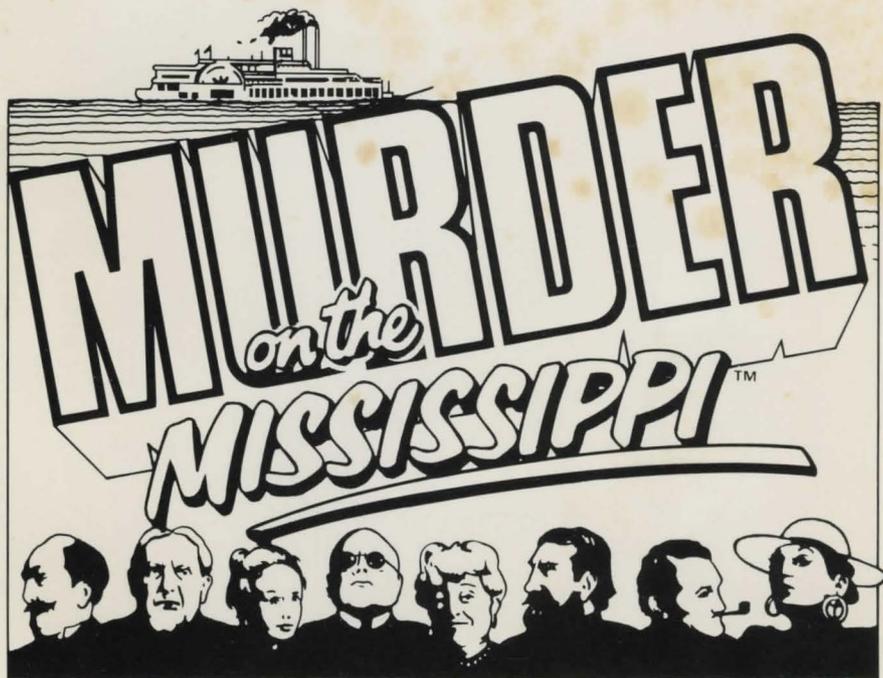


The Adventures of Sir Charles Foxworth™

---



---

*An Adventurer's  
Guidebook*

Instructions for Commodore 64™ and 128™  
and Apple® II, IIe, IIc, and II Plus Computers.

ACTIVISION  
HOME COMPUTER SOFTWARE®

*Murder on the Mississippi* was created by Adam Bellin.

Produced by Brad Fregger.

Story by Rob Swigart.

Graphics designed by Hilary Mills.

Music by Ed Bogas.

Apple version developed by David Lubar.

Special thanks to Brian Fargo, Peter Kaminski, Pam Levins, Russell Lieblich, and Muffy McCosh.

*An Adventurer's Guidebook* was written by Paula Polley.  
Editorial management by Steven Young.

## **LET'S GET TO KNOW EACH OTHER**

We're working hard to design the kind of computer software you want. And we'd love to hear your comments. Drop us a note. We'll put you on our special mailing list. If you'd like to find out about our newest computer software, call 800-633-4263 ANYTIME ON WEEKENDS. In California, call (415) 940-6044/5 (WEEKDAYS ONLY).

Write to:

Consumer Relations  
Activision, Inc.  
P.O. Box 7287  
Mountain View, CA 94039

## **COPYING PROHIBITED**

This software product is copyrighted and all rights are reserved by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

---

© 1986, Activision, Inc. All rights reserved.

Commodore 64 and 128 are trademarks of Commodore Electronics, Limited.

Apple is a registered trademark of Apple Computer, Inc.

# CONTENTS

<i>On the Case</i> . . . . .	2
<i>All Aboard</i> . . . . .	3
<i>Strolling the Decks</i> . . . . .	5
<i>A Helping Hand</i> . . . . .	6
<i>The Scene of the Crime</i> . . . . .	7
<i>Notable Encounters</i> . . . . .	7
<i>Mind If You Join Me?</i> . . . . .	12
<i>The Evidence</i> . . . . .	13
<i>Making an Accusation</i> . . . . .	16
<i>All's Well That Ends Well</i> . . . . .	16
<i>Hints for the Frustrated</i> . . . . .	17
<i>Investigator's Diary</i> . . . . .	18

## ***On the Case***

Sir Charles Foxworth, because of his relentless curiosity, keen wit, and undaunted bravery, is forever getting involved in tangled tales of murder, mystery, and intrigue. It's your good fortune to accompany the renowned British sleuth on his first American case, *Murder on the Mississippi*.

