EAGLE EYE

MYSTERIES™
The Original

USER'S MANUAL

EA★Kids™

EXPERT'S CORNER

Dear Parent,

The world today is more complex than ever — every day we must make decisions in a never-ending stream of new information. In this kind of fast-paced, dynamic environment, it's more important than ever to be able to access, process, and communicate information. And an excellent way to improve these skills is by solving mysteries.

In Eagle Eye Mysteries™, kids improve these skills in the town of Richfield as junior amateur detectives. Whether the case involves a stolen skateboard or a U.F.O. sighting, the kids must exercise a number of important skills: reading, reasoning, analysis, and interpretation. And as they solve cases, kids grow familiar with the town and the people in it, and use this information to solve the mysteries more efficiently, in ways that will carry over into their own real-world experiences.

Eagle Eye Mysteries provides a fun and exciting avenue for kids to learn a variety of thinking skills that will prove invaluable to them in the years to come.

— Sherry Herrgott, B.S., M.A.
Educational Consultant

EA*KIDS MISSION STATEMENT

❧

At EA*Kids, we start by asking kids what they want, because when it comes to fun, they're the experts. Then we consult professional educators, combining their expertise with our ten years of entertainment success, to create software that captures the magic of childhood.

TABLE OF CONTENTS

WELCOME, ACE!

Hi, I'm Jake Eagle...

...and I'm Jennifer Eagle.

Together, we started the Eagle Eye Detective Agency. There are a lot of mysteries that happen in our hometown, Richview.

Police Chief Barnes and his assistant Sgt. Nails were having trouble solving them all, so we decided to give them some help. And we need your help to make sure we don't miss anything during our investigations.

Soon, everybody began to come to us with mysteries to solve. We were glad to give them a hand, and we've learned a lot along the way.

You have to know a lot to unravel mysteries. First, you have to learn how to solve problems logically — using only the facts. Then, you have to become familiar with history, different branches of science, and lot of other subjects. Luckily, there's a good library in Richview where you can find out what you need to know.

There are other people around Richview who can give you information, too. And all the information you gather goes right into our hand-held TRAVIS which collects clues, information, and pictures of the suspects. You can use TRAVIS to refresh your memory about the clues you've gathered and the people you've talked to.

But our most important resource is you. You're our partner in all the Eagle Eye cases, and we depend on you to notice things we might miss and help us out during the course of our investigations. And in the end, it's up to you to point to the guilty party.

So if you're ready, let's start solving mysteries!

STARTING

GIVING COMMANDS

Commands can be given in Eagle Eye Mysteries with the keyboard or mouse.

IBM USERS: If you are going to use a mouse, make sure the mouse drivers are loaded *before* you start playing the game (usually the mouse drivers are automatically loaded when you turn your computer on). Refer to your mouse manual if you have any questions about loading your mouse drivers.

USING THE KEYBOARD

The TAB and Arrow keys move the onscreen cursor. To select something, move your cursor over it and press ENTER/RETURN.

TAB and Arrow Keys

Cursor

You can speed up most animations and conversations by pressing ENTER/RETURN or the Spacebar.

USING THE MOUSE

Move the cursor with the mouse. To select something, move your cursor over it and click a mouse button.

You can speed up most animations and conversations by clicking the mouse.

MACINTOSH MENUS

Macintosh users can access a variety of functions through the menus in Eagle Eye.

To make the menu bar appear, press the accent (`) key.

FILE

Use the File menu to create a new player, start a new mystery, open a saved mystery, save your current mystery, and quit the game.

EDIT

The Edit menu isn't enabled for use with Eagle Eye.

GO TO

Use the Go To menu to go directly to the overhead map, the TRAVIS notebook screen, the Suspects screen, and the Game Setup screen. The lower section of the Go To menu lists all the locations in your mystery. Go directly to any location listed by choosing it in this menu.

