

MURDER ON THE ATLANTIC

NOTES

Now you have "Murder on the Atlantic"... With this game you will experience a thrilling adventure : solve the mystery of the two murders and work out exactly what happened during this eventful journey... You will be going for a long voyage on the Bourgogne, a luxury liner plying the Atlantic during the 'Golden Age of Cruise Liners' at the end of the 1930's.

Murder on the Atlantic is a COBRA SOFT software product written by Bertrand BROCARD and Marie-Anne ALISON. The computer language is by Gilles BERTIN and Roland MORLAT. Music is by Jean-Noel GOYOT and the cover is designed by Christian DESCOMBES.

This program is dedicated to Benedicte, Noemie and Mathieu.

Some advice : read all the instructions before beginning the game.

1. N.B.

This game is purely fictional and any resemblance in names which relate to existing people or places is purely coincidental.

2. GUARANTEE

Amongst the papers in the file you will find a guarantee. It lasts 6 months from the date of purchase. You can only exchange the tape or disc if it is found to be faulty.

3. COPYRIGHT

COBRA SOFT.

4. COMPOSITION OF THE FILE

The file includes 1 tape (or a disc) and some useful objects and documents which help you with the inquiry. Don't lose them and don't leave them under a strong light. You can analyse the exhibits during the time when advised, then the program will pause. As far as the "TOP SECRET" envelope is concerned, you can only open this when instructed.

5. AKNOWLEDGEMENTS

The authors would like to thank :

- The Compagnie Générale Maritime (General Maritime Company) for all the documentation concerning the steamboat Normandie.
- The families Chenu, Dumesnil, Lequeux, for the loan of some documents.
- M. François Pretet, director of the Courier de Saône-et-Loire.
- Maurice Leblanc ; Arsène Lupin's father ; and E.P. Jacob ; the father of Blake and Mortimer.

6. DESCRIPTION OF PROGRAMS

Murder on the Atlantic includes more than 60 programs and files !

| | Tape | Disc |
|----------------------------|--------|---------------|
| Demonstration | | Side B - Demo |
| Game | Side 1 | Side A - Game |
| Comprehension Test | Side 1 | Side B - Test |
| Statements | Side 2 | Side A |
| State Inquiry (saved game) | Blank | Side A - Etat |

There is a test which allows you to find out what stage you have reached with the inquiry. Don't try to list it in order to find the answers because they haven't been loaded. This program is completely independant.

7. LOADING OF PROGRAMS

AMSTRAD :

Demonstration - disk - side B - press RUN"DEMO.

CASSETTE VERSION

Game :

- Insert your tape, side 1 (Game) in the tape recorder.
- Then key in RUN"
- Follow the instructions given by the program.

Test :

- Insert your tape, side 1 (Comprehension Test) in the tape recorder.
- Forward to 167 on your meter.
- Then key in RUN"TEST.

DISK VERSION

Game :

- Insert your disk, side A, in the disk drive.
- Key in RUN"GAME.

Test :

- Insert your disk, side B, in the disk drive.
- Key in RUN"TEST.

8. COMMAND KEYS

To carry out your inquiry, you can move about the ship using the direction keys, and you can also use certain other keys :

- COPY : to see where you are.
- R : to look at the characters. If no drawings appear it means that there isn't anybody there, or if in a cabin it means that the passenger has nothing to do with the story except if you discover that he is out.
- F : to search.
- O : to open (e.g. a box).
- A : action or autopsy (sometimes useful).
- I : to interrogate / ask.
- ↑ : to call the lift ; when it arrives, choose the desired floor by pressing the corresponding letter.
- P : to list main characters.
- CLR : to halt list. (testimony in morse), press any key to continue.
- ESC : to escape / quit.

9. INFORMATION

The program you've just bought is an investigation. At the beginning it will appear to be very hard, but the script has been compiled so that you can make progress gradually. All difficulties can be overcome and solved. Sometimes, it will require patience and you will have to wait for a certain event before being able to clear up something which you thought was impossible to solve... like in a real inquiry. Don't hesitate to ask others for help.

Unfortunately, we can't answer all your questions relating to the game by phone, and suggest you write to us enclosing a stamped addressed envelope for the reply. But we advise you to look in the specialized magazines for clues !

