

The Scoop

Based on the Murder Mystery By

Agatha Christie and Other Members of the London Detection Club

To: Obituaries Reporter
From: Wrightwell
Re: New Assignment

Well, you've been harrying me to let you write a real story, so here's your chance. I'm assigning you to the Bungalow Murder case. Geraldine Tracey died between seven and nine-thirty Saturday night at the Jumbles, an isolated area of Brighton. The police are baffled. The murder weapon is missing and so is Mrs. Tracey's husband. The Star has already scooped us on the murder, so you'll have to jump to catch up to them. I don't want to read this story in the Star before ~~we~~ put it to bed!

Johnson's covering the case for the Star. He's not bad, but he's too taken with the lasses to be a truly good reporter. Lucky for you it's not that Oliver chap--now there's a journalist.

Here's your reporter's handbook. Read it carefully, then get going. Find out what happened out at the Jumbles, and make it good. I'll be in my office if you have any questions. Now go out and get that scoop!

Wrightwell

The Daily Courier

Reporter's Handbook

To all new reporters:

Welcome. You have been chosen to work for one of the best newspapers in London--the *Daily Courier*. The long and distinguished reputation of the *Courier* speaks for itself. We are dedicated to getting the news out fast, in-depth, and accurately reported. This handbook provides guidelines you should follow in order to become a top-notch reporter for the *Courier*.

In this business, the most important thing is scooping the other papers. Exclusive stories sell papers, and papers sold pay your wages. Our biggest competitor is the *Morning Star*. They've got an excellent staff who go out and get the job done, no matter what.

As a reporter for the *Courier*, you'll have to work hard and fast. We're not here to support slackers. Every minute not spent on the story is a minute lost to the *Morning Star*. While you're following your leads and looking for an angle, a *Star* reporter will be racing you for every clue. Lose a scoop to the *Star*, and you'll be writing the Society column!

To get a scoop, look for anything that will support your story. Question everyone. The big break in a story could come from a most unexpected source. Explore your surroundings at every turn, and pay close attention to detail. Remember the Five W's--Who, What, When, Where, and Why. Take notes on everything, and gather evidence to support your story. Work with Scotland Yard, of course, but don't give away too much. The *Star* has friends in the Yard.

This handbook will get you started. Good luck, rookie.

Wrightwell

Wrightwell
Editor-In-Chief

Getting Started

WINNING THE GAME

You're a reporter for the *Daily Courier*, and you're investigating the murder of Geraldine Tracey. If you can solve the mystery in time, you'll scoop the *Morning Star* and win the game. But to get your scoop, it's not enough merely to figure out who you think committed the murder. Instead, you must be present when the murderer is confronted by the authorities—even if you have to arrange the confrontation yourself!

PREPARING FOR PLAY AND LOADING THE GAME

Apple II:

If you wish to save your game during play, you must format (initialize) a storage disk before beginning the game. Consult your computer's manual on how to initialize a disk. Once you've initialized a storage disk, use it only for your Scoop games. Don't use it for anything else, or you may lose your saved games. A storage disk can hold eight saved games.

NOTE: If you have two disk drives, you can keep your storage disk in the second drive when playing The Scoop. If you have one disk drive, the program will tell you when to change between The Scoop disk and your storage disk.

If you want to use a joystick, plug it into your joystick port before loading the program.

Follow these steps to load The Scoop:

1. Insert The Scoop disk, Side A up, into your startup disk drive and close the drive door.
2. Turn on your computer system. The program will begin to load.
3. After a moment, you'll be prompted to enter a password from a specified page in this manual. Turn to that page; the password will

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- be the word in the box next to the page number. Type in the password and press **<Return>**. The program will continue to load.
4. After a moment, you will be prompted to insert Side B. Remove the disk from the drive, flip it over, insert it with Side B up, close the door, and press **<SpaceBar>**. The Scoop will finish loading, and the Main Menu will appear.

Apple IIgs NOTE: When loading The Scoop on an Apple IIgs, your 5 1/4" disk drive must be your startup drive. If it isn't, use the control panel of the Apple IIgs to make this drive the startup drive, by changing the STARTUP SLOT option in SLOTS to this drive. Also, The Scoop plays best when the Apple IIgs is set to normal speed. If it is set to fast speed, use the control panel to select normal speed. Don't forget to change these settings back to usual when you finish playing The Scoop!

IBM:

You may install The Scoop on your hard disk drive, if you have one. To do so, follow these steps:

1. Turn on your computer system. When you see the C> prompt, insert The Scoop disk (insert Disk 1 if you are using the 5 1/4" disk version) in drive A>.
2. Move to drive A>. (Type **A:** and press **<Enter>**.)
3. Type **INSTALL** and press **<Enter>**.
4. The computer will install The Scoop on your hard drive. If you're using the 5 1/4" disk version of the game, the computer will prompt you when it is ready for Disk 2. Remove Disk 1, insert Disk 2, and then press **<SpaceBar>**. The computer will then continue to install The Scoop.

