

I. QUICK START INSTRUCTIONS

Start the Program

Start your computer with a DOS disk (2.1 or higher). If you wish to save your progress, make sure you have a formatted floppy disk handy. At the A> prompt, insert Murder Club Disk 1 into drive A. Type **MCLUB** and hit the ENTER key. You will see the opening graphics.

Press Any Key to Start the Game

Use the up/down cursor keys, joystick, or mouse to highlight the different menu items. Use the ENTER key to select one of the following menu items:

INVESTIGATE

Choose this item to start your investigation. From here you can go to all locations and interview people related to the case.

CRIME LAB

Choose this selection to submit evidence to the police crime lab. They will thoroughly analyze each item you bring them.

LIBRARY

- 2 Choose this selection to browse through old police documents. You can read unsolved case files as well as stolen item reports.

PROSECUTOR

Choose this selection to visit the District Attorney. He has the power to acquire search warrants and arrest warrants.

INTERROGATION

Choose this selection to talk to the suspects that you've brought in for questioning.

LOAD GAME

Choose this selection to load a previously saved investigation.

SAVE GAME

Choose this selection to save your investigation in progress. Choosing this will also allow you to check your sleuthing ability from the Progress Chart.

Special **Keys**

Please refer to the section entitled "Special Keys" under THE BASICS. These keys allow you to switch input modes (keyboard, joystick, mouse), turn sound on or off, and exit the game.

Get On **the Case!**

You should probably go straight to the police library to get some information to begin the investigation. From now on

you're on your own. No one will be there to hold your hand. When things get tough, resort to your years of detective experience and knowledge of the criminal mind. Or maybe read through this manual.

Troubleshooting

If you encounter any problems with the graphics display and/or sound, please refer to the sections of this manual on "Choosing Graphic Modes" and "Choosing Sound Modes."

II. BACKGROUND

Who You **Are...**

In Murder Club you take the role of hard-working, no-nonsense police detective J.B. Harold. You've just found out that your partner, Judd Gregory, has suffered a heart attack and has left this city's most baffling murder investigation in your hands. Great. Just what you needed right before your vacation. Well, guess you'll just have to put your plans for those two relaxing weeks in Buttonwillow on the back burner.

Bill Robbins, a prominent businessman in town, has been "offed". Everyone knows that he was no angel. Between his ruthless business tactics and rumored infidelity, he was certainly no candidate for "Most Popular Citizen." Where should you start? Better call Catherine at the office and have her get out the extra strength aspirin and put on a pot of strong coffee. It looks like it might be a while before you see the light at the end of this tunnel, .

Letter From Judd Gregory

Dear J.R.,

God has **finally** forced this stubborn **old fool** to take a rest. Lying here in this hospital bed, I **finally** realize that there comes a point in everyone's life, and I mean everyone's, when it's time to call it quits. Even a guy like me who swore he'd never stop chasing criminals no matter how old he got. So I've made up my mind to say 'good-bye' to the detective life.

Yes, J.R., this is it for me. That is, except for the murder case I just started on. I can't let go of this case that easily; it has to be solved.

As you know, the murder of Bill Robbins doesn't seem to be the 'piece of cake' Lieutenant Tyler said it was. It's been ten days now since Robbins was killed, but the investigation has not progressed one bit. There's a voice in the back of my mind telling me that we can't afford to be careless. There's something fishy about this whole case. One thing's for sure; we're not going to solve it unless we make an all-out **effort** and investigate everything thoroughly.

No doubt about it. What is needed here is a detective with **great** powers of deduction. Someone who just won't give up. In fact, this is a case for none other than you, J. R. Just consider it the last request of an old buddy about to retire.

I've already **notified** Lieutenant Tyler of my decision to put you on the case. He doesn't seem to be terribly **pleased** with the idea, but it **appears** that, as a gesture of gratitude, he will give in to my wishes one last time. It doesn't **matter** why Tyler does it, just so long as he puts you on this case. I know you're the man to solve the mystery behind the death of Bill Robbins.

It's strange to think that I've become nostalgic about those summer afternoons cooped up in that musty record room among heaps of documents. I **even** miss those long interrogation sessions that didn't yield a single clue I guess that detective work is in my blood. Even in this hospital bed all I can think about is this damn murder investigation.

Say "Hi" to Charlie in the crime lab for me. That guy has really helped me out over the years. Even when I asked the impossible, he always came through with

that key bit of **information**. And never a complaint!

Would you also thank Don Amberson, the **Head D.A.** No, it's no mistake. I am talking about the stubborn prosecutor whose arm we always had to twist to get search or arrest warrants. I've actually come to appreciate all those times he poured cold water on our ho-headed hunches and made us re-investigate a case more objectively. So if you run into him be sure to convey my heartfelt gratitude.

Finally, don't forget to say thank you to Catherine White for all she's done for us. There's probably no one who knows better than you what that woman did to turn that depressing, dreary office into a sunny and cheerful place.

Just a word of advice. Solving a murder case can be like going through an endless desert in search of a single drop of water. You reach an oasis after you've walked and walked, only to find that it's a mirage.. once again. The drop of water you need in this case is the truth behind the Bill Robbins murder. Don't get discouraged. it's got to be out there somewhere.

