

SNOOPER TROOPS™

Case #2
The
Disappearing
Dolphin
by Tom Snyder

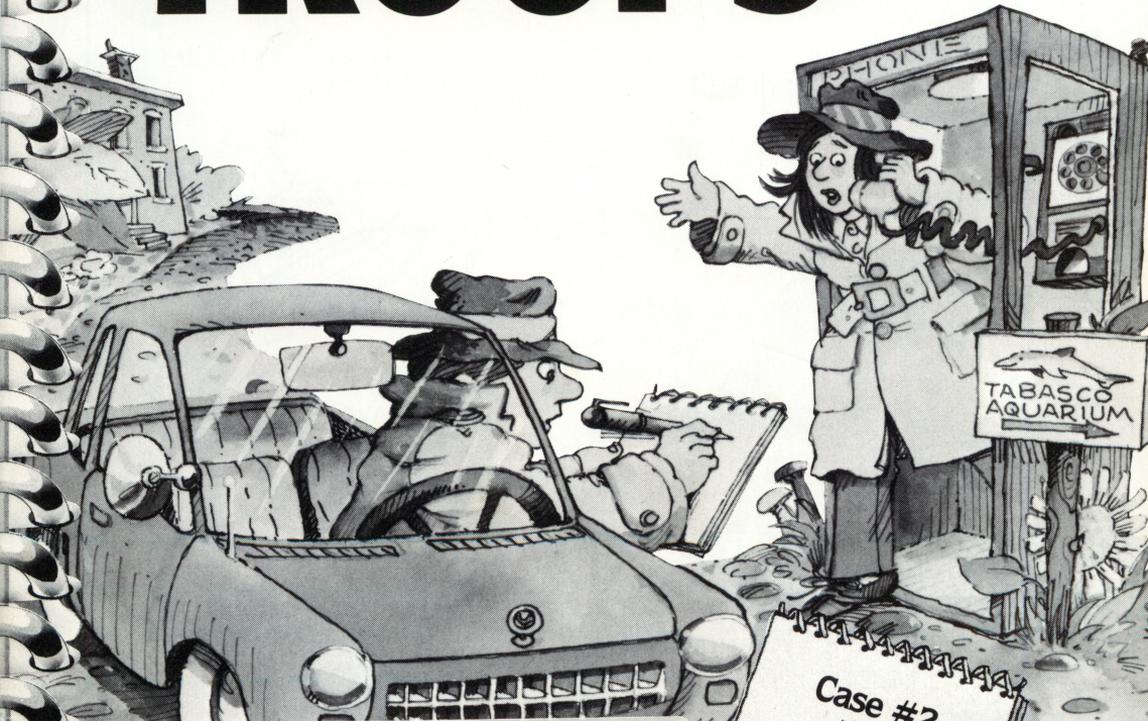


SPINNAKER™
We make learning fun.

Lily the Dolphin is missing. It's up
to you to find out who did it.
And why.

Ages 10-Adult

SNOOPER TROOPS™



PROPERTY OF:

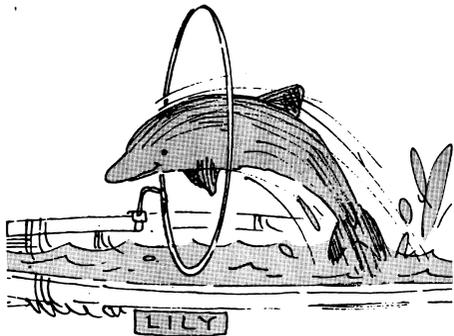
AUBURN ENLARGED CITY SCHOOL DISTRICT
MICROCOMPUTER SOFTWARE
SITE Thom YEAR 84

Case #2
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WHERE IS LILY THE PERFORMING DOLPHIN?

The police don't know, but on May 11 SOMEONE tied up Pete and Mike Tabasco and then stole Lily right out of her pool.

