

BOARDING CARD

to be read by

**DEATH
CRUISE**

passengers only

Instructions

MOVEMENT

You may move to any of the five rooms on each of the five decks by using the command:

'GO' name of room

You may not move to a room on another deck, however, without first moving to that deck:

'GO' deck

TAKE/PICK

You may take any person or object with you by using the command:

'TAKE/PICK' name of person/object

At any given time you may carry with you:

either: (single player game) **Two objects and one person** or: (multiple player game) **One object or one person only**

PUT/DROP

You may leave an object/person in any room (providing there is sufficient room) by using the command:

'PUT/DROP' name of object/person

WHERE

You may ask the whereabouts of any object or person by using the command:

'WHERE' name of object/person

The response will give the deck and room in which the object/person is to be found. This feature can be particularly useful as both objects and people have a habit of moving from room to room during the course of the game.

Multiple Player Only: If the desired object/person is with one of your opponents the response will indicate this.

SUSPECT

You may at any time enter the command:

'SUSPECT'

The screen will first clear and then you will be asked to enter your suspicions:

- a/ location of detonator
- b/ identity of bomb (everyday object)
- c/ identity of Mr Sinister (passenger or member of crew)

N.B. You may only enter the name of the room that you are in at that time. You may only enter the name of an object/person in the room or with you at that time. (multiple player game only – You may enter the name of an object/person who is with one of your opponents)

When you have entered the three elements of your suspicion the program will respond with one of the following:

- a/ all three innocent
 - b/ one element guilty
 - c/ two elements guilty
- You will not be told which element(s) is guilty, that is for you to deduce.

WARNING: The **'SUSPECT'** feature is designed to help solve the mystery by process of elimination. Once you believe that you have the correct solution you must use the **'ACCUSE'** feature (see next section). If you enter the correct solution using the **'SUSPECT'** feature you will automatically lose the game.

ACCUSE

Once you are confident that you have the correct solution you should enter the command:

'ACCUSE'

The screen will first clear and then (as in the **'SUSPECT'** feature) ask you to enter the three elements you believe to be guilty.

If you have entered the correct solution then you have found Mr Sinister, saved the liner and, of course, won the game. If any of the three elements are incorrect, however:

SINGLE PLAYER GAME: The game is over, you have failed to prevent Mr Sinister from destroying the liner. The correct solution will appear on the screen.

MULTIPLE PLAYER GAME: You are out of the game leaving your opponents to continue until one reaches the correct solution. If only one player remains then he is deemed to have won by default. The correct solution will then appear on the screen.

GIVE IN

At any time you may choose to end the game and discover the correct solution. Simply enter the command:

'GIVE IN'

The screen will first clear and then the correct solution will be given.

SINGLE PLAYER GAME FEATURES NUMBER OF COMMANDS

At the beginning of the game you have 50 commands. When the number of commands remaining to you falls below 15 you may choose to look for the **'TABLET'** which will appear somewhere on board. If you find it you should enter the command: **'TAKE TABLET'**

The **'TABLET'** will then disappear from the screen and the number of commands remaining to you will increase by 25. If you run out of commands, the game is lost, the screen will clear and the correct solution will be given.

ASSASSINS

Mr Sinister has enlisted the help of several undesirables whose aim is to stop you. In order to protect yourself you must ensure that you always carry a **'BULLET'** with you. If you enter a room where there is an **'ASSASSIN'** the program will check whether or not you have a **'BULLET'** with you. If you have then you will be able to shoot the **'ASSASSIN'** and then continue with your investigation. If you do not have a **'BULLET'** the **'ASSASSIN'** will shoot you, the game is lost and the correct solution will appear on screen.

SCORE

For the first ten minutes of the game (approximately) your score gradually increases as you move around the liner. After that time you will notice that your score starts to decrease. Time is obviously of the essence if high scores are to be achieved. If at any time your score falls below zero that game is lost.

BONUS POINTS – awarded as follows:

- A. For each **'ASSASSIN'** shot
- B. For correctly entering one guilty element during the **'SUSPECT'** feature (once only)
- C. For correctly entering two guilty elements during the **'SUSPECT'** feature (once only)
- D. 1000 point bonus for correct solution
- E. Time bonus – awarded only if correct solution achieved.

ADDITIONAL MULTIPLE PLAYER GAME FEATURES CLUE

At the beginning of the game each player is given either the whereabouts of the detonator or the identity of the bomb. As each player receives his clue the other players must look away from the screen.

NUMBER OF COMMANDS

Players take turns and the number of commands available to them at each turn (0-10) is decided by pressing the **'ENTER'** button when requested to select a random number. When the number of commands remaining reaches zero the screen will clear and the next player's name will appear.

SUSPECT

Players should decide at the outset of the game whether during the **'SUSPECT'** feature the other players will look away from the screen.

LAYOUT OF LINER

DECK ONE – Bridge/Swimming Pool/Tennis Court/Sun Lounge/Gift Shop

DECK TWO – Library/Card Room/Royal Suite/Restaurant/T.V. Room

DECK THREE – Disco/Sauna/Bar/Coffee Shop/Cinema

DECK FOUR – Crews Mess/Kitchen/Food Store/Office/Sick Bay

DECK FIVE – Cargo Hold/Engine Room/Boiler Room/Store Room/Garage

OBJECTS ON BOARD

Binoculars, Lifebelt, Racquet, Sunglasses, Ornament, Dictionary, Cards, Candlesticks, Teapot, Wallet, Record, Towel, Purse, Handbag, Suitcase, Flask, Tray, Kettle, Vase, Wheelchair, Pram, Spanner, Haversack, Drill, Wrench.

PASSENGERS/CREW

King David/Captain Ocean/First Mate/Librarian/Disc Jockey/Liz White/Jack Green/Terry Day/Lifeguard/Tim Red/Lee Sharp/Fred Bell/Chef/Dave Blue/Boatswain/Kim Kite/Professor Keen/Tina Grey/Sir George/Lady Kay/Noel Wish/Waitress/Don Dice/Sam Short/Des Winter/Gary Glum/Les Heart/Neil Page/Cindy Nice/Geoff Badger/Ken Clark/Usherette/Dr Virus/Nurse Ann/Count Edward/Mary Ball/Judy Doll/Cliff Fall/Mr River/Ruby Stone/Rita Page/Rick Card/Hilary Fell/Shamus Sun/Martin May/Cyril Creep/Albert Jnr/Anna Field/Susan Rose