

MURDER ON THE ZINDERNEUF



BY ROBERT LEYLAND AND PAUL REICHE III & JON FREEMAN

ECA
ELECTRONIC ARTS, INC.

THE SUSPECTS



ALDO SANDINI
Magician



HESTER PRYME
Librarian



ROD LONDON
Soldier of Fortune



SALLY ROSE
Burlesque Dancer



VERONICA MARLOWE
Actress



BUCK BATTLE
Swimmer



MARGARET VANDERGILT
Gossip Columnist



ANTON PESTE
Aristocrat



VINCENT VAN WENTE
Painter



MARIE ROGET
Fashion Designer



JEREMIAH FOLMUTH
Evangelist



STEPHIE HART-WINSTON
Aviatix



FELICITY SUCROSE
Debutante



OSWALD STONEMANN
Industrialist



NATALIA BERENSKI
Ballerina



PHILLIP WOLLCRAFT
Anthropologist

THE AUTHORS

That's them in the photo. Robert Leyland on the left. Jon Freeman in the center, and Paul Reiche III on the right.

We had a few questions for them.

Q: Who are you?

A: Me?

Q: You.

A: I'm Jon Freeman.

Q: Who's he?

A: I'm Paul Reiche. Jon and I designed this game.

A: Yeah? And who's that guy?

A: I'm Robert Leyland. I'm from New Zealand. I'm the programmer.

Q: New Zealand, huh?

A: Listen, as the authors of this game, we think we deserve better treatment.

Q: I suppose you want us to ask you about how you're trying to take the form farther than it's ever been before. And stuff like that.

A: It would be nice.

Q: Okay. One of you like to tell us the idea here?

A: There are lots of ideas behind Zinderneuf.

Q: That's what they all say.

A: Yeah, but we've really tried to do something special. At Free Fall Associates—that's our company—I think we're making games that are different. Deeper. Games that people can play over and over again without losing interest. But they're also games that aren't intimidating when you first come across them.



Q: Like to give us an example?

A: Well, in Zinderneuf we did things like add motives. We fleshed out relationships between the characters. So the way people in the game behave makes sense.

Q: Motives, huh?

A: And it's different every time you play it. A lot different. We like that. We're also interested in the integrity of the design here, the human values of the game, and the whole issue of how people can use games like this to extend themselves in unexpected ways.

Q: Worked hard on it, did you?

A: Yes we did. We asked ourselves some hard questions and expected a lot of the results. The game shows it.

Q: Anything else?

A: We hope people enjoy it. We hope they'll have some fun with it.

Q: Okay, that's all for now.

A: Well. Thanks.

Q: My pleasure. Don't leave town.



THE GAME

It's like an adventure. Only it's a mystery. So it's like a movie. But with scrolling graphics. And animation. And each time you play, the mystery is different. According to which

detective you pick. According to how you put your questions, how you look for clues, how you make accusations, and how you think. Most of all, you've got to think. And think

fast. Because if the Zinderneuf touches down at Lakehurst before you've solved the puzzle, somebody's going to get away with murder.

Murder on the Zinderneuf is a **FREE FALL** game. Game Design: **PAUL REICHE III & JON FREEMAN**. Program Design and Execution: **ROBERT LEYLAND**. Art Direction: **RICH SILVERSTEIN**. Package Design & Illustration: **MICHAEL SCHWAB**. Photo: **ED ZAK**. Liner notes: **ANDY BERLIN & JEFF GOODYBY**. Producer: **PAT MARRIOTT**.

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THE DETECTIVES



HARRY HACKSAW

Treats all suspects alike. He shoots them. This approach, while effective on the ground, has certain drawbacks in a dirigible.



CHARITY FLAIRE

They say that, just to meet her, a fellow confessed to a murder he never committed. She's that good. (They hanged him.)



JETHRO KNIGHT

Charming and debonair, he possesses an absolutely uncanny understanding of the criminal mind. Perhaps a bit too uncanny, as a matter of fact.



HUMBOLT HAUSE

King of the quick solution. He gets everyone together, explains how it all happened, then looks for the guy who's about to be sick.



THE SCENE



AGATHA MARBLES

She's elderly. She's sweet. She puts people in jail. In precisely that order.



ACHILLE MERLOT

Vain and affected, but brilliant. He's at his best with a crowded drawingroom, a skulking suspect, and 15 minutes before the bomb goes off.



INSPECTOR KLUTZEAU

French, dense, blundering and utterly lacking in social graces. But very, very lucky.



LIEUTENANT CINCINNATO

You get the impression he's scattered, perplexed, easily misled. This will not be a lasting impression.



ELECTRONIC ARTS™

About our company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

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