So now, you're on the case. How many weeks will YOU need to find out WHAT happened to Lily and WHY?

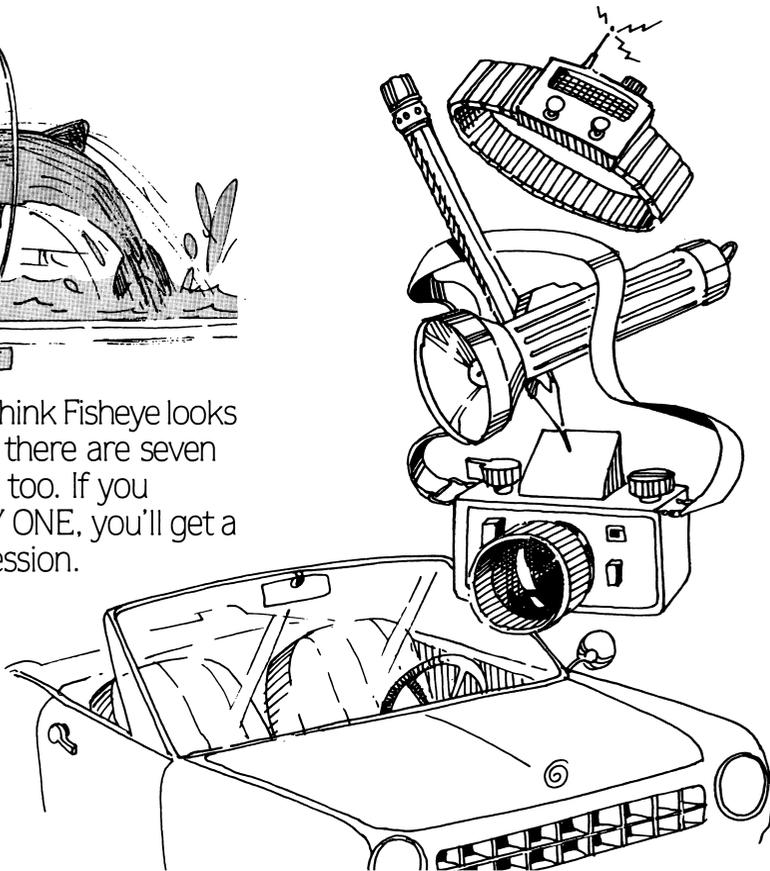


The police think Fisheye looks suspicious. But there are seven other suspects, too. If you find the GUILTY ONE, you'll get a complete confession.

GOOD LUCK!

AS A SNOOPER TROOP DETECTIVE, YOU HAVE:

- ** a SnoopMobile
- ** a wrist radio
- ** a flashlight
- ** a camera
- ** a pencil
- ** and the SnoopNet Computer



LOADING THE PROGRAM

Apple®:

1. Put the SNOOPER TROOPS disk into the disk drive.
 2. Turn on the computer and the monitor.
 3. Close the disk drive door.
- NOTE: For this program to run on Apple IIe, press the **CAPS/LOC key**. This will put the computer into the upper case mode.

Atari®:

1. Put the Basic Computing Language Cartridge into your computer. Make sure your computer is turned off.
2. Turn on your disk drive.
3. When the top red light (the "BUSY" light) goes out, open the disk drive door.
4. Insert the SNOOPER TROOPS disk and close the disk drive door.
5. Turn on the computer and the monitor.

Commodore 64™:

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the SNOOPER TROOPS disk into the disk drive and close the door.
4. Type **LOAD "SPIN", 8**
Press the **RETURN** key.
5. Once READY appears on the screen,
Type **RUN**
Press the **RETURN** key.
Your program will appear shortly on the screen.

IBM®:

Before you can use this disk for the first time, you must put a copy of DOS (Disk Operating System) onto the disk.

NOTE: You need to add DOS 1.0 or 1.1 only once.

TO ADD DOS:

If you have one disk drive:

1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the  key.
4. When A > appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**
Press the  key.

