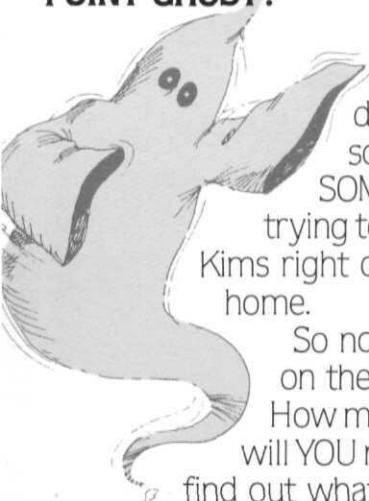


SNOOPER TROOPS™



Case #1
The Granite
Point Ghost
by Tom Snyder

IS THERE A GRANITE POINT GHOST?

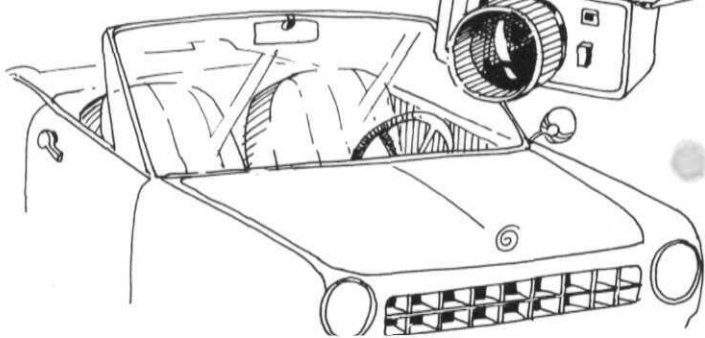


The police don't think so, but **SOMEONE** is trying to scare the Kims right out of their home.

So now you're on the case. How many weeks will **YOU** need to find out what's **REALLY** happening at the old Cable mansion?

The police think Blume looks suspicious. But there are seven other suspects, too. If you find the **GUILTY ONE**, you'll get a complete confession.

GOOD LUCK!



AS A SNOOPER TROOP DETECTIVE, YOU HAVE:

- ** a SnoopMobile
- ** a wrist radio
- ** a flashlight
- ** a camera
- ** a pencil
- ** and the SnoopNet Computer

LOADING THE PROGRAM

Apple®:

1. Put the SNOOPER TROOPS disk into the disk drive.
 2. Turn on the computer and the monitor.
 3. Close the disk drive door.
- NOTE: For this program to run on Apple IIe, press the **CAPS/LOC key**. This will put the computer into the upper case mode.

Atari®:

1. Put the Basic Computing Language Cartridge into your computer. Make sure your computer is turned off.
2. Turn on your disk drive.
3. When the top red light (the "BUSY" light) goes out, open the disk drive door.
4. Insert the SNOOPER TROOPS disk and close the disk drive door.
5. Turn on the computer and the monitor.

Commodore 64™:

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the SNOOPER TROOPS disk into the disk drive and close the door.
4. Type **LOAD"SPIN", 8**
Press the **RETURN** key.
5. Once READY appears on the screen,
Type **RUN**
Press the **RETURN** key.
Your program will appear shortly on the screen.

IBM®:

Before you can use this disk for the first time, you must put a copy of DOS (Disk Operating System) onto the disk.

NOTE: You need to add DOS 1.0 or 1.1 only once.

TO ADD DOS:

If you have one disk drive:

1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the  key.
4. When A > appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**
Press the  key.

6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.

In response to prompts for drive B:.

Insert the DOS disk and close the disk drive door.
Then strike any key.

In response to prompts for drive A:.

Insert the program disk and close the disk drive door.
Then strike any key.

When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.

8. Remove the disk from the disk drive and turn off the computer and the monitor.

TO PLAY THE GAME:

If you have two disk drives:

1. Put the DOS disk into drive 1(A:); Put the program disk into drive 2(B:); Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the  key.
4. When A> appears on the screen, Type **B:INSTALL2**
Press the  key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A> appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer.

1. Put the program disk into drive 1(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.

HINTS FOR GETTING STARTED

- Look through the Snooper Troops book.
- Drive the SnoopMobile to a suspect's house.
- Knock on the door of the house and ask the suspect a question.
- Find a phonebooth and make a telephone call.

