



PYRAMIDE

MEMORANDUM FOR THE DIRECTOR

1. The purpose of this memorandum is to report on the results of the investigation conducted by the Special Agent in Charge, [Name], on [Date].

2. The investigation was conducted in accordance with the instructions of the Director, dated [Date].

3. The results of the investigation are as follows: [Detailed findings and analysis]

4. It is recommended that [Recommendation]

Very truly yours,
[Signature]

MORTVILLE MANOR

- 1 -

AN ADVENTURE OF JEROME LANGE

A game !?...

A bit more than that...

A journey, set to the rhythm of your own curiosity, your taste for adventure, your caution too, but most of all, your judgement. A house, calm at the heart of a raging storm, MORTVILLE MANOR holds a dark secret...

- An urgent telegram
 - The anguished plea for help of an old friend
 - The chance to revisit the uncertain terrain of your childhood past
- ...You slam the door behind you...

Hold on there! Not so fast...

- Have you thought to tell your girlfriend you won't be home for dinner this evening, or tomorrow...?
- Did you remember to kiss mummy and daddy goodbye?
- Have you put all your papers in order?
- Has your solicitor got a copy of your will?

(Tick the corresponding boxes... If your total is less than three, stay at home... it's better not to chance the dangerous slopes of MORTVILLE MANOR.)

However, if you passed the test with flying colours, if you are over eighteen (months), and have nothing else to lose, well then... nothing for it but to... in this world which seems to have found an explanation for all things, one mystery remains, incredible, disconcerting ...

MORTVILLE MANOR

B.GRELAUD

B.SOURIER

So here you are once again at MORTVILLE MANOR. It has changed a great deal over the years. What's more, the snow has covered all traces of the past, even though it had been a very exceptional spring. This strange building stands alone: Mortville. What do you seek there? Who can tell! If you knew already, there wouldn't be any mystery! You will be given access to all and everything, the manor is generous, so is life, but when the time comes, as it will, it will ask that you give account of yourself. Observe, read carefully anything that you feel may be important, and never forget the reason why you have come here, it may be the only way not to get totally lost in the dark labyrinth that is...

MORTVILLE MANOR

- 2 -

And now for some advice!

THE PLAYER'S CORNER

MAKING A BACKUP COPY

- Given the somewhat unreliable nature of microdrives, it is strongly recommended that you make a backup copy of the game AS SOON AS POSSIBLE. You do this in the following way:
- a) Insert the cartridge MORT1 in microdrive 1 (left)
 - b) Insert a BLANK cartridge in microdrive 2 (right)
 - c) Type: `LRUN MDV1_CLONE` and press ENTER
 - d) Repeat the above procedures for the cartridge MORT2

USE THE COPIES FOR EVERYDAY USE !!!

LOADING

- Press the RESET button on the right side of the QL
- Insert the MORT1 cartridge in microdrive 1 (left)
- Press the key F1 or F2 (top left of the keyboard)
- Follow the instructions that appear on the screen

PRESENTATION

During the game, the screen is divided into 8 zones.

A (see diagram)

- In zone 1 will appear the names of any persons present at the scene. The colour will give you an idea of their state of mind: blue, everything's cool; a bit of red, things are getting heavier; red ?...! If you are alone, the message: "You are alone" will appear.
- Zone 2 is for the pictures, (and at times, text).
- The 3rd zone displays the computer's responses, comments, or any other descriptive information.
- Zone 4 is the window for your commands.
- Zone 5 displays the last object you have taken. (You could say it is whatever you are holding in your hand).
- Zone 6 is used occasionally, at certain times during the game. The responses of anyone to whom you are talking will be displayed there.
- In zone 7 you will be given from time to time, certain details. Sometimes a 'K' will appear: in which case...press any key
- Zone 8 displays the time.

TEXT EDITOR

- Type your text
- Input that text by pressing ENTER
- The ← key allows you to correct any typing errors

THE WORLD OF MORTVILLE MANOR

The game takes place in three different modes: ACTION, DISCUSSION, and OBJECT. At the start of the game you will find yourself in ACTION mode.