When done, The Scoop will be installed on your hard drive in a subdirectory named SCOOP.

Follow these steps to load The Scoop from a Floppy Disk:

1. Turn on your computer with the DOS disk in drive A>. If your system asks you for the date and time, enter them.

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2. When you see the A> prompt, remove the DOS disk and insert The Scoop disk (Disk 1 if you're using the 5 1/4" disk version) in drive A>.
 3. Type **SCOOP** and press <Enter>. The Scoop will begin to load.
 4. After a moment, you'll be prompted to enter a password from a specified page in this manual. Turn to that page; the password will be in the box next to the page number. Type in the password and press <Enter>. The program will continue to load.
 5. If you are using the 5 1/4" disk version, the computer will prompt you when it is ready for Disk 2. Remove Disk 1, insert Disk 2 in drive A>, and then press <SpaceBar>.
 6. The Scoop will finish loading, and the Main Menu will appear.

Follow these steps to load The Scoop from a Hard Drive:

1. Turn on your computer. If your system asks you for the date and time, enter them.
2. Wait until you see the C> prompt. (If you see a different prompt, type C: and press <Enter>.) Then, type **CD \SCOOP** and press <Enter>.
3. Type **SCOOP** and press <Enter>. The Scoop will begin to load.
4. After a moment, you will be prompted to enter a password from a specified page in this manual. Turn to that page; the password will be in the box next to the page number. Type in the password and press <Enter>. The Scoop will finish loading, and the Main Menu will appear.

GETTING AROUND

Your actions in The Scoop are controlled by the <SpaceBar> key and the arrow keys on the keyboard.

To move your character on the screen, use the arrow keys. To move to the right, press the right arrow key. To move to the left, press the left arrow key. To enter a room through a door, move in front of the door and then:

Apple II: press <SpaceBar>.

IBM: press the up arrow key.

To call the Game Menu, press **<SpaceBar>**.

Apple II: Move away from any door if you want the Game Menu. Pressing **<SpaceBar>** when you are in front of the door will move you through the door instead of calling the Game Menu.

To highlight an option on a menu, press the right, left, down, and up arrow keys to move the highlight bar to the option you want.

IBM: 1) You may also highlight a menu option by pressing the key corresponding to the first letter of the menu option. For example, to highlight WAIT on the Game Menu, press W. If there's more than one menu option with the same first letter, pressing that letter's key will highlight these options in order.

2) When you call up a menu, menu options that can't be chosen at that time will be shaded. For example, when you first load the game, CONTINUE on the Main Menu will be shaded, since there's no game in progress to continue.

To select a menu option, press **<SpaceBar>**.

Some menu options have their own menus. When you select one of these options, its menu will appear. Select the option you want from this menu. Some menus may have many items and are scrolling menus. They show only one item at a time. Scroll through the items by pressing the right and left arrow keys. When the item you want appears, press **<SpaceBar>** to select it.

On some menus, you may want to exit them without choosing an option that affects the game. These menus have an EXIT option; select this option to exit the menu. You may also exit the Game Menu by pressing the up arrow key to exit off the top of the menu.

Apple II: You may also exit some other menus by pressing the up arrow key to exit off the top of the menu.

Apple II: Other Control Options: If you have a joystick connected to your Apple II, you can control your actions with the joystick and joystick button. Instead of using an arrow key, move the joystick in the

indicated direction. For example, move the joystick to the right instead of pressing the right arrow key. Instead of pressing <SpaceBar>, press the joystick button.

If you have a mouse connected to your Apple IIc or IIgs, you can control your actions with the mouse. Instead of using an arrow key, move the mouse in the indicated direction. For example, move the mouse to the right instead of pressing the right arrow key. Instead of pressing <SpaceBar>, click the mouse button.

You may also use the I-J-K-M "Control Diamond Keys" in place of the cursor arrow keys: press I instead of the up arrow key, J instead of the left arrow key, K instead of the right arrow key, and M instead of the down arrow key.



Journalistic Procedures

MAIN MENU

After you have loaded the game, the Main Menu will appear. It has the following choices:

<i>Apple II:</i>	<i>IBM:</i>
START	START NEW GAME
CONTINUE	CONTINUE
STORAGE	STORAGE
SAMPLE GAME	DEMO
SOUND ON	SOUND ON
	QUIT

Select the option of your choice.