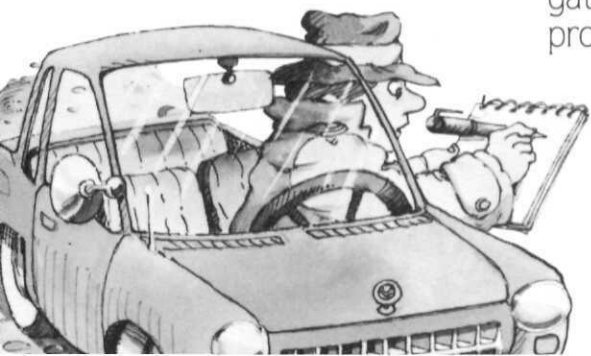


PLAYING THE GAME

When playing Snooper Troops certain questions will appear on the screen that you will have to respond to by typing **Y** for **Yes** or **N** for **No**.

A Snooper Troops Detective can be either Agent 1 or Agent 2. If it is your first day on the case, there is no difference between which agent you choose to be. But if you have already played the game and you want to use your Old Agent Records, you should continue to be the agent you played before.

The SnoopNet Computer has important files of information stored in it.



P **Press P** to see the list of suspects.

S **Press S** to see special messages.

A **Press A** to accuse a suspect.

O **Press O** to recall old clue files.

L **Press L** to leave Snoop Troop Headquarters and get into the Snoop-Mobile.

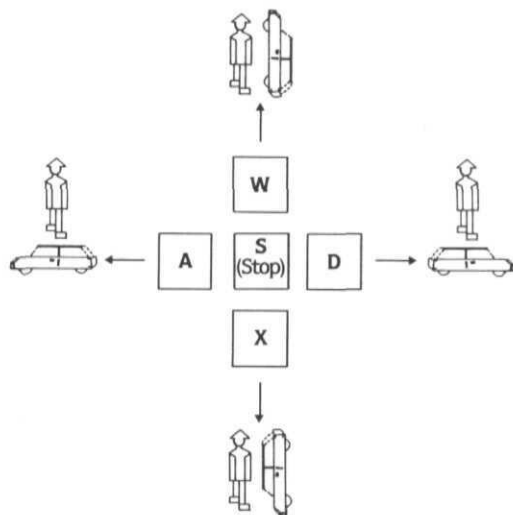
Press M for Mr. X clues or **Press S** for special clues. It is not necessary to press RETURN* after typing M or S.

You can turn off the computer and save the Snooper Troops information you have gathered. If you put a write-protect sticker over the notch on the disk, you will not be able to mark where you have left off in the game.

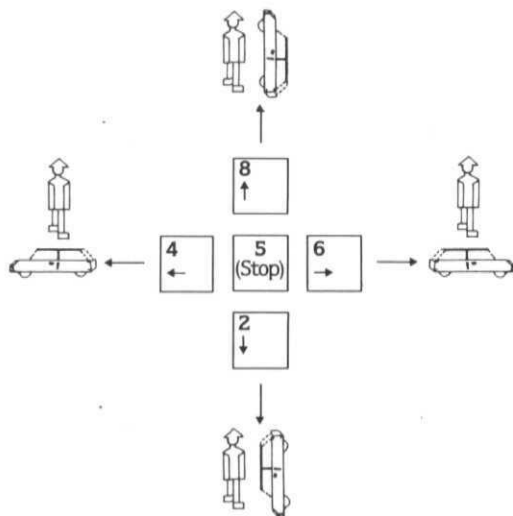
*If you have an IBM, use the **enter** key () wherever these instructions refer to a return key.

USE THESE KEYS TO MOVE YOUR DETECTIVE (WHEN OUT OF THE SNOOPMOBILE OR INSIDE A HOUSE) AND TO DRIVE THE SNOOPMOBILE.

Atari®, Apple®, Commodore 64™ computers.



IBM® computers



THE SPACEBAR WILL ALLOW YOU TO:



**** GO INTO SNOOP HEAD-QUARTERS** if you are parked in front.



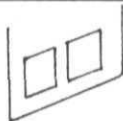
**** GO TO A HOUSE** if you are parked in front.



