



Angus MacFungus is dead.

Can Inspector Snide solve the case before midnight?  
Will he become a hero like those before him - Holmes  
Gumshoe, Marlow and Clauseau?

Snide bravely sets foot amongst the terrifying  
MacFungus household. There are numerous suspicious  
characters to question and plenty of clues to collect  
from various rooms and secret passages.

The question is ..... **Whodunnit?**



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COMMODORE  
64/128K



# THE DETECTIVE

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The MacFungus case was the spooky one. There were more gruesome goings-on in that house than ghosts!! It was dreadful.

The anonymous message on my answerphone said, "MacFungus has kicked it . . .". I'd heard of Angus MacFungus. A bit of an old fruitcake, absolutely loaded though. He lived with all his family in a big house about 15 miles out of town.

Well, that rather curt message led to a series of mind-boggling problems that left me with numerous headaches. I was beginning to wish I had never joined the police force.

"MacFungus has kicked it . . ." Why the anonymous phone call? Was he murdered? I had that feeling of menace in my bones - you know what I mean? A shiver went down my spine. It was obvious that I was going to have to take a trip out there to investigate. From the moment of arrival, things went from bad to worse. The house (a mansion by all accounts) was situated in the heart of the English countryside - out in the middle of nowhere. It loomed up on the horizon, forbidding - mysterious and terrifying - like an image from a horror film.

I drove up the long tree-lined drive. This house had definitely seen better days. The large iron framed windows were corroded, and huge rust-stains had formed below the sills rather like tears. It was indeed a sad house. That feeling of menace came back again. It was an overpowering sense. I wanted to drive away as quickly as possible, but while there was a job to be done I had to overcome my fears. My imagination was beginning to run away with me. "How stupid", I thought. "Come-on Snide, pull yourself together". I had been reading too many detective stories! "No problem", I thought "I'll sort this one out with my usual cunning". But there was still a little doubt in the back of my mind.

I walked up the steps and knocked on the enormous solid oak door, using the brass knocker. The echo seemed to resound all over the house. As I waited I thought about the information given to me from old Jack Taylor, the former gardener. "I don't rate your chances much Inspector - that house is full of secret

passages hidden in the walls. The problem is finding them . . .". The door was opened by Bentley the butler. I stepped into the hall . . . . .

The investigation begins:

Connect Joystick to second port.

To Load game: Press Shift and Run/Stop together.

Press fire to start.

Joystick movements control the position of Inspector Snide.

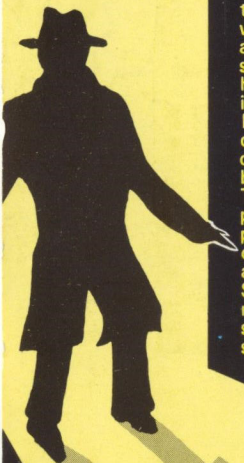
Press fire to obtain investigation menu, manipulate joystick to move arrow to the required Icon. Press fire again to activate the Icon.

When the background edges flash, you are in a position to 'investigate' objects (eg, pick up, drop, etc). You will only be able to ask questions when you are facing the person you want to talk to.

Several of the Icons only appear in certain circumstances. For example, you will only see the "Question" Icon when there is another person in the vicinity, And the "Consume" Icon will only appear when there is something to eat or drink. The Inventory Icon lists everything you are carrying. You may call up the "Accuse" Icon at any time.

The detective runs in real time, starting at 9.10pm. You have a limited period in which to find whodunnit. You may, however, pause the game at any point. Simply call up the "Time/Pause" Icon, and the game will be halted until you press fire again.

Watch out for the Red Herrings - oh, and by the way, the Butler did it!



OPEN



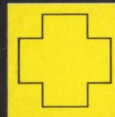
INVENTORY



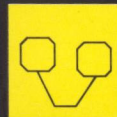
EXAMINE



TIME/PAUSE



USE



ACCUSE



QUESTION



OPEN DOOR



CLOSE DOOR



PUT IN



USE GUN



UNLOCK



CONSUME



READ



DROP