10. UTILISING THE TAPE VERSION

Due to the limitations of the computer's memory, statements have to be loaded from tape, (this isn't a problem for disk owners). You will be playing the role of the "operating system", a special program which allows you to load certain files. By doing this, you can save a lot of time. You should just follow the instructions given by the computer.

Nevertheless, you can speed up the loading by forwarding the tape to the file you wish to load.

THE FOLLOWING CHART WILL GIVE YOU THE NUMBER CORRESPONDING TO THE RIGHT FILE / STATEMENT :

Witness

01 :006 02 :009 03 :012 04 :015 05 :018 06 :022 07 :025 08 :028
09 :032 10 :035 11 :038 12 :041 13 :044 14 :047 15 :050 16 :053
17 :056 18 :060 19 :063 20 :067 21 :071 22 :074 23 :077 24 :080
25 :083 26 :086 27 :089 28 :093 29 :096 30 :100 31 :104 32 :107
33 :111 34 :114 35 :119 36 :123 37 :127 38 :130 39 :134 40 :138

N.B. : The meter number can be different depending on the tape recorder.

Always position the tape just before the number required. During the loading procedure the file number is displayed on the screen. If it is higher than the one you want, rewind the tape.

11. STATE INQUIRY (Saved Game)

The state inquiry is a file in which a certain amount of information relating to the inquiry process can be saved and stored. This will save you going back to the very beginning every time you use the program. You can also use it when you want to quit the game... (ESC).

Be careful and make sure you watch the time as it plays an important role in the game. But if you play for less than half an hour this won't be taken into account.

Disk : The file destroys the previous one and becomes "Etat bak".

Tape : You will use a shorter blank tape. When alternating a copy on each side, make sure you know what is on your tape.

12. CODE-FILE

The file "CODE.BIN" holds the printed text "GEHEIM". To translate this text, you will have to write a short program - an algorithm can be found somewhere. By using this file you won't

have to type the text again which is hard work (I can assure you). It is on side B of the disk and side 1 of the tape. You can also use it on its own. To load it, it's necessary to reinitialise the computer then type LOAD"CODE.BIN, 30000 after MEMORY 29999. The file will then be established between the addresses 30000 and 31925. It's up to you to exploit this! This is a good chance to make progress in programming.

When you've completed the program, don't forget that you will need a code so that the translation can be executed. It shouldn't be too difficult to find! Look for the lady...

If all this seems hard to understand, read these instructions again when you have found the algorithm.

MANIPULATIONS TAPE : The program doesn't tell you to press a key when you want to save the tape. It is obvious that to read something during the game you have to press PLAY and REC at the same time. There is a tape especially provided for this. See paragraph 11.

OTHER ADVICE : Beginning the game : The first question asked by the program is "Do you want to load your State Inquiry?". If you have a saved game, you have to load the file again to continue with the inquiry.

In the tape version, you have to load your rewind tape – the one you've saved your most recent State Inquiry on – then press PLAY and any key. When the loading has finished, the program asks you to put the tape on side 2. Don't forget to rewind it and set counter to 0. The message will disappear when you continue playing.

The game can then begin...

You are the flashing cursor in the bottom left hand corner of the boat, near the lift. You can then move about the boat by using direction keys. To change decks you have to use the lift unless there is a stairway. (direction keys).

If you try to call the lift without being in a liftshaft, the program will say "impossible". The flashing cursor will reappear when you press COPY.

Time plays an important part in this adventure. That is why it is important to save the "State Inquiry" when you finish using the program (ESC).

But, if during an interrogation, the program answers 'too early', it doesn't just mean you have to wait. It means there is something you haven't yet discovered or you have missed another interrogation.

In these notes we advise you to look at the evidence frequently during the inquiry. The same goes for the notes themselves. Read them often and carefully - they contain useful information.

HOW TO PLAY MURDER ON THE ATLANTIC

For certain people, this game could appear slightly disconcerting because it doesn't look like any other program. In order to help you, we offer explanations :

Which method to use ?

The player has to follow the same procedure as the police would. You have to use real investigation methods combining intuition, systematic reports, method and organisation.

How to begin ?

The first thing to do is to buy a notebook. On each page you can stick one of the 40 identity photos provided with the game. This will enable you to make a note of everything you discover on each character, e.g. statements, alibis, etc. Then you have to look in every room on the boat. You can color each room as you go along using the map of the boat, so that you know which room you have entered. You have to look at the evidence frequently because it may cast more light with each new discovery. Gradually you will get closer to solving the mystery.