**** GO INTO A PHONEBOOTH** if you are parked next to one.



**** KNOCK ON A DOOR** if you are standing right in front of one.



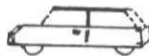
**** CRAWL THROUGH A WINDOW** if you are standing right next to one.



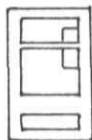
**** TURN YOUR FLASHLIGHT ON AND OFF** if you are in a dark house.



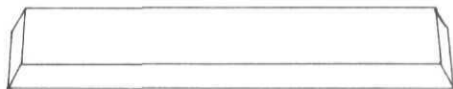
**** TAKE A "SNOOPSHOT"** if you are next to a clue (?) in a house.



**** GO BACK INTO YOUR CAR** if you are standing next to it.



**** LEAVE A PHONEBOOTH** and put you in your car.



In other words, if you are looking for a button to push, the spacebar will usually help you out.

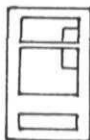
SNOOPING AROUND



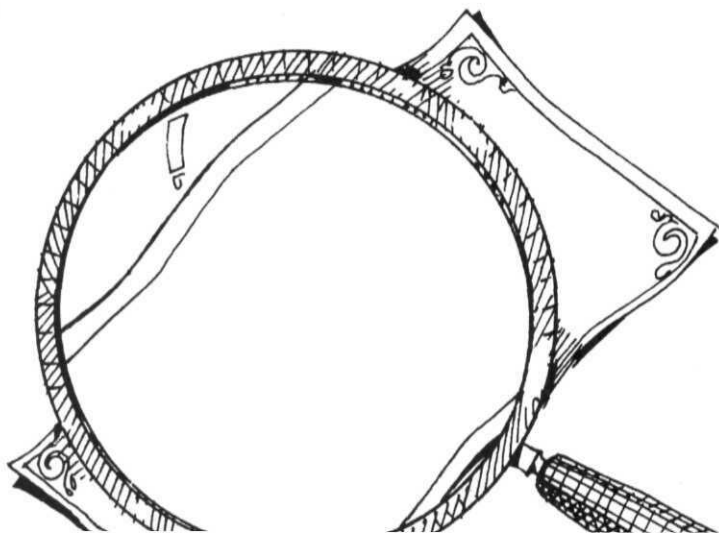
When you are inside a house, you don't want to get caught. So take care using your flashlight and beware of bumping into walls and clues.



Leaving the house after photographing a clue can be tricky. Don't dawdle.



Once you are in the phone booth and have entered the telephone number you wanted to call, **press RETURN** to complete your call.



Friday 7

April

1983

8:00

8:30

9:00

9:30

10:00

DETECTIVE FIRST CLASS.
SNOOPER TROOP DIVISION

Name

State License #

Address

Date of Birth

Expires

PRIVATE
DETECTIVE

198

SNOOPER
TROOPS

8:00

8:30

9:00

Friday, April 7

7:00 p.m. Arrived in Granite point. Quaint town!

7:10 p.m. Gassed up the car.

7:22 p.m. Arrived at Snoop Headquarters. Picked up my files and got the key to my room.