6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.

In response to prompts for drive B:

Insert the DOS disk and close the disk drive door.
Then strike any key.

In response to prompts for drive A:

Insert the program disk and close the disk drive door.
Then strike any key.

When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.

8. Remove the disk from the disk drive and turn off the computer and the monitor.



TO PLAY THE GAME:

TO ADD DOS:

If you have two disk drives:

1. Put the DOS disk into drive 1(A:); Put the program disk into drive 2(B:); Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the  key.
4. When A > appears on the screen, Type **B:INSTALL2**
Press the  key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer.

1. Put the program disk into drive 1(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.

HINTS FOR GETTING STARTED

- Look through the Snooper Troops book.
- Drive the SnoopMobile to a suspect's house.
- Knock on the door of the house and ask the suspect a question.
- Find a phonebooth and make a telephone call.



PLAYING THE GAME

When playing Snoop Troops certain questions will appear on the screen that you will have to respond to by typing **Y** for **Yes** or **N** for **No**.

A Snoop Troops Detective can be either Agent 1 or Agent 2. If it is your first day on the case, there is no difference between which agent you choose to be. But if you have already played the game and you want to use your Old Agent Records, you should continue to be the agent you played before.

The SnoopNet Computer has important files of information stored in it.



- P** **Press P** to see the list of suspects.
- S** **Press S** to see special messages.
- A** **Press A** to accuse a suspect.
- O** **Press O** to recall old clue files.
- L** **Press L** to leave Snoop Troop Headquarters and get into the Snoop-Mobile.

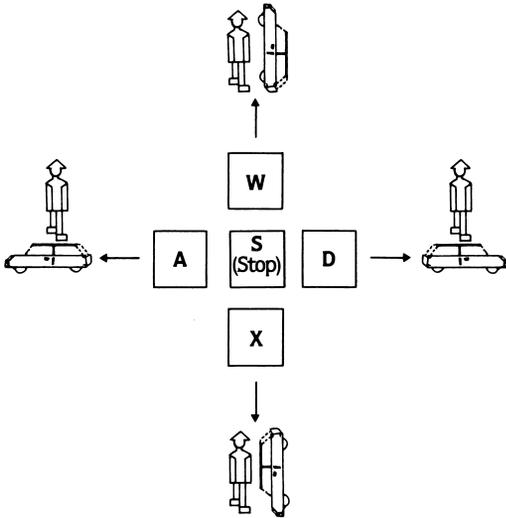
Press M for Mr. X clues or **Press S** for special clues. It is not necessary to press RETURN* after typing M or S.

You can turn off the computer and save the Snoop Troops information you have gathered. If you put a write-protect sticker over the notch on the disk, you will not be able to mark where you have left off in the game.

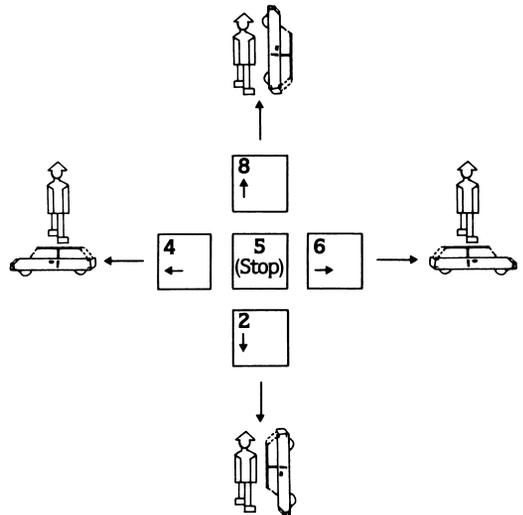
*If you have an IBM, use the **enter** key (←) wherever these instructions refer to a return key.

USE THESE KEYS TO MOVE YOUR DETECTIVE (WHEN OUT OF THE SNOOPMOBILE OR INSIDE A HOUSE) AND TO DRIVE THE SNOOPMOBILE.