The journey begins just south of St. Louis aboard the *Delta Princess*, a veritable floating palace of a Mississippi riverboat, complete with private cabins, a wheelhouse, a salon and stateroom, even a dark and dingy engine room.

Somewhere, somehow, on this grand old four-decker, a murder has been committed. With Sir Charles Foxworth and his loyal companion, Regis Phelps, you'll first discover the victim and then commence to unravel a web of interlocking evidence and alibis. Eventually, you must help Sir Charles determine who – among eight equally suspicious passengers and crew members – did the dark deed.

The *Delta Princess* is headed for New Orleans. And if all goes according to schedule, she'll dock there in just three days. If she reaches her destination before all the clues are gathered and the proper killer apprehended, it will most definitely be – shall we say? – a crime.

## **How You Will Know Who Done It**

*Murder on the Mississippi* is a unique form of entertainment that will thrill action players and adventure gamers alike. To join Sir Charles Foxworth in the annals of crime detection, you'll use a joystick (or a few simple keystrokes on an Apple computer) and all the powers of deduction you can muster.

To get the adventure rolling, you must first stumble upon a real live – or rather dead – corpse. From that point on, everyone on the boat will have something to say about the victim – and why he or she couldn't possibly have been involved in the crime.

You'll have to listen critically and take careful notes. Then, just to make sure everyone is telling the same story, you'll share your notes with other passengers and crew members.

You'll also have to look for clues. You'll comb the ship, covering every deck, every room and cubbyhole. Once you obtain a piece of evidence, you'll examine it, comparing it with other clues and even questioning passengers about it.

Finally, when you think you've figured out who done it, you'll make an accusation. What will happen after that is, well, another mystery.

## *All Aboard*

### **Loading the Adventure**

To embark on this Mississippi riverboat adventure, first make sure that all your equipment – including each peripheral – is turned off. Then follow the loading instructions for your particular system.

**IMPORTANT:** Never remove the disk during a game or the adventure will be terminated.

#### **On the Commodore 64:**

1. Turn on your computer and disk drive.
2. Insert the diskette in your disk drive, label side up.
3. Plug a joystick into port 1.
4. Type **LOAD "\*"8,1** and press **RETURN**.

After a short wait you'll see the *Murder on the Mississippi* title screen. To climb aboard and start your adventure, press the joystick button as directed on the screen.

#### **On the Commodore 128:**

1. Insert the diskette in your disk drive, label side up.
2. Plug a joystick into port 1.
3. Turn on your disk drive.
4. Hold down the **C=** key and turn on your computer.
5. Type **LOAD "\*"8,1** and press **RETURN**.

After a short wait you'll see the *Murder on the Mississippi* title screen. To climb aboard and start your adventure, press the joystick button as directed on the screen.

### On the Apple II, IIe, IIc, and II Plus:

1. Insert the diskette in your disk drive, label side up.
2. Turn on your computer. After a short wait you'll see the *Murder on the Mississippi* title screen.
3. When instructed on the screen, remove the diskette from the drive, turn it over and reinsert it, and press **RETURN**.

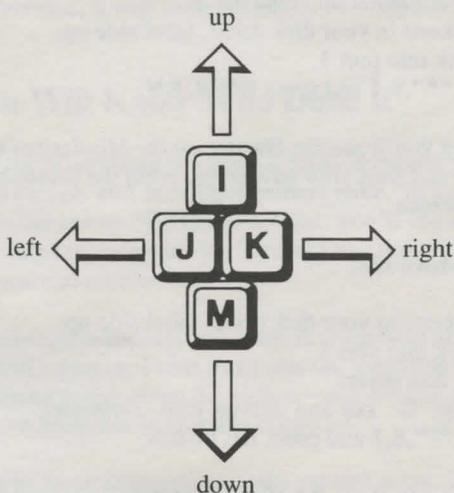
Apple owners have the option of playing with either a joystick or the keyboard.

**For joystick control**, plug in a joystick. Press joystick button 0 as instructed on the screen.

Joystick button 0 can be used for all game play. Joystick button 1 can be used *on the decks only* to speed up the action.

**For keyboard control**, once loading is complete, press the **CAPS/ LOCK** key. Then hold down the **CONTROL** key and press **K** to put the game in keyboard mode.

To move up, down, right, or left, use the **I**, **J**, **K**, and **M** keys as shown below.



When instructed to use the joystick button, press the **SPACEBAR** instead.

To speed up the action *on the decks only*, press the **F** key.

To return to joystick control, hold down the **CONTROL** key and press **J**.

## The Main Menu

Once you've loaded the game, you'll see the following main menu.