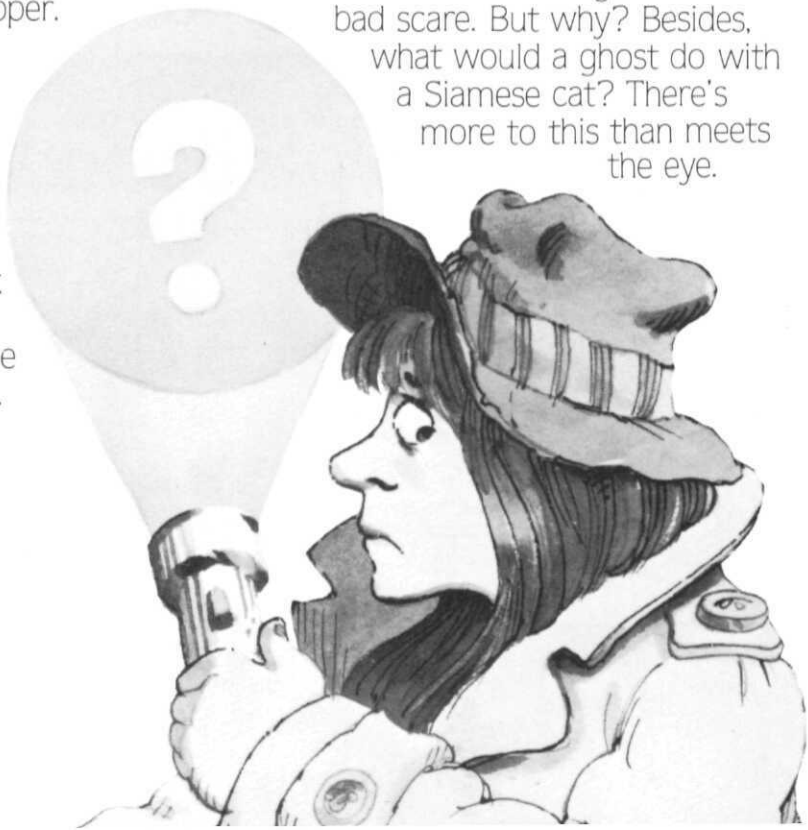
7:55 p.m. Stopped for a bite at the Sail and Anchor. Read the files with supper.

Food is not bad—if you like fish.

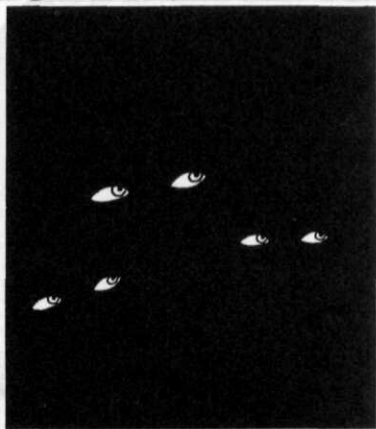
8:30 p.m.

Walked out on the pier to get a look at the setup and do a little fast thinking.

THE FACTS OF THE CASE: This family moves into an old mansion. Every night for the next two weeks, lights go on and off in the house, telephones ring with no one on the line, rooms get messed up, strange foot-steps and groaning noises are heard. Folks say the house is haunted. Sounds to me like someone wants to give them a bad scare. But why? Besides, what would a ghost do with a Siamese cat? There's more to this than meets the eye.



WHAT HAPPENED ON THURSDAY, APRIL 6 AT THE OLD CABLE MANSION.



7:00 p.m. Kims sit down to dinner in dining room. Dining room lights go on and off six times.

7:30 p.m. Alice and Jennifer do dishes
Amanda does homework in her room.
Sammy Mudd goes out for a walk.



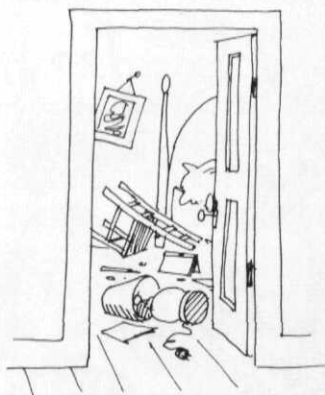
7:45 p.m. Loud bell sounds come out of walls. Lights go on and off all over house.

7:48 p.m. Amanda Kim locks Siamese cat in bedroom and goes downstairs.

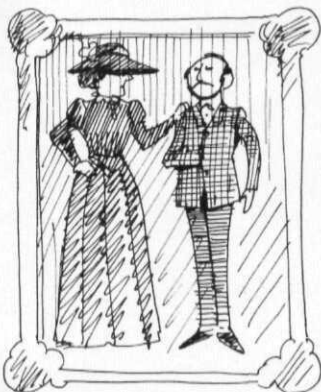
RINGRING



7:50 p.m. Phone rings—neighbor complains about noise.



7:55 p.m. Bells stop. Amanda Kim unlocks bedroom door. Room a mess and cat is missing.



8:05 p.m. Family searches for cat. Sammy finds old photo in basement.



9:00 p.m. Police called in on case.

Background Notes:



The Kims

ALICE, MICHAEL, AND THEIR DAUGHTERS AMANDA AND JENNIFER

Michael is an engineer who is an expert in fixing ship engines. For two weeks he's been away on a special mission in the South Atlantic. He is trying to free a stranded nuclear submarine and cannot be reached by his family. Alice writes historical novels and is working on a book about the Revolutionary War. Amanda is twelve and loves her cat, her family, and sailing, in that order. Jennifer is eight and is always poking her nose into everything.