- **START** lets you to start a new game. When selected, it asks you for the gender and name of your character. For the name, simply type the name you want to use (you may use upper and lower case letters) and then press **<Return>** or **<Enter>**. The game will start, and will display your first message. Read it and press **<SpaceBar>** to continue.
- **CONTINUE** lets you continue a game in progress. When you select **CONTINUE**, you'll exit the Main Menu and return to the game.
- **STORAGE** lets you save a game or load a saved game. When you select **STORAGE**, its menu will appear. Select the option you want from this menu: **SAVE GAME** lets you save a game at any point, and **LOAD GAME** lets you load a previously saved game.

Apple II: You must have a storage disk in order to save a game. (See Preparing for Play.) You may have eight games, numbered 1 through 8, on a storage disk. When you select **SAVE GAME**, a scrolling menu will appear. Scroll this menu to see a game number. Select the number you want for the game, and the game will be saved under that number.

(When you save a game, you may want to note its game number and at what point in the game you saved it you want to load it later.) When you select LOAD GAME, select the game number of your saved game from the scrolling menu that appears.

IBM: If you're playing The Scoop from floppy disk, your games will be saved on your Scoop disk. Simply keep your Scoop disk (Disk 2 for the 5 1/4" disk version) in drive A>. If you're playing The Scoop on a hard drive, your games will be saved on the hard drive in your SCOOP subdirectory. When you select STORAGE, the storage screen will appear, displaying your saved games. When you select SAVE, the computer will ask you for a name for the game you're saving. The name may be up to eight letter or numbers in length. Simply type the name of your choice and press <Enter>. If you change your mind and want to exit SAVE without saving a game, simply press <Enter> without typing in a name. When you select LOAD, the computer will ask you for a name for the game you want to load. Simply type the name of the game you want and press <Enter>. If you change your mind and want to exit LOAD without loading a game, simply press <Enter> without typing in a name.

NOTE: If you're using the 5 1/4" disk version, you can save a dozen games on Disk 2. If you want to save more games, there's room for over 100 on Disk 1. To use Disk 1 to save or load games, remove Disk 2 from drive A> and insert Disk 1 there before you select STORAGE on the Main Menu. When you're done saving or loading, remove Disk 1 from drive A> and insert Disk 2 again. (If you forget this last step, the computer will prompt you to insert Disk 2 when it needs the disk.)

- **SAMPLE GAME/DEMO** lets you see a self-running sample game that demonstrates various features of The Scoop. When you select SAMPLE GAME/DEMO, the demo will run. Whenever you want to exit the demo, press <SpaceBar> and you'll return to the Main Menu.
- **SOUND ON/OFF** tells you if the sound is turned on or off: SOUND ON means the sound currently is on, SOUND OFF means the sound currently is off. When you select SOUND ON/OFF, the sound is switched off (if on) or off (if on).

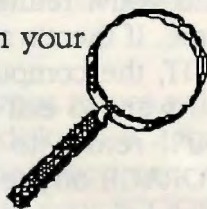
- QUIT lets you quit the IBM version of The Scoop and return to DOS. The computer will ask you to make sure you want to quit: press **Y** if you do (and you'll return to DOS); press **N** if you don't (and you'll return to the game. If there's a game in progress that you haven't saved when you select QUIT, the computer will ask if you're sure you want to do this. Press **Y** if you want to exit without having saved the game. Press **N** if you don't, and you'll return to the game. (You can then save the game by selecting STORAGE on the Main Menu.)

Apple II: There's no separate QUIT command for the Apple version of The Scoop. Simply turn off your computer system when you're finished playing.



Investigating The Story

After you've selected your character, you're ready to begin your investigation.



GAME TIME

The upper right corner of the screen shows the day and time. As you question people, search locations, travel, and so on, minutes and hours of game time will pass. You don't have an unlimited amount of time to get your scoop. If too much time passes, the Star may scoop you or the murder may escape justice. How much is too much time? Well, you have more than a day or two but less than a week.

THE GAME MENU

The Game Menu will let you speak to people, examine evidence, travel by various means, and so on. To call the Game Menu, press **<SpaceBar>** or the joystick button. The Game Menu will appear, with the PAUSE option highlighted. The game is paused: game time stops when you use the Game Menu. You may exit the Game Menu by selecting PAUSE. The Game Menu has the following options:

Pause
Wait
Speak
Travel

Look
Take
Observe

Search
Drop
Sleep

Examine
Inventory
Menu

- PAUSE reminds you that game time is stopped while you use the Game Menu. If you select PAUSE, you'll exit the Game Menu and return to the game.

• **SPEAK** lets you speak or show items to other people. When you select **SPEAK**, its menu will appear. Select the option you want from this menu:

WHAT'S ON YOUR MIND lets you ask about a person's current thoughts.

TELL ME ABOUT lets you question ask a person about himself or another person. Select the option you want from the menu that appears.

