

INVESTIGATION FILE 43556A.9K

ELIJAH BAILEY/FASTOLFE CASE

SUMMARY

Aurora is a fascinating planet to visit and a difficult, circuitous planet on which to conduct a criminal investigation. However, armed with the correct questions, the right amount of patience, and earthly belief in your powers, nothing is impossible.

Speaking in a clear, well-researched manner is highly advisable at all times. Be courteous, use diplomacy and don't forget that our future relationship with intergalactic worlds depends on the outcome of this case.

GETTING STARTED

To travel to Aurora, turn ON the computer and turn ON the disk drive. Make sure all cartridges are removed from the computer. Insert the game disk in the drive. Type **LOAD """,B** and press the **RETURN** key. When the program has finished loading, type **RUN** and press the **RETURN** key. An introductory screen will appear and you are ready to begin Robots of Dawn.

MOVING AROUND

You can move around a suspect's house by typing **N** (north), **E** (east), **S** (south), **W** (west), **NE** (northeast), **SE** (southeast), **NW** (northwest) or **SW** (southwest) to head in a given direction. If you can't go in one direction, try another. You can also go **UP**, **DOWN**, or **OUT**. But be careful not to spend too much time Outside without acclimating yourself.

THE DAILY NEWS

To stay abreast of the latest news on Aurora, type **USE SCREEN** and a hyperwave screen will give you a summary of the day's happenings. The show changes every hour and a newscast comes on during the first five minutes of every hour. Don't be surprised if information about your visit and the progress of your investigation appears on the news!

AURORAN VOCABULARY

Aurorans use many of the same words that we use on Earth, but words aren't always as important as people's reactions. Pay close attention to how suspects react to your questioning. You can also ask R. Daneel, after you find him, to recall anything that anyone said while he was present. To do this, type **DANEEL, REPLAY** followed by the question you want replayed. If you get stuck, here are some verbs to get you back into action:

ENTER, EXAMINE, INVENTORY, LOOK, GET, USE, SHOW

Here are some examples of commands:

SHOW DANEEL THE BOOKFILM
WAIT 25 MINUTES
GLADIA, DID YOU HAVE A MOTIVE
READ THE TIME STRIP
HELP

To aid you in questioning a suspect, pronouns can be used as follows:

IT always refers to the last object named in a room.
YOU always refers to the last person you addressed.
HE/SHE/HIM/HER always refers to the last person you asked about.

Examples:

GLADIA, DID YOU HAVE THE MEANS?

No, Elijah, I did not.

DID AMADIORO?

No, he did not.

TELL ME ABOUT HIM

Amadiro is...

GET THE LIGHT-FORM

Taken.

TELL ME ABOUT IT

The light-form is...

SAVING A GAME

Should you wish to continue an investigation at a later date, type **SAVE** to save the game to a disk. When you're ready to resume a case, type **RESTORE**.

CLOSING THE CASE

There are several ways of ending the game. You can die, you can be thrown off the planet, you can quit (by typing **QUIT**) or you can solve the case. To solve the murder, present your evidence to the Chairman—you'll need to demonstrate motive, means and opportunity. Don't waste time worrying about how to find the Chairman... he'll find you, probably long before you are ready to see him. When you have closed one case, try another. Chances are it will be equally as intriguing and possibly even a little different.