Choose a name or ...
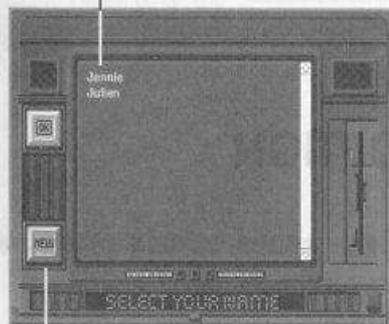
...click this to type in a new one

ENTER YOUR NAME

The first time you start sleuthing, you'll be asked to type in your name. Type it in and press ENTER/RETURN. You can type in up to 12 letters, so just type in your first name, without spaces.

If you've played before, a list of names used before appears. To choose one of the previously used names, double-click it, or click it once then click OK. To use a new name, click NEW, then type in your new name and press ENTER/RETURN.

Next choose a partner!

7

CHOOSE A PARTNER

You'll need a partner during your investigation. You can choose one of the two founding members of the Eagle Eye Detective Agency: Jake or Jennifer. To choose one of them, click on their picture or name.

You can choose a partner every time you start the game, or at any time during the game from the Set Up Screen.

Next choose an option!
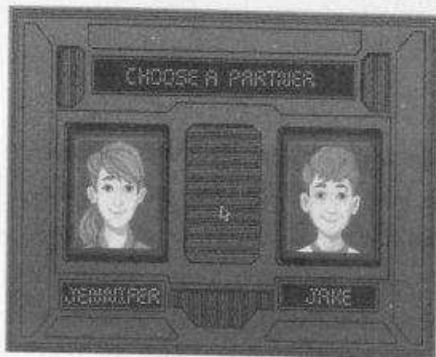
Choose Jake or Jennifer as your partner in crime-solving

CHOOSE A GAME OPTION

The Game Options screen gives you access to the mysteries, a Practice mystery, and the three ScrapBooks.

Choose a game option

CHOOSE A MYSTERY

This is the current Book of mysteries you're working on (there are three altogether).
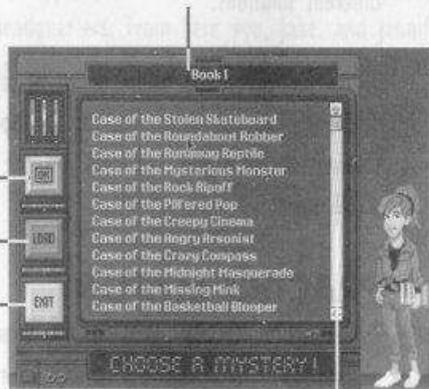
Click OK to begin the highlighted mystery. The highlighted mystery is white.

Click LOAD to see a list of saved mysteries.

Click EXIT to exit the game and return to DOS.

Book 1

Case of the Stolen Skateboard
Case of the Roundabout Robber
Case of the Runaway Reptile
Case of the Mysterious Monster
Case of the Rock Ripoff
Case of the Pilfered Pop
Case of the Creepy Cinema
Case of the Angry Arsonist
Case of the Crazy Compass
Case of the Midnight Masquerade
Case of the Missing Mink
Case of the Basketball Blooper

OK

LOAD

EXIT

CHOOSE A MYSTERY!

Click and drag this scrollbar to see mysteries further down the list.

The **Choose A Mystery** option lets you see a list of mysteries that plague Richview. Any mysteries that have already been solved appear in dark blue. Cases that still need solving appear in light blue, and the one you have currently selected is white.

There are three groups of mysteries called Book 1, Book 2, and Book 3. You must solve all the mysteries in Book 1 before Jake and Jennifer will promote you to the harder cases in Book 2. When you solve all the mysteries in Book 2, they'll give

you the toughest of the uncracked cases in Book 3. The mysteries in Book 2 and Book 3 have the same names as the ones in Book 1, but they have different clues and different solutions.

To scroll through the complete list of mysteries in your current Book, click and drag the scrollbar. You can also click on the up arrow at the top of the scrollbar to scroll up through the mysteries, or click on the down arrow at the bottom of the scrollbar to scroll down.

PRACTICE MYSTERY

The Practice Mystery gives you a chance to solve a simple mystery and learn how sleuthing for the Eagle Eye Agency works. Play the Practice Mystery first to meet Jake and Jennifer, learn how to give commands, question witnesses, gather clues, and get around.