WHERE WERE YOU lets you ask a person about his whereabouts on Saturday or Monday night. Select the option you want from the menu that appears.

• **SHOW** lets you show a person items you've found. Select the item you want to show from the scrolling menu that appears.

• **OBSERVE** lets you listen in on a conversation between two other people. You must be at the same location with them in order to observe their conversation.

• **LOOK** lets you take a glance at your surroundings. You may see things worth knowing merely by looking around.

• **SEARCH** lets you search your current location. You may discover important information or find interesting items.

• **TAKE** lets you take an item that you've found. You must first find an item by searching a location before you can take it.

• **EXAMINE** lets you examine an item you've taken. You should examine every item you take.

• **INVENTORY** lets you list the items you've taken.

• **DROP** lets you drop an item you've taken.

• **TRAVEL** lets you travel by taxi, bus, or train. At some locations, you may be able to use more than one type of transportation. If so, then the Travel By menu will appear when you select **TRAVEL**. Select the type of transportation you want from this menu.

You may travel by TAXI from most (but not all) locations in London and Brighton. Select your destination from the list of the destinations the taxi driver offers. Taxi drivers hear many rumors and will share them with you.

You may travel by BUS from bus stops. Buses leave promptly on the hour, so plan your departure accordingly.

You may travel by TRAIN from train stations. Trains leave promptly on the hour, so plan your departure accordingly.

NOTE: You cannot travel to a location until you learn about it in the game. Questioning others and examining your surroundings and the items you find will inform you about many locations.

- WAIT lets you wait for five minutes at your current location. When you select WAIT, you'll return to the game, and five game minutes will pass.



- SLEEP lets you sleep after you've become tired. You will become tired after midnight. You should try to sleep as soon as possible, or you may be overcome with drowsiness. Also, the later you go to sleep at night, the later you'll wake up the next morning--you could sleep through an important morning appointment!

- MENU lets you call the Main Menu.



Reporter's Tips

Technical skill is one thing, but nothing beats experience. A few of our top reporters have put together a few guidelines that might help you in your investigation.

Timing: Everything you do takes time, but some things take longer than others. Manage your time well. Don't hesitate to spend time tracking down clues, but don't waste time needlessly.

Speaking to a person takes a minute or two for each question you ask. If a person doesn't want to talk to you, continuing to ask him questions only wastes your time. Most other actions, such as looking or searching, take a minute to do. Observing a conversation takes from about a quarter of an hour to two hours. Traveling by taxi takes ten minutes between destinations; traveling by bus or train takes one hour between destinations. Traveling by train or bus requires planning if you want to be somewhere at a certain time. Trains and buses leave on the hour, so don't board until close to departure time.

Questioning: It is important to question people at different times throughout your investigation. The answers to WHAT'S ON YOUR MIND in particular will change often. Showing people items you've found can be quite useful in loosening tongues. Pay close attention to who you question about whom and what, and what they say. Don't forget to ask WHERE WERE YOU. Asking about whereabouts is important not only for gaining information but also for checking a suspect's alibi. A single comment may completely destroy an alibi.

You cannot ask about a person until you meet or learn about him in the game. The more people you meet or hear about, the more people you can inquire after.

Taking Notes: Take careful notes of what you find, of who tells you what, and of what you observe. Compare notes on what different people say.



Exploring: Explore your surroundings. Make maps to help you negotiate your way. Try walking from room to room to discover where you can go and where you can't. If your path is blocked, it will remain blocked throughout your investigation. As you proceed, you will hear about locations. Once you've heard of a location, you can go there (using TRAVEL).

Searching: Interesting clues can be found in the oddest places. People will sometimes leave clues in a location you've searched previously, so don't hesitate to search a location you've already gone over. Some people may prevent you from searching a location while they're present. Come back later and search when they're not there.

Surveillance: If someone leaves a location by cab, you can try to follow them by choosing TRAVEL and then selecting FOLLOW THAT CAB. You may be able to follow them where they're going, or you may lose them in traffic.

Any time you see two other people in a room, you should attempt to listen in on their conversation by choosing OBSERVE. Observing conversations can reveal a wealth of leads, so pay close attention and take careful note of what is said.

If you're ever at a loss for what to do, you might try to follow Denis Oliver of the Morning Star and watch what he does. He's been a crack reporter for a long time, and seeing him work might give you some ideas of your own.

Discretion: If someone tells you to leave, you might as well do so. That person won't tell you anything no matter what you ask. However, he might tell you when he would be more receptive to your questions. Be sure to follow up on these leads.

Replay: You may not succeed in getting a scoop the first time out. Try again, and follow leads you haven't investigated before. You can also save your game at convenient points and start again from there.

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