I) ACTION MODE

The actions you wish to take should be indicated by a verb (in the imperative).

a) The verb may be understood immediately, and you will get a response.

b) The verb may require a 'pointing' action (an arrow on a red background with a white border, will appear in zone 7 and another at the centre of the screen). E.g: "OPEN"... Using the cursor keys, move the arrow from the centre of the screen to the object you wish to "OPEN". (Using the SHIFT key in conjunction with the cursors will displace the arrow more quickly). When the arrow is in the required position, press ENTER. **N.B. The point of the arrow should be as close as possible to the centre of the object concerned.**

c) You are offered a choice of screen windows: use the horizontal or vertical cursor keys (depending on the windows displayed), to select your choice, then press ENTER.

NOTE: in cases b and c (above), pressing ESC before confirming a choice will escape from the current action.

II) DISCUSSION MODE

After the action mode instruction TALK, and the choice of who to talk to, or in certain cases, where you have been found somewhere you shouldn't be, you will go into DISCUSSION mode. The head of one of the characters will appear on the screen. You should type in the subject of your conversation.

e.g: Bob's occupation (as a subject of discussion with Leo or one of the other characters). When you have finished your discussion, to return to ACTION mode, you should press ESC.

III) OBJECT MODE

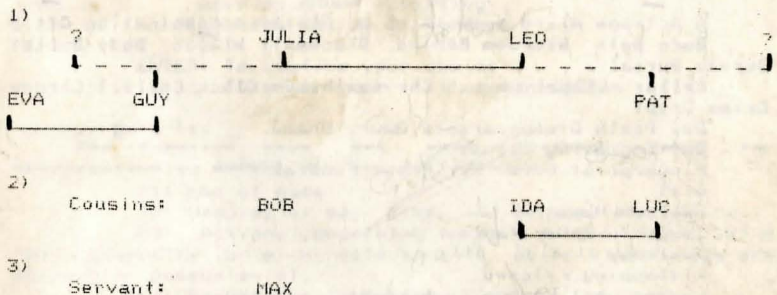
Cunning detective that you are, you are going to unearth all the objects hidden in the deepest nooks and crannies of the manor. From the time you discover your first object, you will be in OBJECT mode. Certain verbs can be used to refer to these objects. To pass from one object to the

next, you should press simultaneously SHIFT and "→" (right hand cursor key). At the end of the sequence, the room in which you are standing will re-appear, however, if you are in a hurry, the ESC key will return you immediately to ACTION mode.

HELP

A) At the point of your departure for the manor, we equipped you with a pistol and the telegram that you received. It's lucky that we were here to pack your suitcase for you!

B) Some information on the family connections of the characters you will meet at the manor:



C) For the actions, we couldn't furnish you with a precise dictionary for that would reveal certain secrets concerning the Manor. We have therefore decided to make a game within the game. We have provided the first letter of each of the verbs recognised by the computer, together with their lengths, for you to complete. One exception: "List" (which is not a verb) gives you a list of all the objects you have in your possession.

ARREST Search Play

Sleep

light?

Descend?

Talk

TAKE CLIMB? behind?

~~attack~~
~~bYPASS~~
~~LOSE~~
~~d~~
~~eat~~
~~force~~
~~go~~
~~hide~~ ~~hide~~
~~insert~~
~~knock~~
~~look~~

~~climb~~
~~limb~~
~~enter~~
~~nter~~

~~EXIT~~
~~list~~

~~open~~
~~lace~~ ~~lay~~ ~~put~~
~~read~~
~~search~~ ~~sleep~~ ~~smell~~
~~talk~~ ~~take~~ ~~touch~~ ~~turn~~
~~wait~~ ~~are~~

In some cases, certain known verbs will not function. The messages "?" or "No, not just now" will be displayed, showing that the action is not appropriate at the present time.

D) For discussion subjects, there again the same problem. We have decided therefore, for a little variety, to bury the recognised words amongst a more vast range of vocabulary.

NOTE: The names of characters have not been included in the dictionary, but may be used in questions (first names only).

The words are in singular form, but may be used as plurals.