SEE SCRAPBOOK 1, 2, AND 3

There are three ScrapBooks that Jake and Jennifer fill with souvenirs of your detective work. Each ScrapBook corresponds to one of the three books of mysteries. Jake and Jennifer fill these up as you solve cases.

EAGLE EYE FILE weather for today New All-Cauliflower Diet see page 205

Richview Courier

★★★★ Monday, September 14 15 cents

Eagle Eye Detective Solves Mystery

Bert's detective work proved that Mark Moriarty, the old nemesis of the Eagle Eye Detective agency planted a puzzling note in Nancy Marz's locker. "Mark wanted to see just how clever our detectives are, and I guess he found out!" Said Jennifer Eagle. "Bert is going to make a fine addition to our agency!"

MARK MORIARTY

(continued)

CASE BRIEFING

When you've chosen a mystery to solve, you're transported to Eagle Eye headquarters. From here you, Jake, and Jennifer will get a little preliminary information on the case, a map of Richview, and TRAVIS. Get ready, get set, good luck!
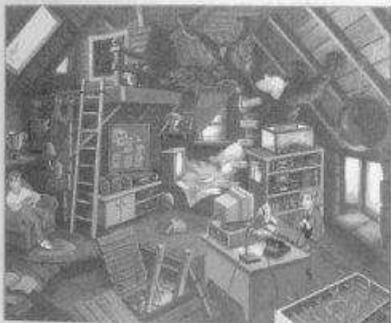
GETTING AROUND RICHVIEW

The Map of Richview shows you all of Richview, and the places where you'll find the evidence you need to solve your case. The active locations are noted with flashing diamonds. A red diamond marks the scene of the crime, so investigate there first.

When you click on a diamond, you'll get a close-up view of that area and the names of the places marked by the diamonds such as the Bank or the Police Station. When
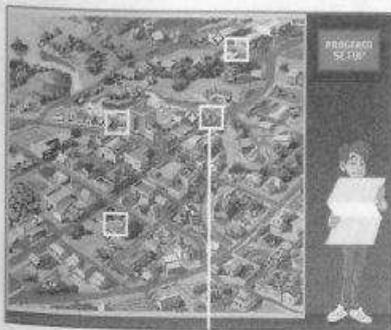
Evidence locations

you click on one of these places, you and your partner skate there and you can begin collecting evidence.

When you're ready to leave a scene, click on your partner's feet.
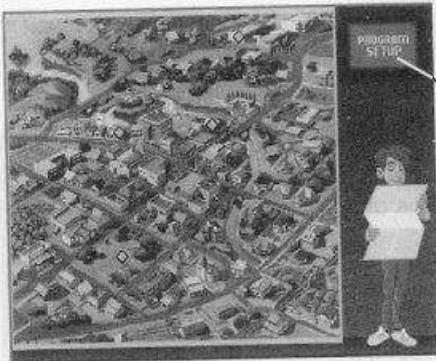
SET UP SCREEN

*Click this to see the Set Up Screen*

To change previous selections you've made at the Set Up screen, use the Set Up screen options listed on the next page.

Choose this to change your partner.

Choose this to turn the sound on or off.

Choose this to enter a new name. When you enter a new name, you'll leave the current case and start a new game with the new player name.
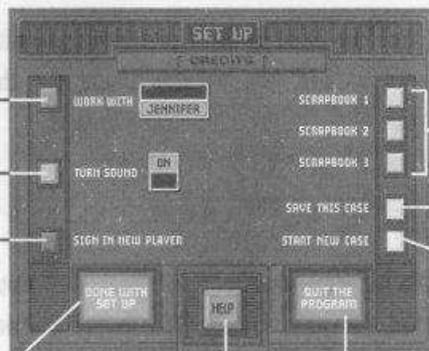
Choose one of these buttons to look at ScrapBooks 1, 2, or 3.

Choose this to save the case you're working on.

Choose this to start a new case. Save the case you have been working on if you haven't already solved it!

Choose this when you are through with the Set Up screen and want to return to your case.

Choose this to get help with the Set Up screen.

