

# CRUISE FOR A CORPSE

## REFERENCE MANUAL FOR THE CINEMATIQUE SYSTEM

We recommend that you make safety copies of your original disks and use these when you are playing.

NOTE: Before you start playing, it is advisable to make sure that you have a blank formatted disk at hand so that you can save games part way through.

### CONTROLLING THE HERO

#### **A. MOVING**

To move Raoul within a room, point the mouse cursor at the required destination and press the LEFT mouse button. Raoul will then move to that location, avoiding any obstacle in his way.

To go to a different room, place the cursor over the door or the exit displayed on the screen and press the LEFT mouse button.

#### **B. MANIPULATING YOUR ENVIRONMENT**

Each room contains a large number of objects, any of which could be clues, vital to the progress of your investigation.

To find out about the actions you can use on an object, place the mouse cursor over it and press the LEFT mouse button.

A list of verbs relating to the selected object will be displayed. Place the mouse cursor over the relevant action verb (the highlighted verb will then change colour) and press the LEFT button. Raoul will then carry out the order you have given him.

If you choose not to use any of the proposed actions, move the cursor within the menu (all the verbs will then be the same colour meaning that none has been selected), then press the LEFT button to exit the list.

It is important to know that only actions which can be executed on the object immediately are displayed on the list.

EXAMPLE: Raoul is in a room containing a chest of drawers. Let's suppose you wish to examine the contents of one of the drawers and that the drawer is closed. Move the mouse cursor over the drawer and press the LEFT mouse button. A single verb will appear on the list; OPEN ...

Nothing yet will allow you to search the inside of the drawer.

Select the verb OPEN ordering Raoul to open the drawer.

Then, press again on the drawer and the following verbs will be displayed: SEARCH CLOSE

Now, all you have to do is select the verb SEARCH on the list and reap the fruit of your efforts.

#### **C. USING FOUND OBJECTS**

Some actions are likely to be possible only when the object is in your possession .. For example, you will need to take a letter before you can read it, a jacket before you can wear it, etc...

To display the inventory of objects carried by Raoul, simply press the RIGHT mouse button.

If you want to affect one of the objects displayed in the inventory, move the mouse cursor over the name of the object (it will then change colour) and press the LEFT mouse button.

The list of actions associated with that object will be displayed instead of the inventory. Point the mouse cursor to a verb (which will then change colour) and press the LEFT mouse button.

Remember, only actions possible immediately will be displayed on the list.

EXAMPLE: Raoul has just picked up a small ball of paper and you want to READ what it says... Press the RIGHT mouse button and display the list of objects carried by Raoul. Then, point the mouse cursor to "piece of paper" and press the LEFT button to call the following list:

EXAMINE  
THROW  
SHOW  
SMOOTH OUT

Select the verb SMOOTH OUT on the list. Raoul will then smooth out the piece of paper. Now, recall the inventory and select the "piece of paper" ... The list of verbs associated with it is now as follows:

EXAMINE  
THROW  
SHOW  
READ

All you need to do is move the mouse cursor over the verb READ and press the LEFT mouse button.

#### **D. ESTABLISHING LINKS BETWEEN OBJECTS**

It is very likely that the objects you will find at various locations have not been placed there by chance and the odds are that at some stage in your quest, you will have to make the most of your opportunities. Use your powers of deduction, flair and intuition to try and guess the link between particular objects.

Although these relationships are, on the whole, easy to establish (a key goes into a lock to unlock a door, a pickaxe digs an opening into a rock), sometimes it will take more time. Don't lose heart immediately because there is ALWAYS a solution.

When you think you have guessed the link between two objects, try it out to check your deduction.

Here are some examples which illustrate the way to establish a relationship between one object and another ..

A: You have a key ... In front of you, a locked door just asking to be opened.

-Press the RIGHT button to call the inventory.

-Choose the "key" from the inventory.

-In the new list of verbs, select the verb "Put in" A control phrase will be displayed "key: put in ..." to remind you that you must now select the object in which you wish to put the key ...

-Move the cursor over the lock and press the LEFT mouse button ... Raoul will execute the action.