- A Actions Alarm Ammunition An Ashtay Assassination Attic
- Barn Bath Bedroom Behind Blackmail Blazon Body Bullet
- Bureau Burial
- Cellar Chapel Church Chrysanthemum Clock Collect Corpse
- Crime Crypt
- Day Death Disappearance Downy Drama
- Eat Engraving Excuse
- Fingerprint First For Front Funeral
- Gift
- Hallmar Hammer
- Image In Inheritance
- Jealousy
- Kidnapping Kitchen
- Ladder Last Lounge Love Lover
- Manor Manure Mark Manuscript Me Message Mistress
- Mourning Movement Murder My Myself
- Negative Night
- Occupation Of On Origin Our
- Passage Photo Pill Pillar Pistol Poison Prostitute
- Painting
- Rape Relationship Room Rope
- Scarf Secret Sesame Screwdriver Shot Sign Silence Silent
- Stain
- The Theft Their To Toilet Tomb Tower Tracks TutTut
- Under Underground
- Wall Wardrobe Watch Weapon Well Wholesaler With Wound
- Your

TO FINISH

1)Reminder:

- ↑↓ Selection of vertically placed windows
- ↔ Movement of arrow (for indicating objects)
- ↔ Selection of horizontally placed windows
- ↔ Movement of arrow (for indicating objects)
- ← To change the last character typed

SHIFT +↔: Rapid movement of arrow when indicating
SHIFT →: Move to next object

NOTE: The above actions are executed by simultaneously pressing SHIFT and the key concerned.

- ESC: exit OBJECT mode
- exit DISCUSSION mode
- abandon ARROW (pointing)
- abandon choice of windows

ENTER: To confirm your choice
To enter your text communication

2) Details:
The function keys are used (without need for confirmation by ENTER) for the following...

- F1: End of game
- F2: Display of day, time, and general atmosphere.
- F3: Actions concerning oneself (e.g: "HIDE"...F3 = "Hide myself"); or with reference to objects that you are already in possession of.
- F4: Re-use the last verb
- F5: Re-use the last object pointed to by the arrow

NOTE: The "SHIFT" keys can be found towards the front of the keyboard on either side.

The "ESC" key is on the back row towards the left.

The 5 function keys are along the left hand side of the keyboard.

IMPORTANT: - When you press "F1" (End of game), if you are using a copy of the cartridge MORT1, your game will be saved to microdrive together with all the present factors. Thus, when next you re-load the game, you will be able to continue exactly from where you previously left off.

- The keys F4 and F5 are mutually exclusive.

- 3) Last minute advice:
 - Be careful!
 - Be discreet!
 - Pay attention so as not to be surprised when you are somewhere where you should not be!
 - Note methodically any information or advice that you obtain.
 - So then...be a good detective.

...Bon courage and bonchance, Jerome Lange!

DESIGNER'S CORNER

Not much to tell you really, my dear Jerome, concerning the drawings, apart from that they will, I hope, provide a pleasant and helpful framework for your stay at Mortville Manor. Ah yes! I nearly forgot: the objects in the game are sometimes presented in an attractive way, with varied colours and shapes, but it is only the objects themselves that have a value to the game: the decorations, the colour schemes etc. are superfluous. One last thing: different screens/TV's etc. do not all have the same degree of colour definition, which is a shame, since often they will fail to do justice to the quality of the drawings. However, the subtlety of the colours should not spoil the intrigue, and is not essential to the plot. Nothing left to say, except to wish you good luck, and to hope you don't lose too much of your colour, along with your life! Happy investigating.

The Designer

TECHNICIAN'S CORNER

- 2 multitasking programs written in PASCAL.
- The management of the various zones allows the exchange of information between the two programs.
- Several sub-routines written in ASSEMBLER.
- A few months of sweat.

If you have written a program and would like to have it published, contact us at the address given below, stating your:

