



LIVING LITERATURE

SHERLOCK HOLMES

IN "ANOTHER BOW"

APPLE MACINTOSH PLAYING INSTRUCTIONS

This package contains:

- ★ a program diskette
- ★ playing instructions
- ★ a 32-page story booklet
- ★ a ship map
- ★ a warranty card
- ★ a note to Holmesians

INTRODUCTION

"Another Bow" allows you to become the greatest detective of all time, Sherlock Holmes. As Holmes, you must use your renowned powers of deduction to solve six mysteriously intertwined cases aboard a celebrity-laden cruise of the S.S. *Destiny*. A 2000-word interactive vocabulary assures that you are part of the action—making your way about the ship, investigating strange events, and questioning the most famous and powerful figures of the early twentieth century.

This program will run on an Apple Macintosh with at least 128K. The diskette is copy protected and cannot be duplicated. Should anything happen to your diskette, refer to the replacement information on the enclosed warranty card.

GETTING STARTED

After reading the first three chapters and the passenger list, insert the diskette, label side up, into the disk drive (or into Drive 1 if you have two disk drives) and turn on the computer. Soon the Bantam logo and opening screens will appear. They will advance automatically, although you may advance them more quickly by pressing any key as each comes up.

A prompt (>) appearing at the end of a text passage means the story—or one of its characters—requires an instruction or response from you. For details on what kinds of instructions or responses you can give, see the "What You Can Do" section of this manual. *All instructions or responses must be registered by pressing* Return .

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System and Finder are copyrighted programs of Apple Computer, Inc. licensed to Bantam Electronic Publishing to distribute for use only in combination with Another Bow. Apple Software shall not be copied onto another diskette (except for archive purposes) or into memory unless as a part of the execution of Another Bow. When Another Bow has completed execution Apple software shall not be used by any other program.

When entering instructions or responses, you don't have to worry about capitalization or punctuation at the end of a sentence. The computer will understand

> **GO TO THE MAIN DINING ROOM,**

> **go to the main dining room**

or even

> **gO TO the mAIN dINInG ROOm.**

You *do* have to use correct spelling, however.

ROOMS ABOARD THE *DESTINY*

In traveling around the S.S. *Destiny*, you can go to any room labeled 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"). See the passenger list for room assignments.

TALKING TO THE CHARACTERS

You can direct questions and statements to characters in the following manner:

> **What are you doing here, Mrs. Ryan?**

> **Ask Mrs. Ryan what she is doing here.**

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**

or use the mouse to select "quit" on the pull-down menu. 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.

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 efficiently solve cases. 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 **Return** after every input.

SELECTING PLAYING LEVELS WITH THE MOUSE

You can also select EASY and DIFFICULT levels with the mouse. Simply pull down the menu from the upper left-hand corner of the screen and select the appropriate item.

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.

To recall a game you have previously saved, wait for a prompt and enter

> **remember**

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.

SAVING OR RECALLING A GAME WITH THE MOUSE

As with the playing level options, you can save or recall a game using the mouse by pulling down the game menu and selecting the appropriate item.

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 com-

puter understands more than 2000 words. You can go beyond simple two-word instructions to enter complex and compound sentences such as

> **Take the note and read it.**

or

> **Let's return to our stateroom and go to sleep.**

You can also use two objects with only one verb:

> **Take the note and the book.**

Many of the verbs available for use in the game are coupled with specific types of objects (actions, people and locations). Therefore, when entering instructions for Watson and other characters, or in directing your own actions as Holmes, you should use the following "key" verbs for the best results:

POSSESSION (*of Object*)

accept ____	carry ____	keep ____	remove ____	steal ____
acquire ____	collect ____	put ____	save ____	take ____

COMMUNICATION (*with Person*)

alert ____	ask ____	converse with ____	inform ____	talk to ____	warn ____
answer ____	command ____	discuss ____	listen to ____	tell ____	

ACTION (*toward Person*)

accost ____	catch ____	force ____ to	hurt ____	murder ____	slap ____
attack ____	choke ____	grab ____	injure ____	nudge ____	stab ____
bite ____	clutch ____	help ____	kill ____	punch ____	strike ____
bump ____	embrace ____	hit ____	knock ____	push ____	throw ____

MOVEMENT (*to/from Location*)

continue ____	enter ____	go ____	move ____	return ____	walk ____
dash ____	exit ____	leave ____	proceed ____	visit ____	wait ____

ANALYSIS (*of Object*)

examine ____	explore ____	inspect ____	open ____	read ____
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FOLLOWING/FINDING (*Person*)

chase ____	follow ____	meet ____	trail ____
find ____	locate ____	tail ____	

OBSERVATION (*of Scene/Event*)

glance at ____	look at ____	peer at ____	watch ____
investigate ____	observe ____	see ____	

OTHER USEFUL VERBS

go through ____	dine	go to sleep	drop ____
rifle ____	eat	rest	send ____
search ____ (<i>dresser/drawer</i>)	go to bed	take nap	thank ____

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.