Choose this to quit sleuthing and return to the DOS screen. Save the case you're investigating before you Quit!

SOLVING A MYSTERY

The Eagle Eye Detective Agency goes by the book — that's the law. To catch a culprit, you must collect evidence, form a hypothesis (a theory about who did it, why, and how), then choose the evidence from your collection that best proves your hypothesis.

The procedure below is taken straight from Great Grandpa Eagle's first handbook on crime-solving, published in 1842. Jake and Jennifer use it as their guide, and we've published it here for you to refer to.

1. Gather clues

Gather facts and photos as evidence by visiting various locations, interviewing the people you find there, and finding clues. As you interview people and search locations, your partner logs all evidence in your TRAVIS.

2. Figure out a suspect

Form a theory about who did it and why, based on the evidence as to who the guilty person is.

3. Choose the best clues to support your suspicions

Go to your TRAVIS, click the red SOLVE button, and choose the clues that best support your suspicion. How many clues you'll have to choose depends on the book of mysteries you're working on.

4. Accuse your suspect

After you and your partner have agreed on the clues, you'll have to choose your suspect from the people you've encountered or heard information about.

Once you've solved a mystery, you'll go back to the Eagle Eye headquarters to see the public response to your success. But hey, now isn't the time to relax — it's time to get on the next case!

TRAVIS

TRAVIS *n.* **1.** An acronym for TEXT RETRIEVAL AND VIDEO INPUT SYSTEM.
2. A portable computer that can keep notes and photographic images in its memory.

TRAVIS is your most valuable mystery-solving tool. As you collect information and discover clues at different locations, your partner (Jake or Jennifer) enters them into TRAVIS.

To review the information your partner has entered into TRAVIS, click on it anytime you're investigating a location.

Get help with the case

Return to the scene
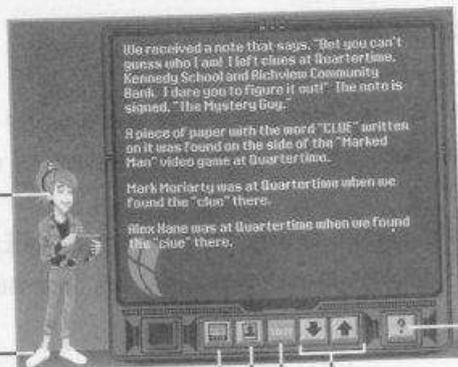
Get help with TRAVIS

View notes

View suspects

Page up and down to look through all your notes

Solve the mystery

Choose the Notes button to view all the current notes your partner has kept.

Choose the Suspects button to review the pictures of people you have talked to. Click on a Suspect to review what that person told you or what you heard about them.

SOLVE Choose the Solve button when you're ready to solve the case.

Choose the Up or Down button to scroll through the notes.

Choose the Help button to get help using TRAVIS.

GATHER CLUES

The two primary ways of gathering evidence are talking to people and examining the scene of the crime.

In any location, people who have something to say or objects that contain important clues are outlined by blue glowing boxes like these.
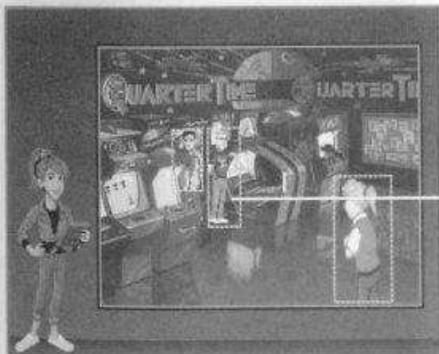
Select the person or area inside a glowing box to get information and clues.

To leave a location, click on your partner's feet and you'll go back to the map of Richview.

SELECT CLUES TO SUPPORT YOUR CASE

When you've thoroughly searched the locations of evidence around Richview and are ready to solve the case, pick the clues that best support your suspicion. Bring up the TRAVIS screen, then choose the red SOLVE button to bring up all your stored clues.

If you choose a clue as evidence, then decide you don't want to include it, select it again to deactivate it.

When you and your partner agree on the clues chosen, it's time to accuse your suspect!