B: You still have the key and you have just found a small box. The key and the box are both in the inventory and you will try to open the box with the key ...

- Press the RIGHT button to call the inventory.

- Select the "key" from the inventory.

- Select "Open..." on the list of verbs relating to the key.

- Press the RIGHT button again to recall the inventory.

- And validate with the LEFT button to execute the opening of the box with the key...

C: A pile of records on a table and, nearby, a record payer. You want to listen to a record...

-Move the cursor over the pile of records and press the LEFT mouse button.

-The list of verbs associated with the pile of records is now displayed. Choose "Put on..." The following control phrase is displayed "record: put on..." reminding you that you need to decide where Raoul must put the record.

- Move the cursor over the record player and press the LEFT button to validate the action of "putting the record on the record player" and listen away.

#### E. DIALOGUE

An investigation conducted according to the rules must begin by a close interrogation of the suspects. When a character is in the room, move the mouse cursor over him/her and press the LEFT button to display the list of actions. Select the verb "speak" to start the conversation... A list of topics of conversation, classified by heading will be displayed. Each heading includes all the topics of conversation relating to a character (except the heading "objects found" which allows you to question the suspects on the objects you discovered during your investigation).

#### EXAMPLE

You want to question Father Fabiani about Julio's taste for computer games...

When you go into dialogue mode, the following menu will be displayed:

TOM  
FABIANI  
SUZANNE  
JULIO  
HECTOR  
OBJECTS FOUND  
THANKS FOR YOUR HELP

Place the mouse cursor on "Julio" and press the LEFT button. A sub-menu with all the topics of conversation having a link with Julio will be displayed:

JULIO  
HIS PASSION FOR GAMES  
HIS LOVE OF PLANTS  
HIS RELATIONSHIP WITH SUZANNE  
OTHER TOPICS ...

Move the cursor over "his passion for games" and press the LEFT button to receive Father Fabiani's answer.

According to the answer, one or more new topics will be added to the list. Some minor topics will merely pad out the conversation and allow you to obtain more detail on a particular theme. These temporary topics are easily recognizable as they are displayed dark in the menu.

#### EXAMPLE

Let's suppose that the priest's answer to the previous question is : "Julio has a passion for adventure games, especially DELPHINE's ... "There would be two new temporary themes in the menu "Adventure Games" and "Delphine"... These themes may bring up others.

In some instances, the new topic is vital to the progress of your investigation. It will then be displayed permanently on the list (in white) and you will be able to question someone else on the same topic.

To exit the conversation, choose the heading "thank you for your help" on the list.

When you are in a heading sub-menu "other topics" to go back to the main headings menu.

#### THE USER MENU

This menu offers functions which are not part of the actual game but which will allow you, for example, to save or reload a game...

You access this menu by pressing both mouse buttons simultaneously.

**RESTART** : to restart a game from the beginning.

**SAME DRIVE** : to tell the program on which disk you wish to save.

**SAVE GAME** : to save the current game onto a disk. At the prompt, insert the save disk. A directory of games already on the disk will be displayed. Choose a slot and validate. If there is no slot available in the directory, use a new save disk or save over an existing game.

**LOAD GAME** : to continue a previously saved game. At the prompt, insert the save disk.

The list of saved games on the save disk will be displayed. Move the mouse over the name of the game to be loaded and validate.

**NOTE**: *You can save a game as long as your hero is alive. We recommend that you use this option regularly and everytime the situation is dangerous. During some animation sequences, where you do not have to guide your character, you will not be able to save the game. Don't worry, nothing very dangerous can happen to you during these sequences or it's too late to take action!*

#### HINTS AND TIPS FOR BEGINNERS

If this is the first time you have played an adventure game, here are some tips;

Examine all the objects in your location.

Read carefully all the comments displayed as they may hold important clues for the rest of your adventure.

Pick up as many objects as possible.

Consider the various possible uses of the objects you have. Activate everything you can.

Talk to as many people as possible, they may put you onto a lead.

Save as soon as you feel some danger.

However, if you are stuck at some stage of the game, try and check whether you have forgotten an object or whether you have failed to do something earlier.