Don't allow yourself to be fooled by the lies of the murderer. Just keep your mind on the facts. You are the one person who can reach the **real** oasis. So do it for me. Make this old man happy. Remember, I believe in you and am waiting to hear that this case has been solved.

Take care of yourself J.B. You know, you're the best partner a man ever had.



Judd Gregory

P.S.:

One last thing. I really want to **keep track of the** investigation. I know it's a lot to ask, but could you **keep** notes as you go along and send me a summary once you've solved the case? Just by **reading** those notes I'll be able to feel like a participant, even from this hospital bed.

Thanks in **advance** for everything

NOTES FROM CORONER'S REPORT



Name: Bill Robbins

Sex: Male

Age: 34 years old

Blood type: AB

Height: 6' 2"

Weight: 173 lbs.

Address: 8813 Mission Drive, Liberty City

Cause of death: Excessive hemorrhaging caused by repeated stabbing to the back.

Place where body was discovered: The body was found in front of the gates of Arlington College.

Estimated time of death: May 8th at approximately 1:00 a.m.

Reported by: Peter LaDeau (Security guard at Arlington College)

Notes about the discovery of the victim's body: The security guard noticed a suspicious looking car in the parking lot. He decided to investigate further. It was then that he discovered the victim's body.

Coroner: Dr. Steven Beckert

Detective in charge of the investigation: Detective Judd Gregory

Investigative Report on Bill Robbins

Bill Robbins, the deceased, was 34 years old. He was the acting CEO of the Robbins Trading Company, a family owned business. He succeeded his father in the position of CEO two years ago at the age of 32. Bill Robbins was married to the former Janet Carrington at the time of his death. He is survived by his father Edward, his younger brother Fred and his sister Kate (married to Michael Carson of the Leigh Cosmetics Company). Bill Robbins' mother died 20 years ago due to complications arising from a long illness.

After graduating from a local university, Bill Robbins moved to New York City, where he lived for approximately five years. During that time, he married his first wife, Dorothy. But she died soon after and, with his business venture failing, he returned home for good. He then went to work for his father's company, where he was employed at the time of his death.

On the day of the murder, Bill Robbins went to work as usual and left the office at eight p.m. Around ten p.m., he went to the Hungry Fisherman, a pub he frequented. At this point it's not exactly clear what Bill Robbins did between the time he left the company and the time he made his appearance at the Hungry Fisherman. Inside the pub, Bill Robbins spent his time, as was his custom, sipping a bourbon while he conversed with the piano-player, a young woman named Sara Shields. According to Ken Scott, the owner of the Hungry Fisherman, Robbins left the place around eleven-thirty p.m. On his way out he ran into another of the regulars, Brian Eheler, and a heated argument ensued. From the time he left the Hungry Fisherman to the time his body was discovered, Bill Robbins' whereabouts remains unknown.

According to the family members who were asked to identify the victim's personal belongings, nothing of importance was missing. Robbery does not seem to be the motive. At present the investigation is concentrating on the theory that Robbins was killed for reasons related to work or some personal grudge someone may have held against him.

List of Suspects



Name: GLENN AXWORTHY

Sex: MALE

Age: 48

Marital status: MARRIED

Place of birth: HAWAII

Blood type: AB

Family: WIFE AND 3 KIDS

Occupation: TRAVELS

Education:

Affiliations: NONE

Hobbies: TRAVEL

Alibi: IN HIS ROOM

Additional notes: SAID HE LEFT HOTEL THE NIGHT OF MURDER AND WENT WALKING.

NOT VERY INFORMATIVE

SUSPENSIOUS MAN

TOURIST

Name: ROD LARRICK

Sex: MALE

Age: 60

Marital status: MARRIED

Place of birth: HOME TOWN

Blood type: A

Family: WIFE, DAUGHTER, SON

Occupation: OWNER LARRICKS STORE

Education: FIVE CARD STUD

Affiliations: BOWLING LEAGUE 5

Hobbies: FISHING - LIBERTY RIVER

Alibi: CLOSED STORE AT 8:00 P.M. HOME BY NINE

Additional notes:

KNIFE DISAPPEARED 2 OR 3 DAYS

BEFORE MURDER

OWNS BROWN STATION WAGON

(DOESN'T THINK MUCH OF BILL)

(DOUG CARSON PRES. LEAGUE CO.)

WENT TO HIGH SCHOOL

WITH EDWARD ROBBINS

KATE CARSON REG. CUSTOMER

THOUGH JANET LOOKED SAD FOR

A NEWLY WED

BRIAN HAS BEEN BUYING A LOT



Name: PETER LADEAU

Sex: MALE

Age: 50

Marital status: MARRIED

Place of birth: BETHESDA MARYLAND

Blood type: B

Family: WIFE & 2 DAUGHTERS

Occupation: SECURITY GUARD ^{ARL. COLLEGE}

Education:

6 Affiliations:

Hobbies: FISHING - WORKING ON CAR

Alibi: WORKING 2:00 IN THE MORNING FOUND CAR

Additional notes:

SAW BLUE CAR SCREECHING
OFF WHEN HE FOUND BODY
VICTIM BIG MAN
FISHED WITH KEN SCOTT
EDWARD IDENTIFIED BODY
KATE CARSON W/ EDWARD I.D. BODY
STEPHEN BELLENT MED EXAMINER