Atari®, Apple®, Commodore 64™ computers.



IBM® computers



THE SPACEBAR WILL ALLOW YOU TO:



**** GO INTO SNOOP HEAD-QUARTERS** if you are parked in front.



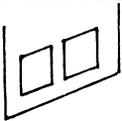
**** GO TO A HOUSE** if you are parked in front.



**** GO INTO A PHONEBOOTH** if you are parked next to one.



**** KNOCK ON A DOOR** if you are standing right in front of one.



**** CRAWL THROUGH A WINDOW** if you are standing right next to one.



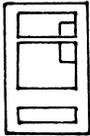
**** TURN YOUR FLASHLIGHT ON AND OFF** if you are in a dark house.



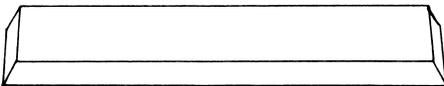
**** TAKE A "SNOOPSHOT"** if you are next to a clue (?) in a house.



**** GO BACK INTO YOUR CAR** if you are standing next to it.



**** LEAVE A PHONEBOOTH** and put you in your car.

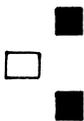


In other words, if you are looking for a button to push, the spacebar will usually help you out.

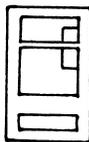
SNOOPING AROUND



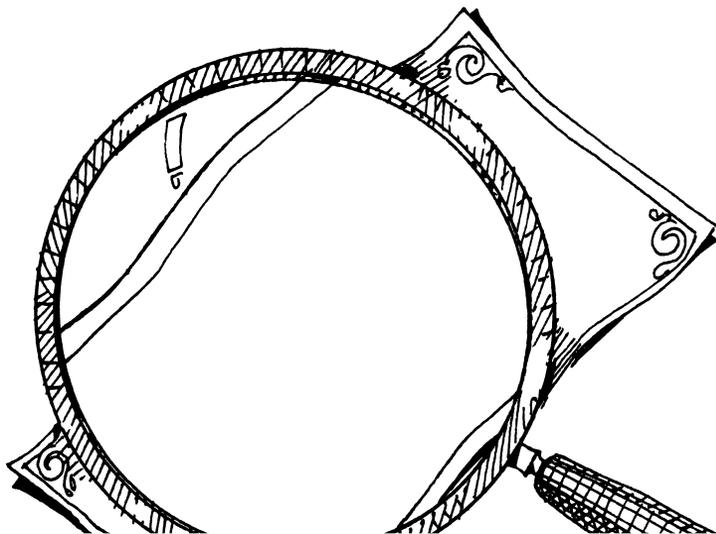
When you are inside a house, you don't want to get caught. So take care using your flashlight and beware of bumping into walls and clues.



Leaving the house after photographing a clue can be tricky. Don't dawdle.



Once you are in the phone booth and have entered the telephone number you wanted to call, **press RETURN** to complete your call.



Tuesday 11

May
1983

8:00

8:30

9:00

9:30

10:00

DETECTIVE FIRST CLASS.
SNOOPER TROOP DIVISION

Name

State License #

Address

Date of Birth

Expires

PRIVATE
DETECTIVE

198

SNOOPER
TROOPS

8:00

8:30

9:00

Tuesday, May 11

3:00 p.m. Drove into Costa Villa. Sleepy little place. More palm trees than people.

3:10 p.m. Gassed up the car.

3:22 p.m. Arrived at Snoop Headquarters. Picked up my files and got the key to my room.

3:55 p.m. Sat in the park to read the files.

4:30 p.m. Rode out to the Tabasco Aquarium to look around and do a little fast thinking.