Every problem has a solution - ALWAYS.

#### LOADING INSTRUCTIONS

##### Amiga

To play from floppy disks:

- Insert Cruise disk in drive **DF0**
- Switch on computer

To install the game on hard disk:

- Insert Cruise disk 5 in drive **DF0**
- Double click on **CRUISE 5** icon
- Double click on **CRUISE.PRG** icon

To play from a hard disk

- Switch on computer
- Double click on hard disk icon
- Double click on **DELPHINE SOFTWARE** icon
- Double click on **CRUISE** icon

To play using Amiga 3000 with rapid memory, load the Cruise program from CLI by typing **CROISIERE - 3**.

- or - Double click on **SYSTEM 2.0** icon
- Double click on **SYSTEM** icon
- Double click on **NOFASTMEM** icon

If you are playing from floppy disks:

- Insert Cruise 1 disk in drive **DF0**
- Double click on **CRUISE 1** icon
- Double click on **CRUISE** icon

#### GAME CLOCK

Every time you make progress in your investigation, i.e. asking the right question or finding a clue, the game clock will appear and advance ten minutes. The adventure starts

at 8.00 am in the morning and finishes at 6.00 pm in the evening. You can refer to the game clock at any time by selecting it from the inventory.

#### MAP

To ease your journeying around the ship, the MAP option allows you to "place" Raoul in the desired location. You will not be able to place Raoul in a locked room, unless he has the key. Simply select the MAP from the inventory and click the LEFT MOUSE BUTTON when the cursor is positioned over the appropriate area.

#### IBM PC AND COMPATIBLES

##### Hard Disk Installation

- \* Switch on computer
- \* Insert the DOS disk in disk drive A:
- \* Once the computer is up and running, insert game disk No. 1 in disk drive A.
- \* Type A: and press ENTER.
- \* Type INSTALL and press ENTER.
- \* Follow the instructions displayed on the screen.

##### Hard Disk Installation

- \* Check that the number of bytes available on the hard disk is larger than that used by the game.
- \* Create a new directory and copy the contents of each disk into it.

##### Loading from Floppy Disks

- \* Switch off the computer for at least ten seconds.
- \* Switch on computer.
- \* Insert the DOS disk in disk drive A:
- \* Once the computer is up and running, insert game disk No. 1 in disk drive A
- \* Type A: and press ENTER.
- \* Type DELPHINE and press ENTER.

##### Loading from Hard Disk

- \* Type C : and press ENTER. (If your hard disk is not called C:, type the letter that corresponds to it.)
- \* Type CD/Delphine and press ENTER.

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#### CRUISE FOR A CORPSE - Character Background Information

*30th July 1926: LAUNCHING CEREMONY OF THE KARABOUDJAN III*

Yesterday morning, a host of local dignitaries waved Mr and Mrs Karaboudjan off as they launched Karaboudjan III from dock "26".

The Karaboudjan III is a superb 19th century sailing ship which has been renovated and modernised in the shipyards of the old port. Mr Garcia, works supervisor, explained the improvements which have been made to the boat: "It is an old sailing ship that we have completely restored. We have also changed the structure of the ship as some materials had deteriorated from bad weather." The Karaboudjan III belongs to business tycoon, Niklos Karaboudjan.

Mr Garcia continued his historic tale about the ship: "This boat belonged to a pirate called One-eyed Jack. One-eyed Jack and his band terrorised the seas of Europe. They

attacked trading ships and such like. Jack with his pirates plundered anything which could be later sold on the black market: cargos of spices, silks, whisky

All the stolen goods were stored on the little island of Ligorni, situated along the coast of Sicily, to be sold or exchanged later. One-eyed Jack was a pirate feared and sought by the entire world's maritime police. Jack had one big vice: alcohol.

So it was that one October evening in 1820, Niklos Karaboudjan's great grandfather, Anastopoulos Karaboudjan, found himself involved in a bet with Jack.

Anastopoulos was on a business trip to the isle of Ligorni. In fact he had a meeting with Jack to sell him weapons.