Name: FATHER JACOBY

Sex: MALE

Age: 58

Marital status:

Place of birth: KENTUCKY

Blood type: A

Family:

Occupation: CHURCH PASTOR

Education: TEACH AND COUNSEL

Affiliations: CHURCH YOUTH GROUP

Hobbies: GIVES LOVE TO THOSE IN NEED

Alibi: AT THE CHURCH

Additional notes:

HEARD THE SOUND
OF A CAR COMING
FROM GRAVEYARD
(STARTED TO SAY SOMETHING
ABOUT DOUG CARSON



Name: JOE CARRINGTON

Sex: MALE

Age: 52

Marital status: MARRIED

Place of birth: PHILADELPHIA

Blood type: AB

Family: WIFE - JANET & DAVE

Occupation: REAL ESTATE

Education: CERTIFIED REAL ESTATE

Affiliations: NONE

Hobbies: READING

Alibi: WAS AT REAL ESTATE

OFFICE UNTIL 10:00 AND THEN

WENT HOME

Additional notes: OR MAYBE 11:00

DOESN'T DRIVE

COMPANY STATUS: FAIRLY WELL

SAW MR CARSON IN A BIG

HURRY THE DAY OF MURDER

DIDN'T LIKE BILL

WAS OPPOSED TO JANET MARRYING

BILL

Name: MARTHA CARRINGTON

Sex: FEMALE

Age: 45

Marital status: MARRIED

Place of birth: BOSTON

Blood type: A

Family: HUSBAND, SON, DAUGHTER

Occupation: FREELANCE INTER. DES.

Education: ARTISTIC ABILITY

Affiliations: NONE

Hobbies: GARDENING

Alibi: HOME ALL EVENING

HUSBAND CAME IN AT 11:00

Additional notes:

JANET ROBBINS MOTHER

HUSBAND OPERATES HOME

REAL ESTATE AGENCY



Name: DAVE CARRINGTON

Sex: MALE

Age: 21

Marital status: SINGLE

Place of birth: BOSTON

Blood type: AB

Family: PARENTS, SISTER JANET

Occupation: STUDENT - ARLINGTON

Education: BASEBALL PLAYER

8 Affiliations: SCHOOL PSYCH CLUB

Hobbies:

Alibi: OUT WITH FRIENDS

AND GOT HOME LATE

Additional notes:

JANET ROBBINS BROTHER

(RIDES A BIKE)

DID NOT LIKE BILL

(FOUND PISTOL IN HIS ROOM)



Name: KEN SCOTT

Sex: MALE

Age: 38

Marital status: MARRIED

Place of birth: NEW ORLEANS

Blood type: O

Family: WIFE AND DAUGHTER

Occupation: OWNER / HUNGRY FISHERMAN

Education: DEGREE FROM ROBERTS SCHOOL OF CUISINE MEMBER

Affiliations: ASSOCIATION OF REST. OWNERS

Hobbies: LIKES TO FISH

Alibi: IN RESTAURANT WHOLE EVENING

LEFT 2:00 A.M. & WENT HOME

Additional notes:

KNOWS BILL - BILL IN GOOD MOOD

KNOWS FRED - FRED AT PLACE TWICE

KNOWS JANET -

KNOWS BRIAN - BRIAN LEFT AT MID NITE

SAYS BILL'S RELATIONSHIP BAD W/ EDWARD

DOESN'T KNOW KATE CARSON

DOESN'T KNOW STEVE BECKETT

SARA SHIELDS WORKS HERE

DOESN'T KNOW GLENN AXWORTHY

SAW BRIAN IN FRONT OF REST AT 2:00 A.M.

WIFE HAS YELLOW CAR



Name: BRIAN EHLETER

Sex: MALE

Age: 34

Marital status: SINGLE

Place of birth: NEW YORK

Blood type: B

Family: BY HIMSELF

Occupation: NOVELIST

Education:

Affiliations: AMERICAN WRITERS GUILD

Hobbies: LIKES TO DRIVE

Alibi: AT HUNGRY FISHERMAN
TOOK FEW DRINKS & WENT HOME
TO HIS APARTMENT

Additional notes:

Name: KEVIN LATNER

Sex: MALE

Age: 48

Marital status: MARRIED

Place of birth: WASH D.C.

Blood type: A

Family: WIFE AND 3 KIDS

Occupation: TEACHER AT ARLING.

Education: PH.D IN PSYCHOLOGY

Affiliations: AMER. ASSN OF PSYCHOLOG.

