



LIVING LITERATURE

SHERLOCK HOLMES

IN "ANOTHER BOW"



APPLE II SERIES

PLAYING INSTRUCTIONS

This package contains:

- a program diskette
- a ship map
- playing instructions
- a warranty card
- a 32-page story booklet
- 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 II, Apple II+ or Apple IIe with at least 64K, a disk drive and a monitor or television. It will also run on an Apple IIc with a monitor or television. 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. After a few seconds you will see the Bantam logo and opening screens. These screens will advance automatically, although you may advance them more quickly by pressing any key as each comes up. The computer will then present the following message:

< FLIP DISK TO SIDE 2 AND PRESS ANY KEY >

Remove the diskette from the disk drive and reinsert it with the label side down. Then press any key. The first playing screen will be displayed.

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]

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 Return 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 diskette 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 diskette. It will then be necessary to flip the diskette 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 diskette 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 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 hort - murder - slap -
attack - jure - 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 -

FOLLOWING/FINDING (person)

chase - find - follow - locate - meet - tail - trail -

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 - (dresser/drawer) - 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.

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

> *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 tight 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.