

MURDER, SHE WROTE

MYSTERY JIGSAW PUZZLES

MULTIMEDIA CD-ROM

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INTRODUCTION

On behalf of Jessica Fletcher we're pleased to welcome you to match wits with Jessica to solve four challenging mysteries. Your CD-ROM contains four mystery stories acted out in multimedia video and audio. Associated with each story is a jigsaw puzzle. When the puzzle is assembled you'll have a picture of the murder scene. Within this picture are all the clues you'll need to solve the mystery and name the murderer.

Jigsaw fans will enjoy adjusting the number and shape of the puzzle pieces, making them as hard or easy as desired. All you have to do is drag the pieces around the screen and drop them into place. Matching pieces automatically lick together with a sound you select (snap, crackle, pop, or ding).

System Requirements:

You should have a 386 or higher computer with CD-ROM drive, a mouse, color monitor, VGA or higher video card, Sound Blaster or equivalent, Windows 3.1 or higher (Windows 95 compatible), and a minimum of 2 MB available memory

Installation:

Windows 3.1: Select **Run** from the Program manager File menu, then enter **D:\INSTALL** (if your CD-ROM drive is not D, substitute the correct letter).

Windows 95: Double-click **Add/Remove Programs** from the Control Panel, then select **Install** and follow the screen directions.

Icons for the programs and manuals will be placed in a "**Murder She Wrote**" program group.

Help Information:

All the screens of Murder She Wrote have **Help** buttons which will bring up the Help screens.

Technical Support:

Centron Technical Support is available by telephone (910-215-5708) from 9-5 Eastern time, or

you can e-mail questions to our Internet address, "centron@pinehurst.com".

RUNNING MURDER SHE WROTE

Startup:

To launch the program, just double-click on the "Murder She Wrote" icon. The program opens with the opening video from the TV series. Any time while the video is playing, or after it's finished, click the **Continue** button (or press **Alt+c**) to move to the next screen.

The CD-ROM must be in the drive to run the opening video, otherwise you'll get an error message. If you prefer to skip the video, click OK and Continue to move to the next screen.

All screens have **Help** and **Exit** or **Close** buttons. The keyboard equivalents are **Esc** for **Exit** or **Close** and **F1** for **Help**.

Selection Screen:

The Selection Screen allows you to select one of four mysteries. Just click the button on any one of the mysteries to move to its story screen.

Story Screens:

The mystery stories are played out on the Story Screens. Click the Story button to start playing. The stories are acted out in a series of video and audio segments. They'll play through to the end unless you pause or stop them by clicking **Go Back**, **Puzzle**, **Pause**, or one of the **Options**.

Where available, keyboard equivalents are shown in parentheses for the choices listed in the remainder of the manual.

Go Back (Alt+b) - Returns you to the Selection Screen.

Puzzle (Alt+p) - Takes you directly to the jigsaw puzzle for the story. You can wait until the story is over or click while it's playing.

Pause/Resume - Stops or restarts the story.

Options (Alt+o) - Gives you the following choices:

Restart - Starts the story over at the beginning.

Skip - Skips the currently playing segment and goes on to the next segment.

Back Up - Stops the current segment and goes back to the previous segment.

Replay - Replays the current segment.

View Text - The story pauses and a text window comes up with a full text version of the story. You can print the story by selecting the **File...Print** menu option from the text window. To close the text window and return to the story select the **File...Quit** menu option or double-click on the bar at the upper left corner of the text window.

Minimize - The screen is reduced to an icon; the story continues playing. Double-click the icon to bring the screen back.

Close (Esc) - Exits the program.

The CD-ROM must be in the drive to run the stories, otherwise you'll get an error message when you click the Story button.

Puzzle Screens:

The puzzle screen associated with each story is a jigsaw puzzle of the crime scene. The first time you bring up a puzzle it will be "cut" into the maximum number of pieces, which of course provides the toughest challenge. We do, however, provide options which allow you to make the puzzle easier by reducing the number of pieces, and/or to change the shape of the pieces.

To access the options, click the **right** mouse button (or press **Alt+r**) anywhere on the puzzle. A pop-up menu appears with several choices:

Go Back (Alt+b) - Returns you to the Story screen.

Save - Saves the puzzle in progress.

Cut - Restarts the puzzle from scratch without changing the number of pieces or the piece shape.

Options (Alt+o) - Brings up a sub-menu with the following choices:

Desktop - Lets you select a background color for high-contrast viewing.

Pieces - Allows you to select a different number of pieces, then automatically cuts the puzzle.

Shape - Allows you to select a different piece shape, then automatically cuts the puzzle.

Toolbar - Brings up a floating toolbar which provides an alternate way of choosing options. You can cut the puzzle (scissors), change the piece shape, save the puzzle in progress, turn sound on or off, or bring up Help (SOS).

Sounds - Allows you to select a sound to indicate pieces snapping together.

Help (F1) - Brings up the standard Help information.

Minimize - Reduces the screen to an icon. Double-click the icon to bring the screen back.

Close (Esc) - Exits the program.

Click the **left** mouse button on the selected choice.

Solving Puzzles:

After the puzzle is built the screen is divided into two windows. Only a section of the table is displayed in the upper screen window. The entire table is displayed in the lower portion of the screen with miniaturized pieces. You build the puzzle by dragging pieces with the mouse until they interlock. Note that you can drag either the large or small pieces and they will move together. Once pieces are interlocked they will remain locked and can be dragged as a unit. You can build the puzzle anywhere on the upper window.

There are three methods you can use to find pieces and drag them into the upper window section where you're building the puzzle. The upper window section is outlined in the lower window.

- (1) Drag the smaller pieces into view by sliding them along the table into the outlined area.
- (2) Use the scrolling bar to slide over the table searching for pieces. When you find a piece in a section of the table outside the upper window, drag the small piece into the outlined area.
- (3) Click the left mouse button on the small "mini-pieces" in the lower window while holding down the **Shift** key. This will zoom the selected piece to full size. When you find a piece, drag it into the outlined area.

We suggest you experiment with the different methods to find the procedure that works best for you.

You can save a puzzle in progress. Click the **right** mouse button (or press **Alt+r**) to bring up the **Options** pop-up menu, then select **Save**. The next time you bring up the puzzle screen it will appear exactly as when it was saved.

To return to a puzzle in progress from program start, click **Continue (Alt+c)** on the opening screen, select the story, then click **Puzzle (Alt+p)** on the Story screen.

Finished Puzzle Screens:

When the puzzle is completed, it turns into a full size screen picture of the crime scene. Now your job as the detective is to examine the picture in detail and look for the clues to identify the murderer. To help you in this task, we've included a "magnifying glass" feature. Click the **left** mouse button anywhere on the picture to see a magnified view of the area next to the mouse cursor. Hold the mouse button down and drag the mouse to move the magnifying glass around on the picture.

Clicking the **right** mouse button (or press **Alt+r**) anywhere on the picture brings up a set of options similar to the puzzle solving screen. You can choose **Go Back (Alt+b)** to review the story or **Cut** to restart the puzzle. When you feel you're ready to solve the mystery, select the **Solve (Alt+s)** option to move on to the Solution screen.

Solution Screen:

The Solution screen comes up with a picture of the suspects. To identify the murderer, click the button under his/her picture. Jessica will let you know if you're right or wrong. Click the **Yes** button to hear her solution while viewing the crime scene picture. Click **No** to return to the solution screen. From this screen you also have a similar set of options as in the Finished Puzzle screen.