Hobbies: TAKING LONG WALKS

Alibi: PSYCH DEPARTMENT STUDY
RM

Additional notes:

(NOT VERY INFORMATIVE)

NOT MUCH TO SAY ABOUT BILL

MET FRED A COUPLE TIMES

THINKS KATE IS BEAUTIFUL

RAN INTO AT LARRICKS STORE

KEN SCOTT OWNER HUNGRY FISHERMAN

(THINKS A LOT OF HIMSELF)

DEPOSITED LARGE SUM OF MONEY

GOT SEARCH WARRANT! TOOK BANK BOOK

JANET - ONE OF STUDENTS
TWIN SISTER

KNOWS WHO SARA IS

THINKS BRIAN IS A WIMP

SEES BRIAN AT HUNGRY FISHERMAN



Name: ALAN WEISS

Sex: MALE

Age: 20

Marital status: SINGLE

Place of birth: HOMETOWN - LIBERTY

Blood type: A

Family: PARENTS - OLDER SISTER

Occupation: STUDENT - WORKS BURGER INN

Education: BASS PLAYER

10 Affiliations: GROUP SCENE

Hobbies: GET WITH GUYS AND JAMS

Alibi: GOT OFF AT 3:00 WENT DRIVING WITH DAVE AND MOLLY GOT HOME AT MIDNIGHT

Additional notes:

MOLLY'S BOYFRIEND
DRIVES ORANGE FIESTA
DROPPED DAVE OFF AROUND
10:00 AT SCHOOL



Name: KATE CARSON

Sex: FEMALE

Age: 24

Marital status: MARRIED

Place of birth: LIBERTY - HOMETOWN

Blood type: A

Family: LIVES WITH HUSBAND MICHAEL & HIS PARENTS

Occupation: COMPUTER CONSULTANT

Education: PROFICIENT BOTH BASIC AND TRANS

Affiliations: AMOENUS CLUB

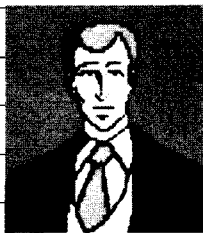
Hobbies: SEWING

Alibi: HOME WHOLE EVENING

Additional notes:

AMOENUS CLUBS RAISES
MONEY FOR CHARITY
NIGHT OF THE MURDER
SOMEONE LEFT THE HOUSE
AROUND 10:30.

DONG CARSON - ILL
BILL & EDWARD ARGUED
GAVE SHELLEY'S ADDRESS



Name: JUDY CARSON

Sex: FEMALE

Age: 52

Marital status: MARRIED

Place of birth: HOMETOWN

Blood type: A

Family: LIVES W HUSBAND DOUG
SON MICHAEL & KATE

Occupation: CHAIRMAN OF BOARD
LEIGH COSMETICS

Education: SINGER

Affiliations: AMOENUS CLUB

Hobbies: DANCING AND SINGING

Alibi: SPENT ENTIRE EVENING
IN BED.

Additional notes:

Name: MICHAEL CARSON

Sex: MALE

Age: 30

Marital status: MARRIED

Place of birth: OHIO

Blood type: A

Family: FATHER DOUG MOTHER MARY
WIFE KATE

Occupation: GEN MAN LEIGH
COSMETICS

Education:

Affiliations: LIBERTY DRINKING CLUB¹

Hobbies: STAMP COLL. READ

Alibi: HOME.

Additional notes:

(PERSON IN HOUSE THAT COULD)
HAVE LEFT AT 10:30

PRES. AMOENUS CLUB

CALLED DR. BECKER. HE WASN'T

AT OFFICE OR AT HOME THE

NIGHT OF THE MURDER

MICHAEL WAS BY HIS SIDE THE

NIGHT OF THE MURDER

KATE CARSON - TOUGH LADY

DRIVES WHITE MERCEDES



Name: DOUG CARSON

Sex: MALE

Age: 58

Marital status: MARRIED

Place of birth: OHIO

Blood type: O

Family: LIVES SON MICHAEL
W/WIFE D-INGRAM KATE

Occupation: PRES. OF LEIGH

Education: PILOTS LICENSE

12 Affiliations: MEMBER
OF CHAMBER OF COMM

Hobbies: LISTEN MUSIC & DRINK

Alibi: HOME ALL NIGHT.

ADMITTED TO GOING OUT. WOULD
NOT ANSWER

Additional notes:

(PERSON IN HOUSE - MIGHT HAVE)
BEEN THE ONE THAT LEFT 10:30
COMPANY - DIFFICULT TIME
DRIVES BLACK BMW
BILL FLAUNTED EXTRA MARITAL
AFFAIRS
THOUGHT BILL WAS BRILLIANT

Name: DAVID ROSS

Sex: MALE

Age: 38

Marital status: MARRIED

Place of birth: PHILADELPHIA

Blood type: B

Family: WIFE AND SON

Occupation: PARKING ATTENDANT
ROBBINS PARKING LOT

Education: NONE

Affiliations: NONE

Hobbies: JOGS EVERY MORNING

Alibi: FINISHED AT 8:00 P.M.
WENT HOME

Additional notes:

SAID BILL AND THE
REAL ESTATE AGENT HAD
A WASTY ARGUMENT - 2 DAYS
BEFORE MURDER



Name: RUSSELL THORP

Sex: MALE

Age: 56

Marital status:

Place of birth: HOMETOWN - LIBERTY

Blood type: B

Family: NONE

Occupation: MOVIE THEATRE OWNER

Education:

Affiliations: CHAMBER OF COMMERCE

Hobbies:

Alibi: MET EDWARD ON
THE NIGHT BILL WAS MURDERED
FOR FEW DRINKS

Additional notes:

BILL WAS HAVING AFFAIRS

Name: SHELLY McDONALD

Sex: FEMALE

Age: 28

Marital status: SINGLE

Place of birth: NEW YORK

Blood type: O

Family: DECEASED

Occupation: ^{SECRETARY} ROBBINS TRADING CO

Education: TYPIST - SHORT HAND

Affiliations: AMATEUR WRITING SOCIETY

Hobbies: WRITES

Alibi: TOOK DAY OFF - ATE AT 6:00
WENT HOME

Additional notes:

A WEEK BEFORE MURDER
MAN CAME TO SEE BILL

SHE NEVER SAW HIM BEFORE

DRIVES A SILVER CAR

TALKS ABOUT BIG BURLER



Name: SUSIE McNALLY

Sex: FEMALE

Age: 24

Marital status: SINGLE

Place of birth: PENNSYLVANIA

Blood type: B

Family: LIVES WITH DR BECKETT

Occupation: NURSE AT BECKETT CLINIC

Education: QUALIFIED NURSE

14 Affiliations: NONE

Hobbies: POST-MODERN MUSIC

Alibi: IN HER ROOM

Additional notes:

NO CAR

THOUGHT EDWARD CAME BY

NIGHT OF MURDER

MRS. DAVIS DIDN'T LIKE BILL

STEVEN WENT TO THORP'S HOUSE

THE NIGHT OF MURDER

Name: MOLLIE MENDEL

Sex: FEMALE

Age: 19

Marital status: SINGLE

Place of birth: HOMETOWN - LIBERTY

Blood type: A

Family: PARENTS AND SISTER

Occupation: STUDENT AT SCHOOL
WORKS AT THEATRE

Education: JAZZ DANCE INSTRUCT.

Affiliations: ARLINGTON COLLEGE CINEMA CLUB

Hobbies: MOVIES AND MODERN DANCE

Alibi: SHIFT ENDED AT 7:00 O'CLOCK

ALAN PICK HER UP & WENT FOR

Additional notes:

DOESN'T HAVE CAR

WENT TO SCHOOL W/ JANET



Name: MATTHEW GAFFNEY Name: STEVEN BECKETT

Sex: MALE Sex: MALE

Age: 54 Age: 58

Marital status: MARRIED Marital status:

Place of birth: KENWOOD CALIFORNIA Place of birth: BOSTON

Blood type: A Blood type:

Family: WIFE & 2 CHILDREN Family: JUDIE MINALLY LIVES

Occupation: MANAGER GRAND HOTEL Occupation: DOCTOR

Education: Education: PRACTICING DR

Affiliations: Affiliations: NONE 15

Hobbies: BIRD WATCHING Hobbies: COLLECT ART

Alibi: WORKING ALL NIGHT Alibi: LEFT OFFICE ONE IN MORNING

Additional notes:

Additional notes:

GLENN AXWORTHY
WAS OUT UNTIL PAST 2:00

TIME OF DEATH 1:00AM
DRIVES BLUE MERCEDES
THINKS THAT BILL
WAS STABBED BY WOMAN
FOUND SCAPUL IN
STEVE'S ROOM



Name: WILLIAM NADER

Sex: MALE

Age: 50

Marital status: MARRIED

Place of birth: NEVADA

Blood type: O

Family: WIFE & 3 CHILDREN

Occupation: PRES. LIBERTY BANK

Education: CERTIFIED ACCOUNTANT

16 Affiliations: BANKERS ASSOC.

Hobbies: PLAYS GOLF

Alibi: IN NEW YORK ON BUSINESS

Additional notes:

KNOWS BILL ROBBINS

LEIGH COSMETIC COMPANY

IS IN FINANCIAL STRAIGHTS

Name: EDWARD ROBBINS

Sex: MALE

Age: 60

Marital status:

Place of birth: BORN HERE LIBERTY CITY

Blood type:

Family: 2 SONS & 1 DAUGHTER

Occupation: PRES. OF ROBBINS TRADING CO.

Education: PILOT'S LICENSE OVER 4,000 HRS

Affiliations: MANAGING DIRECTOR OF CHAMBER OF COMM.

Hobbies: WORK

Alibi: AT RUSSELL THORP'S HOME 11:00 AND WENT TO BED

Additional notes:

STATUS OF COMPANY

BETTER THAN STABLE



Name: FRED ROBBINS

Sex: MALE

Age: 30

Marital status:

Place of birth: HOME TOWN -

Blood type: A

Family: FATHER EDWARD - SISTER KATE
BROTHER IN-LAW - M CARSON
BATES - HOUSEKEEPER

Occupation: LEIGH COSMETICS COMPANY

Education: EXPERT MARKSMAN

Affiliations: LIBERTY DRINKING CLUB

Hobbies: TENNIS

Alibi: GASLIGHT THEATER TIL 11:00 PM.
AND THEN WENT HOME
AFTER MOVIE DROVE AROUND 1 HOUR

Additional notes:

Name: JANET ROBBINS

Sex: FEMALE

Age: 21

Marital status: WIDOW

Place of birth: BOSTON

Blood type: A

Family: HUSBAND IS BILL
FATHER, MOTHER, BROTHER

Occupation: HOUSEWIFE

Education: NONE

Affiliations: AMOENUS CLUB 17

Hobbies: NONE

Alibi: HOME ALL NIGHT ALONE

Additional notes:

NEVER HEARD OF DOWN HILL ASSAULT

DON'T KNOW ABOUT KNIFE

DOES A LOT FOR
(NOTHING ELSE TO SAY)

