entitled to a full refund of the license fee.

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. Enclose it 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, 1820 Gateway Drive, San Mateo, CA 94404. Or call us at (415) 572-ARTS.

Unless identified otherwise, all programs and documentation are @1986 Electronic Arts.

118503