That evening, Jack had already had a lot to drink and owed Anastopoulos a fairly large sum of money for a previous delivery of weapons. He made Anastopoulos a bet: "I am going to get out a case of my best hooch and we'll see if you are capable of drinking as many glasses as me. If I win my bet, I won't owe you a penny. If you win, I'll give you a superb sailing ship that I stole this week from an English spice merchant".

Jack was convinced that Anastopoulos would not be able to hold his drink as well as him. He underestimated Anastopoulos, who had frequented the murkiest bars of Europe and was used to very strong liquor. Anastopoulos was not too pleased with this bet, as he was afraid of losing, and had no need for such a sailing ship. He had come to this island with his henchmen to recover the money that Jack owed him, but also to sell him more weapons. Jack had been one of his best customers for many years, and although he always paid very late, he had never really caused any problems. Anastopoulos felt obliged to accept the bet.

The challenge began in the island's only tavern which was filled to bursting. Every gulp made by the two protagonists was punctuated by loud cheers from the noisy crowd.

To everyone's surprise, it was Jack who was the first to collapse. Jack, a fair player, kept his promise and several months later delivered the sailing ship to Anastopoulos. The sailing ship was in a pitiful state. Anastopoulos passed the boat on to his son Savidis, who in turn passed it on to his son Niklos.

Later, the sailing ship was stored in an old warehouse in the port of Marseille. A year ago, Mr Karaboudjan came to find me to get me to renovate this old carcass. He told me he wanted to use it for organising cruises with his friends.

We can congratulate Mr Garcia and his men who have accomplished a superb piece of work and who have made this boat into a veritable masterpiece.

*3rd March 1926: POLICE BLUNDER!!! Raid on the Cafe De Paris!*

Last night at about 10.00pm, Inspector Raoul Dusentier and his men carried out a raid on one of Paris's most fashionable restaurants: the Cafe de Paris.

The police were looking for a dangerous criminal who was supposed to be in the Cafe de Paris that evening. Everyone who was dining in the restaurant was taken away. Mr Dusentier explained that he had to take everyone into custody to be sure that the man they were looking for did not escape. Now, the man in question did not happen to be there. Mr Dusentier made his humblest apologies to the persons detained, and he hastily released them. He had evidently been misled by one of his informers.

Mr Karaboudjan, a businessman currently very much in the public eye, was dining, amongst others, that night at the Cafe de Paris. We asked him about the indelicate practice of the police. This is what he had to say: "Don't be too hard on these police officers. They were only trying to do their job and they made an unfortunate mistake. It can happen to anybody. We shouldn't criticise them, as we are only too glad to have them around when we need them. It is just a shame that I was unable to finish the duck I was eating, it was excellent."

A declaration which will certainly put Mr. Dusentier's mind at rest.

#### *26th June 1926: SOCA LAMBADA ABANDONS THE RACING GRAND PRIX AT ANTIBES*

Julio Esperanza y Soca Lambada, son of the famous industrialist Pedro Soca Lambada retired from the grand prix of Antibes on the sixth lap. Soca Lambada was in fourth position at the time and had had a very good race. Unfortunately he was let down by his car's engine. This is the second time this season that Soca Lambada's engine has caused him problems. It is even more of a shame since Soca Lambada has undeniable qualities as a driver. He should have another look at the mechanics for future races! Julio doesn't have anything to worry about with regards to the future of his team however, as it is generously financed by his father's business.

*26th June 1926: SALE OF PARIS'S HOTEL ROYAL*  
One of Paris's most beautiful private hotels, the Royal, was sold yesterday afternoon in the office of the notary Maitre Logan. The purchaser wished to remain anonymous. The former owner, Mr Fabre seemed, on the other hand, greatly saddened by the sale: "I had no choice. My business was

in considerable debt and my only solution was to sell. This private hotel has been in our family for six generations."

We asked Mr Fabre to reveal the name of the purchaser. But it seems that the purchaser has given Mr Fabre instructions to keep this a secret. Mr Fabre did however tell us, "The only thing I can say is that the purchaser has paid a ridiculously low sum in relation to the value of the hotel. However, I had no choice as I was being cornered by my creditors."

#### *5th December 1926: AUCTION SALES IN FRONT OF NOTRE DAME CATHEDRAL IN PARIS*

Father Fabiani is today organising an auction sale to finance the renovation work of the cathedral's windows. Amongst the objects to be sold are religious frescoes and books dating from the middle ages. Father Fabiani calls on your generosity and hopes that many of you will come...

#### *12th January 1927: FIRST PERFORMANCE OF THE TENOR PAZAGLI AT THE OPERA DE PARIS*

Last night the Paris smart set were jostling one another at the opera to applaud the first performance of Marco Pazagli, the tenor. Pazagli is one of Italy's most celebrated tenors. His last performance at La Scala, Milan, once again had the audience in raptures.

His first performance in France was a triumph and received a standing ovation. In the boxes, the presence of numerous celebrities was noted, amongst them the enticing Mrs Karaboudjan. To everyone's surprise, she was not accompanied by her charismatic husband, but by two charming bodyguards.

## CRUISE FOR A CORPSE NACHSCHLAGWERK FÜR DAS CINEMATIQUE-SYSTEM

Wir empfehlen Ihnen, von Ihren Originaldisketten Sicherheitskopien anzufertigen und nur diese

Sicherheitskopien für das Spiel zu benutzen.

HINWEIS: Bevor Sie mit dem Spiel beginnen, sollten Sie sich eine leere, formatierte Diskette anlegen, um zwischendurch den Spielstand abspeichern zu können.

### STEUERUNG DES HELDEN

#### **A. BEWEGEN**

Um Raoul innerhalb eines Raumes zu bewegen, richte den Zeiger der Maus auf das gewünschte Ziel und drücke den LINKEN Knopf der Maus. Raoul wird sich dann in diese Richtung bewegen und allen Hindernissen ausweichen.

Um in einen anderen Raum zu gehen, bringe den Cursor über die Tür oder den auf dem Bildschirm angezeigten Ausgang und drücke den LINKEN Knopf der Maus.

#### **B. IN DEINER UMGEBUNG HANDELN**

Jeder Raum enthält eine Menge Gegenstände, die alle bestimmte Anhaltspunkte geben könnten, die für das Fortschreiten Deiner Suche äußerst wichtig sind.

Um mehr über die Handlungen, die Dir bei einem bestimmten Gegenstand zur Verfügung stehen, herauszufinden, drücke den LINKEN Knopf der Maus.

Eine Liste mit Verben, die sich auf den gewählten Gegenstand beziehen, wird gezeigt. Plaziere den Zeiger der Maus auf das entsprechende Handlungsverb (das markierte Verb wird dann seine Farbe ändern) und drücke

den LINKEN Knopf. Raoul wird nun Deinen Befehl ausführen.

Solltest Du keine der vorgeschlagenen Handlungen benutzen wollen, bewege den Cursor durch das Menü (alle Verben werden dann in derselben Farbe erscheinen; das bedeutet, daß keine Wahl getroffen wurde), drücke dann den LINKEN Knopf, um das Menü zu verlassen.

Es ist wichtig zu wissen, daß nur die Handlungen auf der Liste ausgegeben werden, die bei einem jeweiligen Gegenstand sofort ausgeführt werden können.

BEISPIEL: Raoul befindet sich in einem Raum, in dem eine Kommode steht. Nehmen wir einmal an, daß Du den Inhalt einer der Schubladen untersuchen möchtest und diese Schublade verschlossen ist, Bewege den Cursor der Maus über die Schublade und drücke den LINKEN Knopf der Maus. Ein Verb erscheint auf der Liste: ÖFFNEN... Jedoch gestattet dieses Wort allein Dir noch nicht, die Schublade zu erforschen.

Wähle das Verb ÖFFNEN, welches Raoul dazu auffordert, die Schublade zu öffnen.

Drücke dann wieder auf die Schublade und die folgenden Verben werden gezeigt:

DURCHSUCHEN  
SCHLIESSEN

Nun brauchst Du nur noch das Verb SUCHEN von der Liste zu wählen und kannst dann die Früchte Deiner Arbeit ernten.