DOUG CARSON PRES. LEIGH CO

RUSSELL THORPE OWNS MOVIE THEATER

SAID JANET STAYING AT CARRINGTON'S

DON'T KNOW ABOUT

FOUND CONTRACT KNIFE



Name: BARBARA DAVIS

Sex: FEMALE

Age: 55

Marital status:

Place of birth: MEMPHIS

Blood type: O

Family: MAID FOR ROBBINS FAM

Occupation: HOUSEKEEPER - ROBBINS

Education: QUALIFIED MIDWIFE

18 Affiliations:

Hobbies: TELL FORTUNES

Alibi: AT THE ROBBINS ALL NIGHT

Additional notes:

CALLED JANET THE NIGHT OF MURDER AND SHE WAS CRYING
DOESN'T TRUST MUG CARSON
RUSSELL THORPE FRIEND OF EDWARD
THINKS GLENN MIGHT HAVE COME
TO SEE EDWARD ROBBINS

Name: SARA SHIELDS

Sex: FEMALE

Age: 24

Marital status: SINGLE

Place of birth: CALIFORNIA

Blood type: B

Family: NONE

Occupation: PLAYS PIANO HUNGRY FISHERMAN

Education: NONE OTHER THAN PIANO PLAYING

Affiliations: NONE

Hobbies: LIKES TO BE ALONE

Alibi: IN RESTAURANT ALL NIGHT
LEFT AT 2:00 A.M.

Additional notes:

HEARD BILL MUMBLE LIBERTY -
MADE REFERRING TO THE BANK
DOESN'T LIKE BRIAN, SAID BRIAN
WAS TRYING TO PICK A FIGHT
WITH BILL ROBBINS THE NITE OF
THE MURDER
KNOWS WHO FRED ROBBINS IS
KNOWS JANET
SAW BILL COMING IN BEHIND
W/WOMEN W/ BLONDE HAIR
DRIVES WHITE MUSTANG

Partial List of Locations



Business District

Robbins Trading Company

Hungry Fisherman

Name: MIKE ROCKMAN

Residential District

Sex: MALE

Bill Robbins' house

Age: 34

Edward Robbins' house

Marital status: MARRIED

Doug Carson's house

Place of birth: SANTA CRUISE

Blood type: O

Suburban District

Family: WIFE & 2 DAUGHTERS

Arlington College

Occupation: INS. AGENT

Education:

Affiliations: INSURANCE AGENT ASSOC.

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Hobbies: DRINKS

Alibi: OUT OF TOWN - CAME BACK 11 - SLEPT AT OFFICE

Additional notes:

MR. EDWARD ROBBINS WALKING WITH SOMEONE NEAR CHURCH

NOTES

EVIDENCE

BILL ROBBINS - EAR RINGS & KNIFE W/ AB BLOOD

BRIAN EHELA - BANK BOOK

EAR RING - S. M. SHELLY McDONALD IS BILL'S SEC.
LONG BLONDE HAIR

III. THE BASICS

Minimum Memory and Compatibility Requirements

To run **Murder Club** you must have:

1. IBM/Tandy or 100% compatible computer
2. MS DOS or PC DOS 2.1 or higher
3. CGA, EGA, VGA, Tandy 16 color, or Hercules Monochrome graphics adapter
4. **384K** of memory
5. A blank, formatted disk on which to save your investigation in progress

NOTE: If you get a memory error while trying to boot Murder Club on a machine with 384K, you should remove all memory resident programs and try again.

How to Make Backup Disks

Although the Murder Club disks are copy protected, you can make backup copies of all three game disks. Use the DOS command DISKCOPY to copy the three Murder Club disks onto blank floppy disks. If you have any questions regarding the use of the DISKCOPY command, please refer to your DOS manual.

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Minimizing Disk Swaps

If you are running the program on a machine with one floppy drive, you will have to swap disks many times **because** Murder Club is a three disk product. To reduce the number of swaps, you have two choices:

1. Copy Murder Club to a hard disk, or
2. Copy all files from the three disks to a 1.2 meg floppy disk.

Hard Disk Installation

Although the Murder Club disks are copy protected, you can install the program on your hard disk. Once installed, you will only need to insert your master disk for a moment each time you start the program. You will need approximately 1 megabyte of free space on your hard disk to install Murder Club. For the following example, it is assumed that you will insert the original Murder Club disk into drive A **and your** hard disk is drive C. If you insert the disk into a different drive, please substitute the correct drive letter in place of the letter A. If your hard disk is a drive other than C, substitute the correct drive letter for the letter C.

1. Boot your computer to the DOS prompt.
2. You should create a directory in which to store the Murder Club files. Make sure that the directory name that you choose does not conflict with any of your current directory names. As an example, we will use the name "MCLUB." Type **md MCLUB.**

3. Type **cd MCLUB** to enter the directory.
4. Insert Murder Club Disk 1 into the drive.
5. Type **copy a:*.*** and this will copy all files from the Murder Club disk into the directory called MCLUB on your hard disk.
6. When this process is finished, insert Murder Club Disk 2 into the drive and repeat step 5.
7. When this process is finished, insert Murder Club Disk 3 into the drive and repeat step 5.

All Murder Club files should now be copied to your hard disk.