**Start from the beginning**  
**Pick up from last place saved**  
**Save game where it is now**

**To begin a new game**, point to and highlight **Start from the beginning** and press the joystick button.

**To save a game**, point to **Save game where it is now** and press the joystick button. This option allows you to save the progress you've made and continue solving the crime at a later time.

**To resume a saved game**, point to **Pick up from last place saved** and press the joystick button.

**NOTE:** Whenever you point to **Start from the beginning**, you'll erase any game currently saved.

## *Strolling the Decks*

Few things in turn-of-the-century American life were as pleasant as a midsummer stroll along the decks of a riverboat as she rolled past the lush banks of the mighty Mississippi.

This particular sternwheeler, the *Delta Princess*, has four decks altogether: the promenade that holds the wheelhouse on top, two decks of cabins, and the lower deck, which houses the engine room. All the decks are connected by a series of staircases on both sides of the boat.

### **When walking along a deck:**

- To move right, push the joystick to the right.
- To move left, push the joystick to the left.

**To get to the other side of a deck,** move to the end of the deck and push forward on the joystick.

### **When you want to change decks:**

- To go down, move into a stairwell. When Regis asks, **Are we going downstairs, m'Lord?** press the joystick button to answer "Yes." Push the joystick in any direction to answer "No."
- To go up, move to the bottom of the stairs. When Regis asks, **Are we going upstairs, m'Lord?** press the joystick button to answer "Yes." Push the joystick in any direction to answer "No."

**To open doors and enter rooms,** move directly in front of the door, then push forward on the joystick. Quickly pull back on the joystick to remain outside an opened door.

## ***A Helping Hand***

In the course of this adventure, you'll be called on to point to various elements on the screen – items on a menu, pictures of characters, words in a sentence, or pieces of evidence. To simplify matters, Sir Charles Foxworth has provided you with what he calls his "Helping Hand."

### **To use the Helping Hand:**

1. When standing anywhere on the boat, press the joystick button. At the bottom of the screen, you'll see a menu like this:

**Walk Around**  
**Inspect**  
**Examine evidence**

**Main menu**

To the right of the menu you'll see the Helping Hand.

2. Push the joystick up or down to highlight the options on the menu.  
To remove the menu without selecting an option, move the Helping Hand off the top or sides of the screen.
3. When your choice is highlighted, press the joystick button.

From here on, when you're instructed to "point to" or "highlight" a certain game element, simply use the Helping Hand.

## *The Scene of the Crime*

As pleasant as it may be to simply stroll with Sir Charles along the decks of the *Delta Princess* as she winds her way down Old Muddy, that's hardly what this adventure is about.

A rather nasty crime has been committed, and your first job is to find the body. In fact, until you do so, any information you gather will be of little value.

Explore the ship. Look everywhere. Eventually you'll find the *corpus delicti*. And once you do, your fellow passengers will prove to be much more talkative. You'll see.

## *Notable Encounters*

Throughout your adventure on the *Delta Princess*, you and Sir Charles will meet some very interesting characters – who also happen to be suspects.

You should use each friendly encounter as a fact-finding session as well. To do this, you'll first meet and talk to a passenger or crew member, then take notes on what he or she has said, and finally, share those notes with other passengers and crew members.

## *Making Acquaintances*

The first time you enter a character's cabin (see "Opening Doors and Entering Rooms," page 6), Sir Charles and Regis will introduce themselves. The character will in turn introduce himself or herself.

When these formal introductions are over, press the joystick button. You'll see that the following line has been added to the menu at the bottom of the screen:

**Talk to [character's name]**

Point to this line and press the joystick button to call up the following menu:

**Tell me about . . .**

**What do you know about this evidence?**

**Please follow me . . .**

**Share notes with [character's name]**

**Accuse [character's name]**

**Previous menu**

Each of these activities is explained in detail in the next few pages.

## **Talking to Passengers and Crew Members**

It's recommended that you find the corpse before you attempt to talk to the characters on board the *Delta Princess*.

### **To talk to a character:**

1. Go up to the character and press the joystick button.
2. Highlight **Talk to [character's name]** and press the joystick button.
3. Highlight **Tell me about . . .** and press the joystick button.
4. Highlight **This person . . .** and press the joystick button. You'll see a panel that shows the faces of all the characters you've talked to so far.



Note that the Helping Hand is pointing to the character you're talking to and that below the panel are the words:

**[Character's name], tell me about . . .**

**yourself**

5. To see what the character has to say about himself or herself, press the joystick button.

To see what he or she has to say about another character, point the Helping Hand to the illustration of that person and press the joystick button.