Please select   clues

We received a note that says, "Bet you can't guess who I am! I left clues at Quartertime, Kennedy School and Richview Community Bank. I dare you to figure it out!" The note is signed, "The Mystery Guy."

A piece of paper with the word "CLUE" written on it was found on the side of the "Marked Man" video game at Quartertime.

Mark Moriarty was at Quartertime when we found the "clue" there.

Alex Kane was at Quartertime when we found the "clue" there.

Page up and down to see your entire list of clues.

Choose the SOLVE button to get to the Clue Selection screen.

ACCUSE YOUR SUSPECT

When you've selected solid clues as evidence, accuse the guilty party!

If you accuse the correct suspect, you're transported back to Eagle Eye Headquarters to share your success with the other Eagle Eye partners. If you accuse the wrong suspect, you'll go back to the TRAVIS to review your clues. When you're ready to accuse someone else, click SOLVE, choose your clues, then accuse the new suspect.

Who did it???

SCRAPBOOKS

Jake and Jennifer are proud to have you as part of their team, so they collect all the articles and letters they receive about your successes and put them in a ScrapBook.

You can view your ScrapBooks from the opening Option menu or from the Set Up Screen during an investigation.

There are three ScrapBooks in all, and each corresponds to one of the three Books of mysteries you've solved. When you've solved all the mysteries in Book I (and

subsequently filled up ScrapBook 1), the Eagle Eye Detective Agency promotes you to Book 2 of mysteries, and you'll begin to fill up ScrapBook 2.

If you solve your mystery on the first try, Jake and Jennifer award you with an Eagle Eye Ace award in your ScrapBook alongside the article about your case.

Program Set Up button
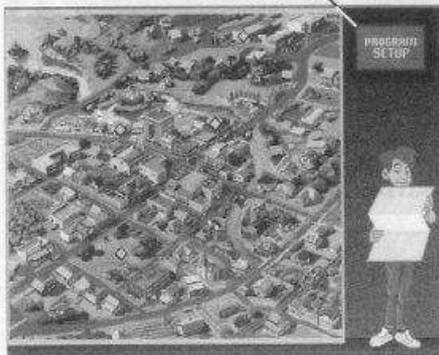
SAVING A CASE

To save a case during an investigation:

1. Go to the Richview map screen and choose the Program Set Up button. The Set Up screen appears.

Save This Case button
Start New Case button
Quit The Program button
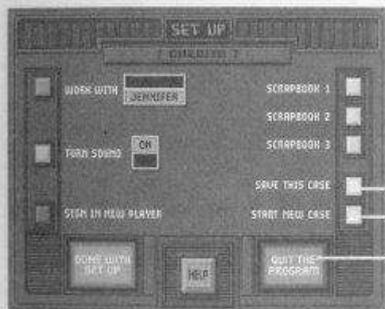
2. Choose the Save This Case button, and your case is saved. IBM USERS: You won't see anything happen, but the case *is* saved until you want to try to solve it again later.

Now that the case is saved, you can choose Start New Case to begin solving a new mystery, or quit sleuthing by choosing the Quit The Program button.

RESTARTING A SAVED CASE

To restart a saved case:

1. Start Eagle Eye as you normally would: choose a name, choose a partner, then at the Option screen, select Choose A Mystery.

NOTE! Be sure to select the same name that your cases are saved under!

Load button
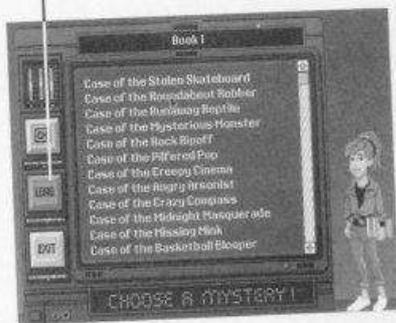
2. Choose the Load button. A list of saved mysteries appears.

3. Select the mystery you'd like to restart, then choose OK. If you want to go back to the Choose A Mystery screen, select the Load button again.

QUITTING

Before you rush to quit your investigation, remember to save your place! Instructions for saving your mystery are on page 20.