Selecting Graphic Modes

During boot-up, the Murder Club program will attempt to select the best graphic mode available on your computer. However, to ensure that the program enters the proper graphic mode, it is suggested that you follow the procedure outlined below:

IBM or compatible with Hercules Monochrome card

On an IBM or compatible with a Hercules Monochrome card, Murder Club will run in Hercules mode.

To run the program in Hercules mode, type: **MCLUB II.**

IBM or compatible with CGA card

On an IBM or compatible with a CGA card, Murder Club will run in CGA mode.

To run the program in CGA mode, type: **MCLUB C.**

IBM or compatible with EGA or VGA card

On an IBM or compatible with an EGA or VGA card, Murder Club can run in either CGA mode or EGA mode.

To run the program in CGA mode, type: **MCLUB C.**

To run the program in EGA mode, type: **MCLUB E.**

Tandy 1000 series

On a Tandy 1000 series computer, Murder

Club can run in either CGA mode or Tandy 16 color mode.

To run the program in Tandy 16 color mode, type: **MCLUB T.**

To run the program in CGA mode, type: **MCLUB C.**

Selecting Sound Modes

During boot-up, the Murder Club program will attempt to select the best sound mode available on your computer. However, to ensure that the program enters the proper sound mode, it is suggested that you follow the procedure outlined below:

NOTE: If you use both the graphics switch and the sound switch, type: MCLUB (graphic switch) (sound switch), For example to run Murder Club in EGA mode with Ad Lib sound, type: **MCLUB E A.**

IBM or compatible

To run the program with standard IBM sound, type: **MCLUB I.**

For example, to run Murder Club in Hercules mode with IBM sound, type: **MCLUB H I.**

Tandy computer

To run the program with Tandy sound, type: **MCLUB S.**

For example, to run Murder Club in Tandy 16 color mode with Tandy sound, type: **MCLUB T S.**

Ad Lib music card

To run the program with Ad Lib sound, type: **MCLUB A.**

For example, to run Murder Club in CGA mode with Ad Lib sound, type: **MCLUB C A.**

Getting Started

1. Turn on your computer and monitor.
2. Format a blank floppy disk on which to save your progress.
3. Insert Murder Club Disk 1 into drive A.
4. If you are running Murder Club from the floppy drive, at the A: prompt type **MCLIJB** and hit the ENTER key.

If you have installed Murder Club on your hard disk, switch to the directory in which the Murder Club files are located. Next, type **MCLUB** and hit the ENTER key.

At this time, the program will automatically

access the floppy disk drive to check for the original program disk. If the original Murder Club Disk 1 is not in the default drive, you will be prompted to insert the Murder Club Disk 1 at this time.

5. You will see the opening graphics. Press the **SPACEBAR** or **ENTER** if you have already seen the opening and wish to skip the introduction and bring up the main menu. Use the **CURSOR KEYS** and **ENTER** to select an option.

NOTE: If you do not see the opening graphics at this time then Murder Club most likely had trouble determining the proper graphics mode for your computer. At this time please refer to the section entitled Selecting Graphic Modes. Also, if you think that the program is not playing the correct sound, refer to the section entitled Selecting Sound Modes.

Special Keys

CONTROL S Toggles the sound on/off.

CONTROL - R Ends the current game (without saving) and starts a new one.

CONTROL - J Toggles joystick control on/off. When you turn the joystick on the program will automatically calibrate the joystick.

CONTROL - Q Quits game without saving and exits to DOS.

+ key - Displays all evidence that you are presently carrying. Take it to the crime lab!

IV. USING THE PROGRAM

Using the Keyboard, Joystick, or Mouse

Keyboard

Use the **CURSOR KEYS** or the **SPACEBAR** to scroll through the menu selections. Use the **ENTER KEY** to choose the menu selection that is highlighted. Use the **ESC KEY** to cancel a choice or to go back one menu.

Joystick

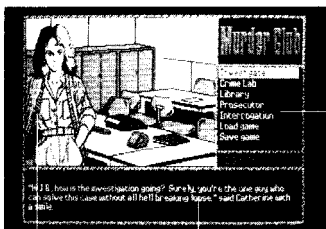
Use the joystick to scroll through the menu selections. Use **button #1** to choose the menu selection that is highlighted. Use **button #2** to cancel a choice or to go back one menu.

Mouse

Move the mouse cursor over the menu selection that you want to choose. Click the left mouse button to choose the menu selection. Click the right mouse button to cancel a choice or to go back one menu.

NOTE: Murder Club requires a Microsoft compatible mouse.

The Office Screen



Picture Area

Message Area

Menu Area

Picture Area

This area will display pictures of locations and people depending on the location you're investigating.

Message Arm

Here you will find descriptions of locations, answers to your questions and other general information.

Menu Area

The menus in this section will change depending on what you are doing. All your detective input will be in this section.

OFFICE MENU - An Overview

The Office is your home base. It is here that you will meet your able assistant Catherine White and your hard-nosed boss, Lt. Tyler. From the Office you have access to all the tools of your trade. The following is a brief description of all the Office menu selections:

INVESTIGATE

Get ready to launch your investigation.

TRAVEL MENU

Business district

Travel to locations in the business district Or maybe you just want to get a bite to eat.

Residential district

Travel to homes in the residential district. Some pretty fancy spreads here.