To see what the character has to say about the victim, point to **Tell me about . . .** and press the joystick button; then point to **The victim . . .** and press the joystick button.

## Taking Notes

Whenever he's asked what it is that makes a sleuth successful, Sir Charles Foxworth responds with the same answer: "Taking very careful notes."

He's right. In fact, to crack this particular case, careful note-taking is critical. So follow the next instructions closely.

During your conversations with passengers and crew members, you can take notes on what they say about themselves, about any other character you've already talked to, or about the victim. You can take up to three pages of notes from each character.

**To take notes** on your conversation with a character:

1. At the end of the character's statement, you'll see that Regis says:

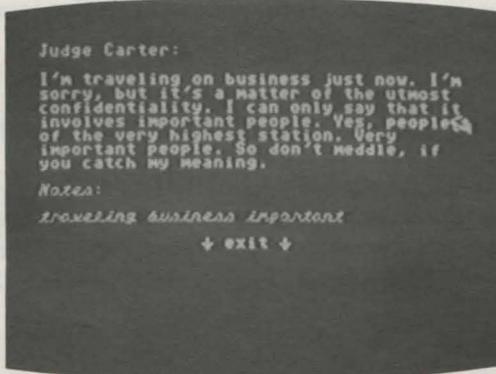
**Would you like the notebook, m'Lord?**

Press the joystick button to answer "yes."

2. You'll see the character's statement on a black screen, accompanied by the Helping Hand.

Point to the word you want to put in your notebook and press the joystick button.

The words you select will show up, in Sir Charles's handwriting, beneath the character's statement.



3. Continue selecting words, one at a time, until you've chosen all the words you want or until you've filled one line. You can save only one line of text from each statement, so choose your words carefully.

If you want to remove a word from your line of notes, simply point to the word you wish to remove and press the joystick button.

4. When you're satisfied with the notes you've taken, point to the word **exit** on the screen and press the joystick button.

Once you exit, the notes you've taken will be permanent – at least for the rest of the current game. If you select the wrong notes, you won't have a chance to change your selections until you start a new adventure.

## Sharing Notes

One reason you and Sir Charles take notes is to be able to share what certain characters have said with other characters. Sharing notes can reveal important clues about the suspects and – perhaps – the crime.

For example, one passenger, a man, might tell you that he's said all he can about a second passenger, a woman. But if you share with him something that *she* has said about *him*, it might lead him to open up a whole new area of discussion, which could easily lead to a critical clue.

In order to share notes, of course, you must first have taken notes.

### To share notes with a character:

1. Go to the person with whom you want to share notes and press the joystick button.
2. Point to **Talk to [character's name]** and press the joystick button.
3. Point to **Share notes with [character's name]** and press the joystick button.
4. Point to **This person . . .** and press the joystick button. You'll see the faces of all the characters you've met so far.

5. Point to one of the characters (other than the one you're currently talking to). You'll see the notes you took from your conversations with that person on the lower half of the screen.
6. Press the joystick button to move the Helping Hand to the bottom of the screen, then move the hand up to highlight each line of text. As you highlight each line, the name of the person referred to in each statement will appear on the screen.

You may have accumulated up to three pages of notes. To look at pages 2 and 3, move the hand down to the bottom of the screen and pull back on the joystick.

7. Once you've chosen the note you want to share, highlight it and press the joystick button. The character you're currently talking to will respond to the statement you're sharing.

Press the joystick button to return to the menu.

## Taking Notes By Hand

There may be times when you wish to take notes the old-fashioned way – by hand. An “Investigator’s Diary” has been provided at the end of this guidebook for you to do so.

## *Mind If You Join Me?*

You and Sir Charles will occasionally need to enlist the assistance of other passengers and crew members. To do this, you must ask them to follow you around the *Delta Princess*.

### **To enlist a character’s help:**

1. Enter the character’s cabin.
2. Point to **Talk to [character’s name]** and press the joystick button; then point to **Please follow me . . .** and press the joystick button again.
3. Leave the cabin and begin your walk around the ship. There can be only three living characters in any one place at any one time.

Once a character is following you around, there may be times when you wish to – shall we say – “ditch” that person.

**To part ways with a character:**

1. Press the joystick button to call up the main menu.
2. Point to **Talk to [character’s name]** and press the joystick button; then point to **Please go back to what you were doing** and press the joystick button again.

Don’t be surprised if some characters refuse to leave you. After all, it’s *their* riverboat holiday, too.