How did we write a game like "Murder on the Atlantic" ?

Firstly, we tried to capture as near as possible the atmosphere of the 1920/30's. We have used sophisticated graphics thanks to Marie-Anne ALISON who watched old films in order to capture the Art Deco and Modern Style. As far as the script is concerned we've rewritten the story of the early computer age and linked it with international espionage. During our research, we were surprised to find out that some of it did actually happen.

Which documentation we used ;

We found out all we could about the dawnning technological era, especially its use during the Second World War. As for the ships, we used the archives of the Transatlantic General Company which were found in the historical service of the French National Navy, and every book relating to the Merchant Navy and large liners. We consulted newspapers for general information and also for help with the illustration.

The early 1930's was the golden age of luxury liners... The Germans, English, Americans and of course the French confronted

each other in a competition which involved speed, size and luxury. In 1935, the Normandie was launched, the biggest and most beautiful liner ever created. After this, you would have thought that France would have the last word, but obviously not ! Two years later the French Transport Company created the liner Bourgogne. Historically, it hasn't been remembered very clearly, although it was a revolutionary ship in many respects.

Why was it an exceptional boat ?

Firstly, because of its design... What hasn't been said about this ? Some people suggested that it was a copy of the Normandie ! It is true that there are some similarities in their features and disposal of the common premises ; dining room, lounge and theatre. But the Bourgogne had certain characteristics to be proud of which no other boat had. It was the first to use radar and it was equipped with a very efficient anti-rolling system. The passengers comfort has been improved thanks to the incredible soundproofing of the lower decks, luggage hold, warehouse and especially the engine room. It was quite a revolutionary ship in its time. It was necessary to add a new transmission system to these technical innovations which would enable the Bourgogne to capture the Blue Ribbon during its first Atlantic crossing.

Its commercial exploitation was highly original. We must bear in mind that the 1929 crisis had not long passed and that to make such a ship profitable was extraordinary....and often it was the State which made up the deficit. This wasn't necessary with the Bourgogne because of the commercial policy followed by the ship's management. It was decided that there would only be one class, First Class. On the other hand, most of the services provided on the boat, e.g. cleaning, bookshops, stores, photographers, etc. were provided by independent retailers.

Since its first year of service, despite severe competition, the Bourgogne made money for the C.F.D.T.

What happened to the Bourgogne ?

Two years after it entered service, war broke out. The boat was in New York at the time. Without waiting for any orders, for safety reasons, the Capitain decided to take it to Guadeloupe. It stayed there until the armistice. Then, taking into account the attitude of the Vichy Government, and fearing that the Nazis might get their hands on it, Capitain Charvet put the boat at the disposal of the allies. The entry of this ship into the conflict was one of the most secret operations of the war. The truth was only revealed last year by the opening of English archives after 40 years of censorship.

The Bourgogne went to an unknown destination, with some voluntary members of the ship's crew. It was never to be seen again - Churchill said that it had sunk due to an attack from a German submarine and Laval declared that it sunk because of the English response to Mers-el-Kebir.

In fact it went to North Scotland, where most of the inner fittings were dismantled and it was repainted. Some false superstructures were added to completely change its appearance and it started its new career as a "ghost-ship" transporting huge quantities of material. No warship could escort it, but its speed and radar made it invulnerable.

Its last mission was both its most unusual and most tragic. Since Hitler had invaded the U.S.S.R., the allies had been providing Stalin with a vast amount of materials, including tanks, ammunition and petrol. These deliveries were vital to the U.S.S.R. to prevent the collapse of the Soviets under the constant attacks of the Wehrmacht. The Germans did their best to prevent these convoys from getting through using bombers, torpedo-planes, submarines and numerous fleets, which included the famous battleship Tirpitz. To make things worse, the convoys had to fight against the icy arctic sea. Each journey was a real epic.

At the end of 1943, to receive payment from Stalin, the Bourgogne was sent to Mourmansk. It loaded an important stock of gold and set off at once towards Scapa-Flow. Its last message arrived at the Admiralty on 3rd of December 1943. Interrupting the silence, the operator of the Bourgogne gave out the following message by radio - "Hit two floating mines - sinking rapidly". The message was then interrupted before its position could be located.

Now the Bourgogne is at the bottom of the icy Arctic sea, probably South of the Jan Mayen Island, with its huge holds full of gold bars.