CRUISE FOR A CORPSE
ADDENDUM
REVISED LOADING INSTRUCTIONS

Atari ST
To play from floppy disks
- Insert Cruise 1 disk into drive A
- Switch on computer
- Double click on drive A icon
- Double click on CRUISE.PRG icon

To play from hard disk
- Switch on computer
- Double click on hard disk icon
- Double click on DELPHINE icon
- Double click on CRUISE.PRG icon

Amiga
To play from floppy disks:
- Insert Cruise disk in drive DFØ
- Switch on computer

To install the game on hard disk:
- Insert Cruise disk 5 in drive DFØ
- Double click on CRUISE 5 icon
- Double click on CRUISE.PRG icon

To play from hard disk
- Switch on computer
- Double click on hard disk icon
- Double click on DELPHINE SOFTWARE icon
- Double click on CRUISE icon

To play using Amiga 3000 with rapid memory, load the Cruise program from CLI by typing CROISIERE - 3.
- Double click on SYSTEM 2.0 icon
- Double click on SYSTEM icon
- Double click on NOFASTMEM icon

If you are playing from floppy disks:
- Insert Cruise 1 disk in drive DFØ
- Double click on CRUISE 1 icon
- Double click on CRUISE icon

GAME CLOCK
Every time you make progress in your investigation, i.e. asking the right question or finding a clue, the game clock will appear and advance ten minutes. The adventure starts at 8.00am in the morning and finishes at 6.00pm in the evening. You can refer to the game clock at any time by selecting it from the inventory.

MAP
To ease your journeying around the ship, the MAP option allows you to ‘place’ Raoul in the desired location. You will not be able to place Raoul in a locked room, unless he has the key. Simply select the MAP from the inventory and click the LEFT MOUSE BUTTON when the cursor is positioned over the appropriate area.

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