

Who
killed
Sir John ?

MYSTERY at AWKWARD MANOR



*Follow in Sherlock Holmes, Hercule Poirot, Miss Marple footsteps
And find the murderer.*

WELCOME

Welcome to *Awkward Manor*. Sir John Stiffning would enjoy to receive you, but an unforeseen event thwarted his plan. He has been murdered just before you're coming.

The killer is still in the manor. In memory of "this dear old Stiffning", you will vow to unmask him. Then, borrow the identity of one of the protagonists. Be very careful : the character you choose can be the killer himself. In this case, it's up to you to confuse the issue.

Note: Before beginning your investigation, send us back your guarantee form. So, you can get the technical help of Editions Profil 's really good sluths.

SUPPORT AND ASSISTANCE

"Mystery at Awkward Manor" performs better when it is the only application in your system. We recommend to quit all others applications before playing the game. If you get some troubles, refer to the "Read me" file before contacting our technical support. To contact us :

Editions Profil

49, rue de la Vanne

92120 Montrouge

Tel : (33) 01 47 35 72 73

Fax : (33) 01 47 35 07 09

E-mail : editions.profil@wanadoo.fr

In any case, you must give us :

The version number of the software

The date and the store of the purchase

The type of your computer

The right expression of the message which appears on the screen

The detailed description of where the error occurred and what you were exactly doing

PRESENTATION

The use of this software is perfectly intuitive. In case of lack of understanding about the using of the game, a sonorous help is always available. Anyway, Foot the butler, will take care of your wishes and will assist you in your investigation. You can play this game as single player or with other players. Each one borrows the identity of one present character at the murder time. More over, in order to give same chances of winning between beginners and skilled detectives, each player can parametrize his own game time. So, more time is allowed to beginners for asking suspects or finding few signs.

INSTALLATION - MACINTOSH

"Mystery at Awkward Manor" can be directly played from the CD-ROM, if Quicktime[®] and Soundmanager[®] are installed on to your computer. To start *"Mystery at Awkward Manor"* :

- 1 Place the CD-ROM into your CD-ROM drive ;
- 2 Double Click on *"Mystery at Awkward Manor"* icon in the window displaying on the desktop.

To install QuickTime[®] and Sound Manager[®] :

- 1 Place the CD-ROM into your CD-ROM drive ;
- 2 Double Click on *Installation* icon, then press the "Install" button ;
- 3 Follow the instructions displaying on the screen.

To install *"Mystery at Awkward Manor"* and launch it from your hard disk :

- 1 Place the CD-ROM into your CD-ROM drive ;
- 2 Double Click on *Installation* icon ;
- 3 Click on "Customized installation" and select *Application* ;
- 4 Follow the instructions displaying on the screen.

BE CAREFUL : *Mystery at Awkward Manor* requires 450 MB available to run from your hard disk.

INSTALLATION - WINDOWS 3.X

Before the first use of *"Mystery at Awkward Manor"*, you have to install it. You need Quicktime® in your computer to start the game. Quicktime® will be automatically installed if you don't get further version on to your system :

To install *Mystery at Awkward Manor* :

- 1 Place the CD-ROM into your CD-ROM drive;
- 2 Select "Run" from the file menu from the program manager;
- 3 Type *D:\setup* and press the enter key. If your CD drive unit is specified by another letter (E,F,G.....), replace D with the right one;
- 4 Select your wanted installation : minimum or full installation (full installation requires 450 MB available on your hard disk) .

To start *"Mystery at Awkward Manor"*, insert the CD-ROM, if you didn't proceed to the full installation, then double click on *"Mystery at Awkward Manor"* icon from the same named program folder.

To uninstall *"Mystery at Awkward Manor"*, double click on *"uninstall"* icon from the *"Mystery at the Awkward Manor"* program folder.

For more details about installation, uninstallation, compatibility, double click on *Read me* icon from the *"Mystery at Awkward Manor"* program folder.

INSTALLATION - WINDOWS 95

Before the first use of *"Mystery at Awkward Manor"*, you have to install it. You need Quick Time[®] in your computer to start the game. QuickTime[®] version 2.1 will be installed if you don't get further version on to your computer :

- 1 Place the CD in the CD drive ; a window will appear prompting you to run the game.
- 2 Press "Execute" button ;
- 3 Select your wanted installation : minimum or full installation (full installation requires 450 MB available on your hard disk).

To launch *"Mystery at Awkward Manor"* program :

- If you prefer the minimal installation, place the CD, then click on "Run" from the dialog box displaying;
- If you choose the full installation, double-click on the *"Mystery at Awkward Manor"* icon from the same named program folder.

Uninstallation operation follows the standard process of windows 95, by using "add/remove programs" icon in the control panel window.

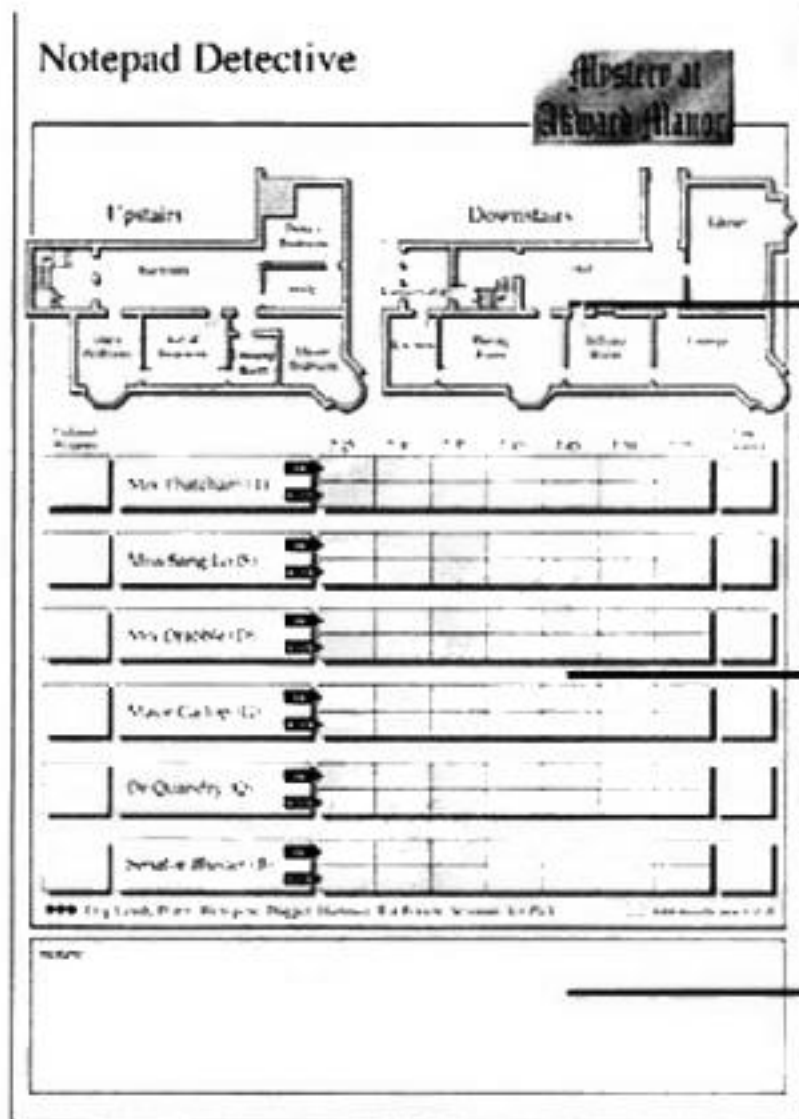
Refer to your Windows 95 user's guide for more detailed informations.

After you place the CD in the CD drive, a window may appear prompting you to install or to launch the game. If the dialog box doesn't appear, refer to the window 95 user's guide to activate the auto run.

If you're experimented in computers, install the CD-ROM by launching "install.exe" program located at the root of the CD-ROM.

DETECTIVE NOTEPAD

The detective notepad will help you in your investigation. You'll need it to make notes of different signs that you or the other players will discover. The software easily allows to print the detective notepad if you wish it.



The manor map allows you to check the movements of the suspects. They can only move between 2 contiguous rooms and don't stay more than 5 minutes in each.

Hold carefully the schedule of the suspects. You will have an overall view of what happened and you will unmask more quickly the murderer.

Use the notes to gather discovered signs during the game.