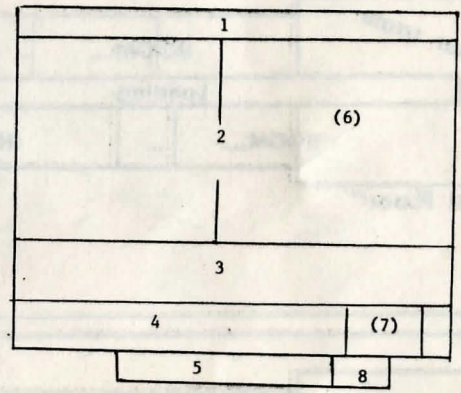
- SURNAME
- CHRISTIAN NAME
- ADDRESS
- TOWN
- COUNTRY
- TELEPHONE NUMBER

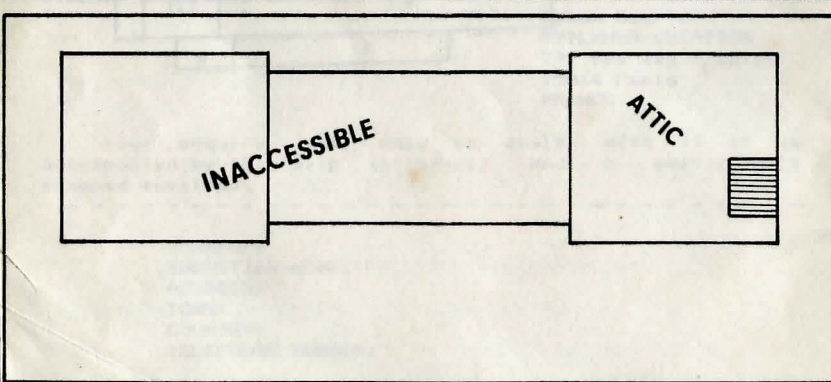
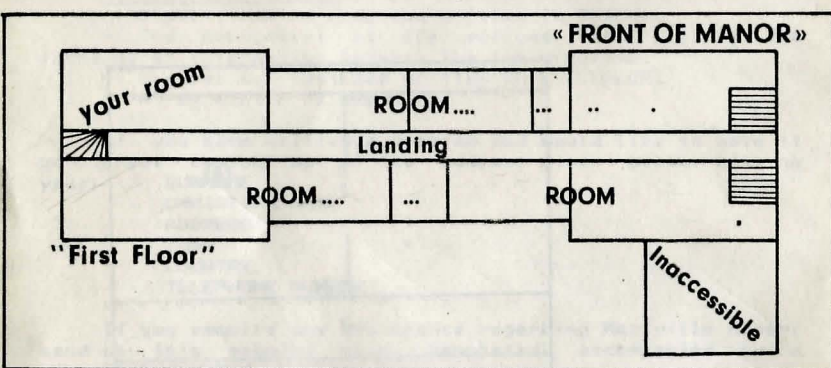
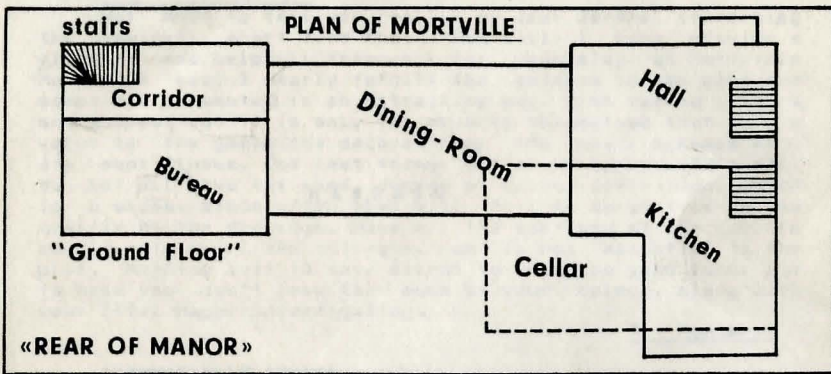
If you require any assistance regarding Mortville Manor, send us this enquiry slip, completed, accompanied by a stamped addressed envelope to:

Bruno Gourier
KYILKHOR CREATION
77, rue des Plantes
75014 Paris
FRANCE

Your enquiry will only be dealt with if it is accompanied by this slip (original) and a sufficiently stamped envelope.

- SURNAME:
- CHRISTIAN NAME:
- ADDRESS:
- TOWN:
- COUNTRY:
- TELEPHONE NUMBER:





4-08
1.00
H. 08
Handwritten notes and markings on the right page, including a date '4-08', a number '1.00', and a signature 'H. 08'. The page is covered with faint, illegible handwriting and numerous 'X' marks.

1	24	45	25	67
2	24	46	68	88
3	25	47	69	89
4	26	47	70	90
5	27	48	71	91
6	28	49	72	92
7	29	50	73	93
8	31	51	Hij 74	94
9	32	52	Hij 75	95
10	33	53	76	96
11	34	54	77	97
12	35	55	78	98
13	35	56	79	99
14	36	57	80	99
15	37	58	81	100
16	38	59	82	
17	39	60	83	
18	40	61	84	
19	41	62	85	
20	42	63	86	
21	43	64	87	
22	44	65	88	

Actio / Attic / Blaro / Bob
 Cella / Chape / Corps / Crypt
 Death / disap / engrav
 eva / Gert / guy / Ida

Shatter ?

12-7 per meals

Chapel 10

inside
climb
descend