## *The Evidence*

In addition to gathering information by keeping and sharing notes from conversations, you must also find, collect, and examine important pieces of physical evidence.

## **Finding Evidence**

The key to collecting the evidence you need is to look everywhere. Leave no stone unturned, no door unopened.

**To look for clues** in any given location:

1. Press the joystick button to call up the menu.
2. Point to **Inspect** and press the joystick button.

If there’s any evidence to be found, with Sir Charles’s keen eye and Regis’s watchful assistance, you can be sure you’ll find it. But you have to help them inspect every possible place on the *Delta Princess*.

## Collecting Evidence

Once you find a piece of evidence, you must try to take possession of it.

- If Regis asks if he should put a piece of evidence in his pocket, answer “Yes” by pressing the joystick button.
- To take an inventory of what’s in Regis’s pocket, point to **Examine evidence** and press the joystick button.

## Asking About Evidence

One way to learn more about a physical clue is to ask your fellow passengers and crew members about it.

### To question a character about a piece of evidence:

1. Go to the character whom you wish to question, point to **Talk to [character’s name]** and press the joystick button.
2. Point to **What do you know about this evidence?** and press the joystick button.

Study the list of all the evidence you’ve gathered so far, point to the item about which you wish to question the character, and press the joystick button.

Consider the character’s comment on the evidence and, if it seems important, write it down in the back of this guidebook.

## Storing Evidence in the Steamer Trunk

There will be times when you and Sir Charles will want to store valuable evidence in his steamer trunk.

### To put evidence in the trunk:

1. Return to Sir Charles’s cabin and press the joystick button to call up the menu.
2. Point to the word **Inspect** and press the joystick button.

3. Point to a piece of evidence and press the joystick button.

Press the joystick button repeatedly until you've moved the evidence into the steamer trunk.

## Studying Evidence on the Examining Table

Occasionally, a closer look at a piece of evidence will reveal more information about it. While the steamer trunk is still open, you can place evidence on the examining table for further study. You can also compare two pieces of evidence by putting them both on the examining table at the same time.

### To place evidence on the examining table:

1. Point to the item you want to examine and press the joystick button repeatedly until you've placed the item on the examining table.
2. Point to the word **EXAMINE** and press the joystick button.

## Closing the Steamer Trunk

You must close the steamer trunk before you can continue your adventure. Any evidence left on the examining table will automatically go into the steamer trunk when you close it.

**To close the trunk**, point to the word **CLOSE** and press the joystick button.

When the trunk is closed, the evidence you have gathered will always be in one of two places: the steamer trunk or Regis's pocket.

## ***Making an Accusation***

Accusing someone is simple. Solving the mystery of the *Murder on the Mississippi*, however, is quite another story.

### **To make an accusation:**

1. Go to the character you want to accuse, point to **Talk to [character's name]**, and press the joystick button.
2. Point to **Accuse [character's name]** and press the joystick button.
  - If you don't have enough evidence to make an accusation, Regis will tell you so.
  - If you do have enough evidence to make an accusation, follow the directions on the screen.

## ***All's Well That Ends Well . . . Sometimes***

*Murder on the Mississippi* has four possible endings, with many variations on each one.

### **Getting It Right**

You can save and share all the right conversations, accumulate the proper evidence, and correctly accuse the murderer – in which case you'll have solved the crime. Congratulations!

### **Getting It Wrong**

You can have all the right evidence and still accuse the wrong person. Or you can accuse the right person, but with insufficient evidence. In both cases you run the risk of getting thrown off the riverboat.

### **Getting It**

Whoever got the unfortunate victim may also be out to get you. In addition, playing around in locked rooms on the *Delta Princess* can be quite risky, as many of them are in dangerously ill repair. So do be careful.

## Getting to New Orleans

You may arrive in New Orleans before cracking the case – in which case the murderer will get away scot-free.

### *Hints for the Frustrated*

- Look for evidence *everywhere*.
- Talk to *everyone*.
- When taking notes, try to concentrate on facts, not just opinions.
- Taking notes on certain conversations is critical to solving the mystery. If you save a game with inadequate information, you may never succeed in accusing the right suspect in that particular game.







## ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

---

### **WARNING**

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see above for complete warranty. U.P.S. or registered mail is recommended for returns. Please send to:

#### WARRANTY REPLACEMENTS

Consumer Relations  
Activision, Inc.  
2350 Bayshore Parkway  
Mountain View, CA 94043

ACTIVISION  
HOME COMPUTER SOFTWARE®

© 1986, Activision, Inc. G-943-32