Suburban district

Travel to this mixed district of businesses and residences.

LOCATION MENU

Look around

Check around the outside of your chosen location.

Go inside

Enter the location you've chosen. Don't bother knocking.

Leave scene

Leave the location.

QUESTION MENUS

EMPLOYEE MENU

You will see an abbreviated menu when you bump into a receptionist or an employee of a company. Try being nice to them and maybe they'll take you to see their bosses.

Look around

Check out the inside of the joint you're in.

Talk to person

Talk to the person in front of you. Don't bother asking the blonde for a date - she's seen your type before and she's not impressed.

Go outside

Go outside. What's the matter, did she turn you down?

KEY PERSON MENU

OK, now's your chance. You've got a key person in front of you. Ask the important questions. You never know if you're going to get a second chance.

Look around

Check out the inside of the joint. See anything interesting?

Say hello

Greet the person in front of you. It never hurts to be friendly, does it?

Question person

Ask some personal questions of the person in front of you. Careful, some people can be real touchy.

Ask about others

Ask the person in front of you about other people that you've heard about. Remember, the more you ask, the more you'll learn. Also, it's amazing how somebody's memory can change when confronted with a conflicting story.

Ask for information

Ask the person in front of you about his alibi for the night of the murder. Or maybe he's got something else that he'd like to get off his mind. Keep badgering him stories have a tendency to change under a little pressure.

Bring in person

Do you want to question another person who may be wandering around? You never quite know just who will be lurking out there.

Show warrant

Show a search warrant if you've got it. It's only polite.

Go outside

When you've finished your business at this location it's time to take off.

SEARCH MENU

Search for clues

Look around for clues. Sometimes you may overlook evidence the first time you search. Try going back a second (or third) time after you've done some more investigating.

Take item

Pick up any evidence you find. Take it back to Charlie in the lab as soon as possible.

Other room

Wander around the premises. Wonder what they've got in the fridge?

Bring in person

Talk to anyone who might be in the place. Watch what you say, people can get testy when you're snooping around their houses.

Go outside

Time to hit the road and continue investigating.

CRIME LAB

Visit your pal, Charlie, the city's leading forensics expert. He's helped you and Judd Gregory many times in the past with his detailed reports on the evidence you've brought to him.

EVIDENCE MENU

Present evidence

Hand over any evidence you've collected to Charlie. He does a real good job analyzing the stuff.

Check report

Read any of the reports on evidence that you've given Charlie. He keeps them all on film.

Return to office

Go back to the office. Charlie is a nice guy but hanging around the lab isn't your idea of fun.

LIBRARY

Go to the police library. You can do some research for your current investigation or maybe just look in some old case files. Lots of good reading there.

RESEARCH MENU

Read information

Look at the files of unsolved cases or read reports of stolen items. There might be something interesting here..

Return to office

Go back to the office. This place gets kind of creepy after awhile.

PROSECUTOR

Get a search warrant to uncover some hidden evidence or maybe even an arrest warrant for one of your prime suspects. Be wary of the District Attorney though, he doesn't seem to like you much.

WARRANT MENU

Search warrant

Request a search warrant. Maybe “beg for a search warrant” would be a better way of putting it. He really doesn’t like you.

Arrest warrant

Plead for an arrest warrant. And you thought getting a search warrant was tough. Make sure you know what you’re talking **about** before you try this - the D.A. is just waiting to nail your hide.

Return to office

Go back to the office. Maybe get a cup of coffee or a danish.

INTERROGATION

Question the suspects that you’ve rounded up with arrest warrants. Remember, watch their reactions to your questioning. They could be lying to you!

QUESTIONING MENU

Bring in suspect

2 6 rmg in one of the suspects. Careful, they can get nasty after sitting around the police station for a bit.

Get deposition

Get a sworn statement from the suspect in front of you. If they don’t talk, try letting them stew in the cage for a while. Maybe they’ll change their tune.

Show evidence

Show a piece of evidence to the suspect in front of you. Did you notice the way she reacted when you showed that item to her?

Interrogate

Question the suspect in front of you. Whatever you do, try to control your temper. The department frowns on “that” kind of questioning.

Return to office

Go back to the office. You probably need something to fix that stomachache of yours. You shouldn’t eat those Back Street burgers.

LOAD GAME

Load a previously saved investigation. If

Murder Club is installed on your hard disk, it will only load saved games from the hard disk. If you are running Murder Club from a floppy disk, it will only load saved games from drive A.

SAVE GAME

Save your investigation in progress. The program will prompt you to type in a name for your saved game. It can be up to eight characters long. Only use numbers and/or letters. If you are running Murder Club from a floppy disk, make sure you have a formatted floppy disk handy on which to save your progress.

Choosing this option will also allow you to check your sleuthing ability from the Progress Chart. You will be rated in such categories as collecting evidence, general investigation, interrogation, and vital information. Your rating will be summed up in the category Total Investigation.

NOTE: The saved games are stored as (NAME).DAT, with (NAME) being the name you gave your saved investigation. To transfer your saved game to another disk, just copy the (NAME).DAT file to another floppy disk or hard disk. For example, to move the saved game “DAVE” from the subdirectory mclub on the hard disk drive C: to floppy disk drive A: type:
copy c:\mclub\dave.dat a: