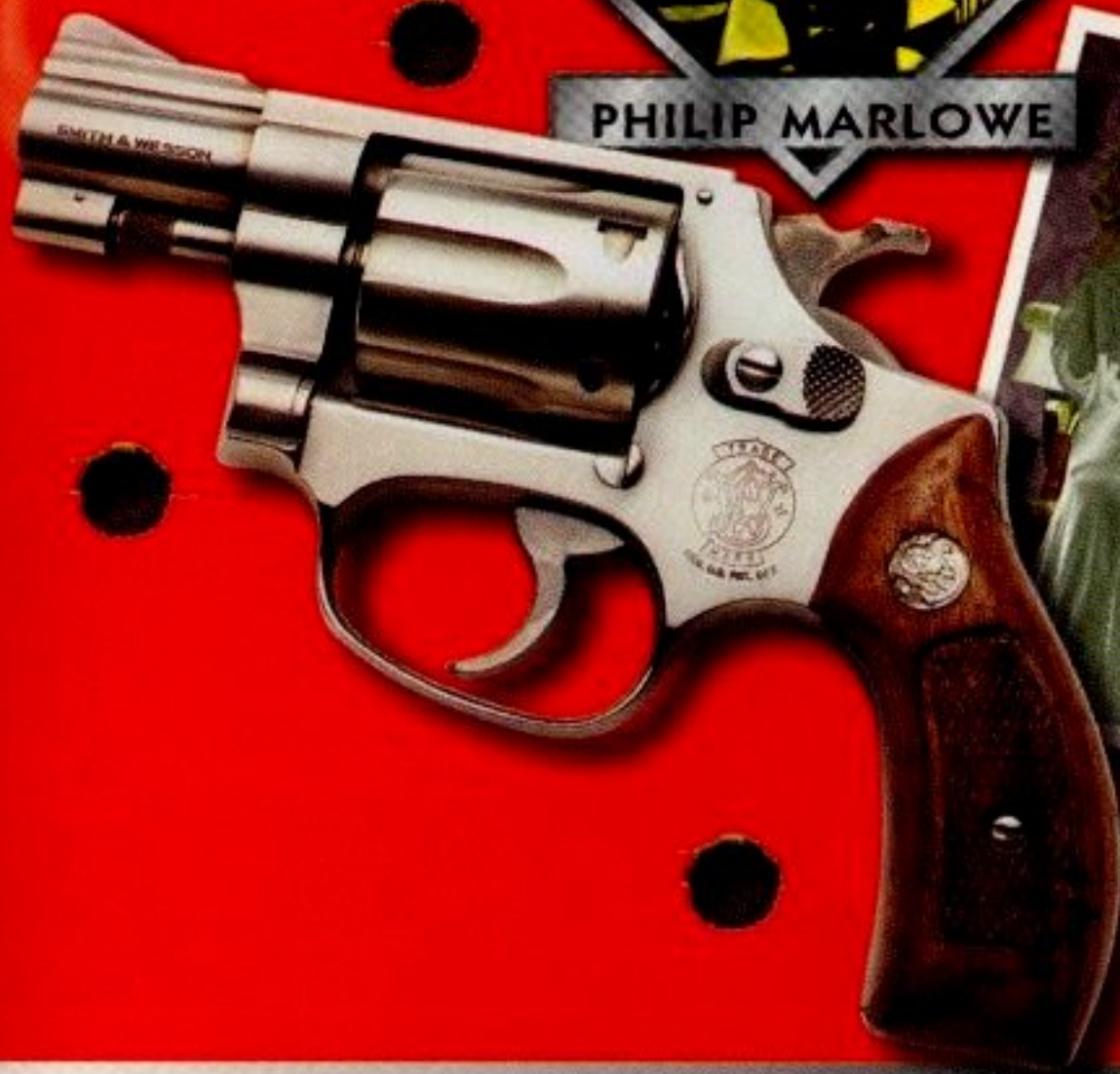


BECOME THE WORLD'S GREATEST DETECTIVE

# PRIVATE EYE



PHILIP MARLOWE



THE ULTIMATE MURDER MYSTERY CD-ROM GAME

## Private Eye

An ice pick found buried in a dead man's neck changes a simple missing persons case into a memorable murder mystery. As Philip Marlowe, private investigator, you put your own career and life on the line to find out the truth behind a compelling plot of blackmail, unrequited love, deceit, and murder.

### Package Contents

- PHILIP MARLOWE Private Eye CD-ROM Disc
- PHILIP MARLOWE Private Eye User's Guide
- Registration Card with License Agreement and Warranty

### Windows System Requirements

- PC with 486DX/25MHz or higher processor
- 8 MB RAM
- SVGA graphics (256 colors with 640 x 480 resolution)
- Double-speed CD-ROM drive or faster
- MPC-compatible sound card
- Mouse or compatible pointing device
- Windows® 3.1 or later (Windows 95 compatible)

### Macintosh System Requirements

- Any color Macintosh® or Power Macintosh® with a 25 MHz/68040 or faster processor
- 13" or larger color monitor (256 colors with 640 x 480 resolution)
- 8 MB RAM
- Double-speed CD-ROM drive or faster
- System 7.1 or later

### Registration Information

To be eligible for free product information and special offers, register by mail with the enclosed card, online at <http://www.byronpreiss.com>, or e-mail us at [welcome@bpmc.com](mailto:welcome@bpmc.com).

## Installing the Windows Disc

### Windows 95:

1. Start Windows.
2. Insert the *Private Eye* disc into your CD-ROM drive.
3. Click "Start." Then select "Run" from the pop-up menu.
4. Type the letter of your CD-ROM drive followed by: `: \setup`

### Windows 3.x:

1. Start Windows.
2. Insert the *Private Eye* disc into your CD-ROM drive.
3. In Windows Program Manager, from the "File" menu select "Run."
4. Type the letter of your CD-ROM drive followed by: `: \setup`
5. Click "OK."
6. Follow the instructions on screen for installation in Windows 3.x.

## Installing the Macintosh Disc

1. Insert the *Private Eye* disc into your CD-ROM drive.
2. Click the icon for the *Private Eye* CD-ROM.
3. Click the "Install *Private Eye*" icon. Follow the instructions for installation.
4. After you have restarted your Macintosh, locate the folder named *Private Eye* on your hard drive or other location specified during installation. Click the icon for *Private Eye*.

## Starting the Windows Disc

### Windows 95:

1. Click "Start."
2. Select "Programs" from the side pop-up menu.
3. Select "Private Eye" from the side pop-up menu.
4. Highlight the icon for *Private Eye*.
5. Click this icon.

## Windows 3.x:

1. Start Windows.
2. Insert the *Private Eye* disc into your CD-ROM drive.
3. In Windows Program Manager, locate the *Private Eye* program group.
4. Click the icon for *Private Eye*.

## Starting the Macintosh Disc

1. Insert the *Private Eye* disc into your CD-ROM drive. (The disc must be in the CD-ROM drive for the application to run; files needed to run *Private Eye* are located on the disc.)
2. Locate the folder named *Private Eye* on your hard drive or other location specified during installation.
3. Click the icon for *Private Eye*.

## Exiting the Disc

To exit this title, do any one of the following:

- Click "Quit Game" at the lower right of the Main Menu (see below).
- Press Alt-F4 if you are using Windows or Cmd-Q if using a Macintosh.

## Skipping the Introduction

To skip the introduction, press the ESC key any time while it is playing. To view the introduction again, quit and restart *Private Eye*.

## The Main Menu

**Original Plot/Alternate Plot** allows you to choose the version of the game.

**Start** begins a new game.

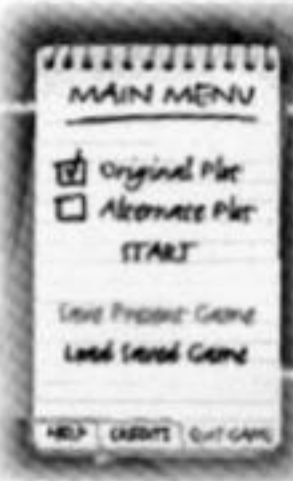
**Save Present Game** allows you to save the game.

**Load Previous Game** allows you to load a previously saved game.

**Quit Game** exits *Private Eye*.

**Help** gives you access to instructions for playing the game.

**Credits** displays the full production credits.



## To Get to the Main Menu

From Desktop Resources (see below), click the notebook.

From the Action Window (see below), click the gray border to get to Desktop Resources, and then click the notebook.

## Playing the Game

To play *Private Eye*, you interview clients and suspects, and search crime scenes and private homes. Get clues from the witnesses you, as Marlowe, question; the objects you find; and from Desktop Resources.

- Use the map (one of the Desktop Resources) to choose where to go.
- Make decisions while interviewing people you meet.
- Search for clues and evidence at locations you visit.
- Use the Desktop Resources for news, tips, and game functions.
- Use the items in Marlowe's office to research and review the case.

## The Game Window



The screen is divided into two playing areas, a large rectangular Action Window in the center, and the bordering Desktop Resources. The Action Window lets you interact with the animated world of Marlowe. The Desktop Resources are assets and controls that you can access during the game.

## Action Window

The Action Window displays scenes that show where Marlowe is and who he is dealing with. During the conversations—and confrontations—between Marlowe and the other characters in the game, you will hear Marlowe describe how he might handle the situation. As he speaks, two separate items on the screen will be highlighted, each representing a possible course of action. You decide which course of action he should take and register your choice by clicking its highlighted item. Marlowe will then follow the course of action you have selected.

You can stop a scene while it is playing by clicking the gray border around the Action Window. You can return to the beginning of the scene you left by clicking the view screen (see below). You can replay any scene by selecting it in Marlowe's diary (see below). You can access all of Desktop Resources except the map while you are viewing a scene. To use the map, you must let the scene play to completion to arrive at Desktop Resources with an active map.

## Desktop Resources

You arrive automatically at Desktop Resources whenever a scene is over. The Desktop Resources are also available by clicking the gray border while you are viewing a scene or conducting a search (see "Searching a Location").

### 1. THE DIARY

This is where Marlowe keeps his "memories" of the investigation. Every scene throughout the game is added to the diary after you watch it. The scenes are organized by the location where they took place. Clicking a memory will cause it to replay in the action window. (Because you are viewing a memory, you cannot interact with it.) The last page of the diary lists items which are in Marlowe's inventory. To examine items in your inventory, you must be in Marlowe's office (see "Marlowe's Office").

### 2. THE DOSSIERS

These files contain information on the characters in the game. As you meet more characters, the dossiers are automatically updated.

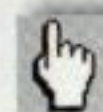
### 3. THE MAP

When you want to go to a location in the game, such as a murder scene or a suspect's house, click that location on the map. The map is in three sections: Los Angeles, Hollywood, and Bay City. As you meet people and find clues, new locations will become available.



## Cursor Shapes and Game Actions

Your cursor will change shape as you move it around the game window. Each cursor shape represents a different game action that you can perform:



Make a choice, select an item from the menu or the diary, or leave a room.



Move away from something.



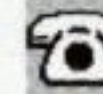
Turn to the left or the right in a room or turn the pages of a magazine or newspaper.



Take the item in close-up.



Take a closer look at something.



Call the phone number you see.

### 4. THE RADIO

The left knob accesses commercial AM radio. When you click it, you hear news reports or music. The right knob accesses a police band radio. When you click it, you hear cops speaking with their dispatcher to learn how the cops view the case—and how they view you.

### 5. THE TELEPHONE

Sometimes, while you are using Desktop Resources, the telephone will ring. You can answer it by clicking the phone. If you wait too long to answer, the caller will hang up.

### 6. THE NOTEBOOK

Clicking the notebook brings you to the Main Menu. From here you can start a new game, save the present game, resume a previous game, access help or credits, or quit.

### 7. THE VIEW SCREEN

If you arrive at Desktop Resources by clicking the gray border during a scene, then the view screen is active. Clicking the view screen returns you to the scene.

## Searching a Location

You are free to search unoccupied locations. If the owner of the property is living, you can only look around at things, but not take them. (Marlowe will not steal from anyone who is alive.) But if the owner is dead, you have the option of taking items from the location. Any item taken from its location will automatically appear in the low cabinet in Marlowe's office. They become available for a closer look, or in the case of phone numbers, for further use. Once an item is in the cabinet, it cannot be removed.

You have access to all of Desktop Resources except the map while you are searching a location. To use the map, you must leave the location by clicking the exit door, until you return to Desktop Resources with an active map.

### Marlowe's Office

You can access Marlowe's office from the map. In Marlowe's office you will find useful items and background material. During the course of the game, characters could be waiting to see Marlowe at his office, so it is a good idea to drop in from time to time.

Clicking the **file cabinet drawers** will open them. The drawers contain newspapers and magazines full of articles which relate to events that happened in Los Angeles, Hollywood, and Bay City in the months and weeks before Marlowe started his current case.

The desk contains **Marlowe's gun**, a comic book, and a bottle of bourbon. Clicking the gun will arm Marlowe and leave behind an empty holster. Clicking the empty holster will take the gun away from

Marlowe and return it to the drawer. Use your best judgment to arm or disarm Marlowe as you choose, but remember to come to Marlowe's office to do it.

Clicking the **bottle of bourbon** pours a drink for Marlowe. When Marlowe drinks, he gets reflective and thinks about the case. He shares his hunches and thoughts about

how things and people might be connected and what he might look for or do next. The **low cabinet** holds anything you might have taken from another location. Each item taken appears in the cabinet and becomes available for a closer look or, in the case of phone numbers, for further use. Inventory items cannot be taken from the cabinet. If the police arrive to search the office and you have incriminating evidence in the inventory, you could be arrested and charged with obstructing justice or with murder.

## Hints and Tips

- If you want to check the diary, the dossiers, or the radio before you make a decision, click the gray border. You can get clues from all these sources. To return to the active scene, click the view screen.
- After viewing a scene, return to Marlowe's office (choose it from the navigation map). Click the bourbon bottle in Marlowe's desk to hear his thoughts about the characters and the current situation.
- Read the newspapers and magazines in Marlowe's office and anywhere else you find them. The suspects in this case are public figures. Find out what is going on in their careers and private lives, but remember to read between the lines.
- If the police catch you while you are searching a location, you will be hauled downtown. Breaking and entering is a crime, but a few encounters with the police will not hurt you. However, do not try their patience.
- Check the inventory items in Marlowe's office to see if any of them offer you new options or if any of them can yield more clues.
- Remember to visit Marlowe's office from time to time. You could find someone waiting for you when you get there.
- Answer the phone. You never know when it might be something important.
- Remember, you only have the gun if you take it with you. The gun can be taken from the drawer, and it can be returned to the drawer. Sometimes, you might want it with you to keep you safe. Other times, you might want to leave it behind for safe keeping.
- If you press the ESC key while watching a scene, it will skip forward to the end and still be recorded in the diary. This function may be useful during a second play or while watching the scenes in the diary.



## Private Eye Demo

Also included on this disc is the demo version of *Private Eye*. This demo can be installed and started the same way as the game.

With Windows, after selecting "Run," type the letter of your CD-ROM drive followed by: `:\PVT_DEMO\setup`. A *Private Eye* demo item will be created in the *Private Eye* program group.

With a Macintosh, click the "Install *Private Eye* demo" icon. A *Private Eye* demo icon will be created in your *Private Eye* folder.

## World Wide Web

If you have a Web browser, you can connect to the *Private Eye* Web site by clicking "Private Eye Web Page" which the game installs onto your hard drive. You can also connect by opening `MARLOWE.HTM` in the `BPMC_WEB` folder on your CD-ROM.  
<http://www.byronpreiss.com>.

## Technical Support Services

For help playing *Private Eye*, refer to this manual, or click Help in the Main Menu. For technical information, view the `README` file which *Private Eye* installs onto your hard drive. This file is also available on the disc. If you still need assistance, please call our technical support line at 1-970-339-7137, 24 hours-a-day, 7 days-a-week.

## Credits

Byron Preiss Multimedia Company, Inc.

President:	Byron Preiss
Chief Financial Officer:	James R. Dellomo
Technical Director:	John Mayo-Smith
Creative Director:	Bill Wentworth
Marketing Director:	Jackie Snyder
Contracts & Licensing Director:	David Lane
Producer/Brooklyn Multimedia Director:	Jeremy Ross
Original Novel, <i>The Little Sister</i> :	Raymond Chandler
Game Designer and Writer:	Barbara Lanza
Associate Producer:	Brian Flumen
Programming:	Callisto Corporation
2D Animation Producer:	Mike Taramykin
Lead 2D Artist:	Michael Cayado
Supervising 3D Art Producer:	Chris McGwinn
3D Production Designer and Animator:	Marja Davis
Art Director:	Laura Rodil
Music Producer:	Arthur Payson
Sound Designer:	Chris Burke

Simon & Schuster Interactive

President:	Peter Yunich
Vice President & Creative Director:	Jeff Siegal
Senior Producer:	Mark Safire
Associate Producer:	Nicki Badalamenti

Please see the Credits section in the game for a full listing of the *Private Eye* team.

## **About Byron Preiss Multimedia Company, Inc.**

Founded in 1992, Byron Preiss Multimedia Company, Inc. develops and publishes a wide range of interactive multimedia software under several imprints. *Private Eye* appears under the Brooklyn Multimedia imprint.

Other Byron Preiss Multimedia titles appearing under the Brooklyn Multimedia imprint are *Gahan Wilson's The Ultimate Haunted House*, *Robot City*, and *Ray Bradbury's The Martian Chronicles Adventure Game*.

## **About Simon & Schuster Interactive**

Simon & Schuster Interactive is the consumer software publishing unit of Simon & Schuster, one of the world's largest consumer and educational book publishers. The company publishes educational, popular reference, and entertainment software for the home user.

Please address any questions regarding this product to:

Byron Preiss Multimedia Company, Inc.

175 Fifth Avenue

Suite 2122

New York, New York 10010

welcome@bpmc.com • <http://www.byronpreiss.com>.

©1996 Byron Preiss Multimedia Company, Inc. All Rights Reserved. Brooklyn Multimedia is a trademark of Byron Preiss Multimedia Company, Inc. Based on the book *The Little Sister* ©1949 Raymond Chandler renewed 1976 by Mrs. Helga Green. The Raymond Chandler title included in this product is authorized by Philip Marlowe, B.V., the duly authorized representatives of the work of Raymond Chandler. Smith & Wesson is a registered trademark and servicemark of Smith & Wesson Inc. Uses Smacker Video Technology, Copyright ©1994 by Invisible, Inc. d.b.a. RAD Software. Windows is a registered trademark of Microsoft Corporation. Macintosh and Power Macintosh are registered trademarks of Apple Computer, Inc.

56825-6/56824-8