To quit at any time during play:

1. Press the ESC key on your keyboard until the big town map of Richview appears.

2. Choose the Program Set Up button. The Set Up screen appears.

3. Choose the Quit The Program button. When the Exit Game? box appears, choose Yes.

IBM USERS: At certain places in Eagle Eye, like the introductory menus and end-of-mystery screens, you can press the ESC button on your keyboard and instantly get the **Exit Game?** box.

MACINTOSH USERS: To quit, press Command-Q (⌘-Q) at any time.

IBM SYSTEM REQUIREMENTS

To use Eagle Eye Mysteries, you must have:

- A high-density floppy disk drive
- A hard disk drive, 16-mhz 386 or faster
- 9 MB free space on your hard drive
- IBM or compatible
- 256-color VGA
- DOS version 3.3 or higher.

We recommend:

- Using a mouse
- Using a sound board. Eagle Eye mysteries supports AdLib, AdLib Gold, SoundBlaster, SoundBlaster Pro, Pro Audio Spectrum, Pro Audio Spectrum Plus or 16, and Roland soundboards.

Eagle Eye Mysteries supports EMS.

IBM USERS! You can use the switches below to load your game with the proper sound and music configuration.

Sound Switches

/sn	no sound
/sp1	Pro Audio Spectrum 8
/sp2	Pro Audio Spectrum 16
/ss1	SoundBlaster
/ss2	SoundBlaster Pro
/sa2	Adlib Gold

For example: To start the game with a SoundBlaster Pro from the directory called C:\EAKIDS\EEM, type **EEM/ss2** and press ENTER.

Music Switches

|	
/mn	no music
/mp1	Pro Audio Spectrum 8
/mp2	Pro Audio Spectrum 16
/ms1	SoundBlaster
/ms2	Old SoundBlaster Pro
/ms3	New SoundBlaster Pro (OPL 3 version)
/ma3	AdLib Gold
/ma1	AdLib
/mr	Roland LAPC1

IBM QUICK KEYS
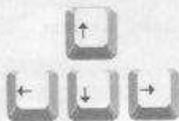
Move your cursor around the screen with the arrow keys.

Activate the object currently under your cursor with the ENTER key or speed up conversations and animations.
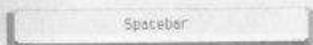
Speed up conversations and animations with the spacebar.

CREDITS

AT STORMFRONT STUDIOS, INC.:

Stories and Dialogue Written by: Sarah Stocker Magno, Ken Eklund, and Don Daglow

Programmed by: Mark Manyen

Character Design and Animation: Sergio Lobato

Backgrounds and Illustrations: Kenn Berry, David Bunnett, Dimitri Detchev, Marina Goldberg, Sergio Lobato, Steve Paris, Arturo Sinclair, William M. Sullivan, Anne Wellington

Project Coordinator: Sarah Stocker Magno

Director: Don Daglow

Art Director: David Bunnett

Technical Director: Mark Buchignani

Educational Consultant: Jeannine Herron, Ph D.

3-D Model Design: Arturo Sinclair

Additional Programming: Linwood H. Taylor

Voice Talent: Lauren Bloom, Evan Enright-Schulz

Original Music: Rob Wallace

Sound Design: Peter Stone

Special thanks to: Alyssa Finley, Katie Jack, and David McLaughlin

MACINTOSH CONVERSION:

Programmed by: Mark A. Fong

Art and Animation: Kenn Berry, David Clemons, John Keester, Marina Goldberg, Dimitri Detchev

AT ELECTRONIC ARTS:

*Produced by High Score Productions for EA*KIDS.*

Product Conceived and Produced by: Scott Orr

Associate Producer: Jeff Haas

Technical Directors: Scott Cronce, Rob Harris

Testing: Ken Rogers, Tony Iuppa

Product Management: Lora Williams

Art Direction: Nancy Waisanen

Cover Illustration: Jason Dowd

Package Design: E.J. Sarraille Design Group

Documentation: A.C. Smith

Documentation Layout: Emily Favors

Quality Assurance: Randy Eckhardt

Special Thanks to Doug Barry, Deborah Cook, Diane Flynn