Background Notes:



THE KIMS' NEW HOME

Known as "the mansion," the house had been owned by the Cables for almost two hundred years. It has Ezra's name because he made many repairs and additions to the place during the middle eighteen hundreds. The last people who lived there were Jeremiah Cable, who drowned at sea, and his wife Abigail, who was accidentally killed shortly after her husband's death. Although the house had been empty since 1906, some folks in town say that Abigail's ghost still wanders around in there. All sorts of rumors and tales are told about the place. In recent months, the police have been up there several times to look into reports of weird noises and flickering lights at night. But no sign of any trespassers has ever been found. However, witnesses insist that they saw what they saw. The mansion has been for sale for years. Four weeks ago, it was suddenly sold to the Kims who have come here from Alaska.

Background Notes:

Lady Liberty

THE TWO-MASTED SCHOONER

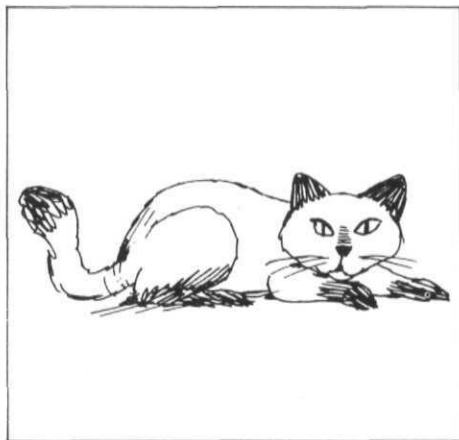
Originally built by Thomas Cable, the Lady Liberty was used to transport soldiers during the Revolutionary War. Later it carried cargo to and from the West Indies. Then, for several years before the Civil War, it was used to carry run-away slaves to freedom in Canada. Now the ship is being repaired and re-stored from top to bottom. It will be the main attraction at the Granite Point 300th birthday celebration. This festival, including the first re-launching of the Lady Liberty, begins this June 15.



Background Notes:

THE SIAMESE CAT

This cat is a champion sealpoint Siamese worth about \$1000. It has been missing since 7:55 p.m. on Thursday, April 6. The cat is owned by Amanda Kim of Granite Point. It disappeared from her locked bedroom. The police have found no evidence of foul play.





Did Blume do it?

Angelo Blume

THE GARDENER

Except for about 10 years, Angelo has lived in Granite Point all his life. For as long as anyone can remember, he has worked up on the cliff taking care of the yards around the houses there. In addition, he has always done odd jobs for the Cable sisters. He was very surprised to discover that the new owners of the Cable mansion no longer need his services. He has always loved the old house and did his best to keep it in good condition. Since he works for so many families, Angelo always seems to know just what's going on around town. In fact, he is a bit of a gossip.

Suspect:

Angelo Blume

Address:

Not home:

Phone:

Key words:

SnoopNotes

Clue no.	Clue



Did Cable do it?

Essie Cable

THE SWEET LITTLE OLD LADY

Essie and her two sisters live in the smaller Cable house. They had to sell the mansion because caring for it just cost too much. Essie was heartbroken. She is always digging up more about her family's history and often holds seances to try to contact her ancestors. She has visited the Kims twice lately to tell them about the house's history, but Mrs. Kim has been too worried about things to listen. Mrs. Kim thinks Essie is a bit odd, but the kids seem to like her.

Suspect:

Essie Cable

Address:

Not home:

Phone:

Key words:



Did Grummbal do it?

Suspect:

Alfred Grummbal

Address:

Not home:

Phone:

Key words:

Alfred Grummbal

THE NEXT DOOR NEIGHBOR

Grummbal is a person who likes things quiet. In fact, when the festival committee tried to rent the Cable mansion to use as an exhibit, he said he would sue the town. When the place was finally sold to the Kims, he was even madder. Now he's talking about putting a high fence around his yard. Although he is married, no one has seen his wife for years. Before he retired he worked down in the village in the loan department of the bank.

SnoopNotes

Clue no.	Clue



Did Gettrich do it?

Suspect:

Harry Gettrich

Address:

Not home:

Phone:

Key words:

Harry Gettrich

THE REAL ESTATE BROKER

Folks can't figure out just why Harry set up a real estate office down in the village when he moved to Granite Point last year. So few people move in and out of Granite Point that selling houses doesn't seem to be a good way to make a living. But Harry has joined a lot of Granite Point activities and, for an outsider, he's well liked. Since the Kim's have moved in, he's taken a sudden interest in the Cable mansion. He's been up there twice trying to buy the place. No one can figure out why he wants to buy it or where he's going to get the money to pay for it.

[illegible]



Did Mudd do it?

Sammy Mudd

THE ORPHAN

Sammy's parents were killed in a plane crash three years ago when he was eleven. So he came to live with his Aunt Alice and her family. At first Sammy didn't think he would like living in a house with just girls. But he has found he especially likes doing things with Michael. Now the Kims are hoping that Sammy will let them legally adopt him. When Michael is away, Sammy tries to be the man of the house, but it is a lot of work. Even though he and Amanda are the best of friends, he still spends a lot of time by himself.

Suspect:

Sammy Mudd

Address:

Not home:

Phone:

Key words:

[illegible]



Did Ramirez do it?

Olivia Ramirez

THE MUSEUM CURATOR

Olivia was hired for her job at the museum in Granite Point less than a year ago. She likes the people in the town and wants to do well at her new job. She was elected secretary for the festival committee. Recently she bought, at a high price, a ruby necklace and a handful of gold coins for the museum's Colonial History collection. Although the necklace and coins are real, Olivia won't say where she got them. Olivia has told museum officials that she must keep her secret if the museum wants to get more treasures.

Suspect:

Olivia Ramirez

Address:

Not home:

Phone:

Key words:

SnoopNotes

Clue no.	Clue



Did Smithson do it?

Suspect:

Paige Smithson

Address:

Not home:

Phone:

Key words:

Paige Smithson

THE HISTORIAN

Paige lives by himself in the old Washburn carriage house down behind the Cable mansion. The place isn't much, but since it sits right at the edge of the cliff, the ocean view is beautiful. Paige moved in a few months ago after he took his new job at the state college library last summer. Paige doesn't go out with friends much, but he keeps busy. He is serving as the historical expert on the festival committee. He is always interested in anything to do with Granite Point history.

[illegible]



Did Washburn do it?

Suspect:

Cap'n Cyrus Washburn

Address:

Not home:

Phone:

Key words:

Cap'n. Cyrus Washburn

THE OLD SALT

The captain's great grandfather was Canon Washburn, the famous churchman who spoke out against slavery. After a long life at sea, the captain has retired and taken an interest in Granite Point activities. He is chairman of the Granite Point festival committee and is in charge of the repairing of the Lady Liberty. He worked hard to rent the Ezra Cable house to fix it up for the festival, but the Kims bought it instead. Anyway, the captain's friend Alfred Grummbal didn't like the idea of renting the place and the captain thinks a lot of Alfred's opinion.

SnoopNotes

Clue no.	Clue

Mr. X Clues

Clue no.	Clue

Mr. X Clues

Clue no.	Clue

Special Message Clues

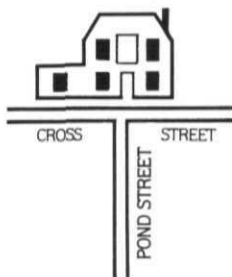
Clue no.	Clue

Special Message Clues

Clue no.	Clue

Map of Granite Point

You will want to fill in this map as you drive around town.



If you liked The Granite Point Ghost, you'll love The Case of the Disappearing Dolphin. It's the second in a series of mystery games designed to test your skill as a Snooper Trooper.

So ask your local Spinnaker Software Dealer about the Disappearing Dolphin. Or write to us directly at: Spinnaker Software, 215 First Street, Cambridge, MA 02142.

We'll send you our latest catalog filled with our most recent selection of titles, so you can begin to build your own Spinnaker Library.

For additional copies of this Snooper Troops notebook, send \$2.00 (for postage and handling) to Spinnaker Software, 215 First Street, Cambridge, MA 02142.

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