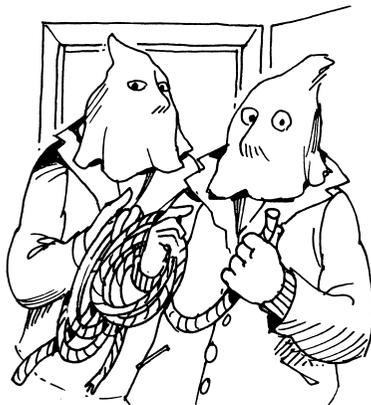
THE FACTS OF THE CASE: This family runs a small aquarium with a dolphin as the main act. For some reason this dolphin is really popular. Lately lots of different people have been hanging around the place. Some of them have even tried to buy the dolphin! Then one night, a bunch of people tie up the owner and steal the dolphin right out of the pool. Now a dolphin is a hard thing to hide, but the police can't find a trace of her anywhere! And there's something about a missing diamond a few towns away. It all sounds pretty fishy to me.



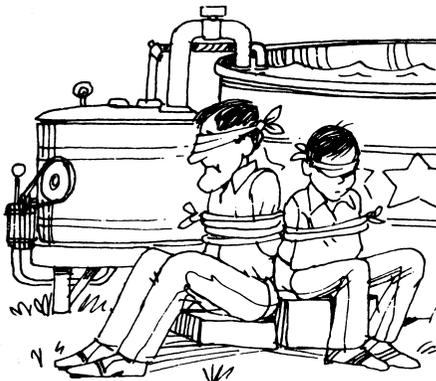
WHAT HAPPENED ON MONDAY, MAY 10 AT THE TABASCO AQUARIUM.



7:30 Tabascos finish dinner. Sandra goes to teach at the University. Pete and Mike wash dishes.



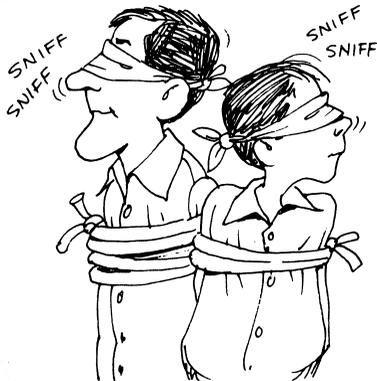
8:00 People barge in. They tie up and blindfold Pete and Mike.



8:10 Pete and Mike are taken to pool. They are told to sit by the old pump that drains the pool.

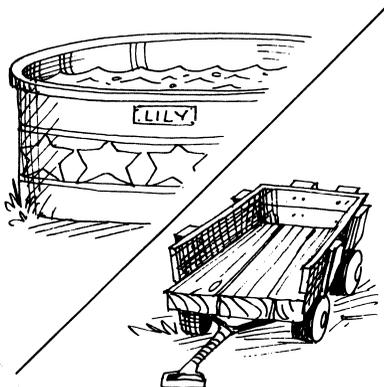


8:15 Someone bangs metal bar to call Lily. Hoist for lifting Lily starts working. Noisy pump is turned on.



8:45 Pump shuts itself off. Thieves are gone. Jungle flower smell is in the air.

10:00 Sandra gets home and unties family.

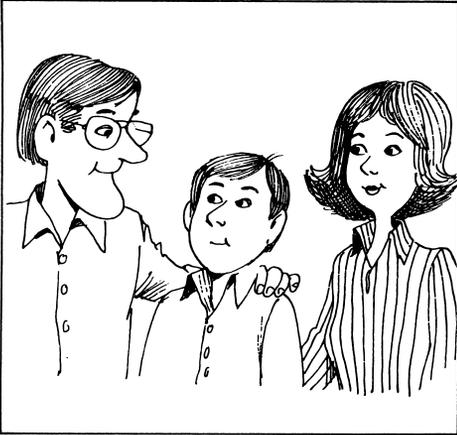


10:05 Tabascos see that Lily is gone. Big wooden cart is outside.

10:15 Police called in on case.

Background Notes:

The Tabascos



PETE, MIKE AND SANDRA TABASCO

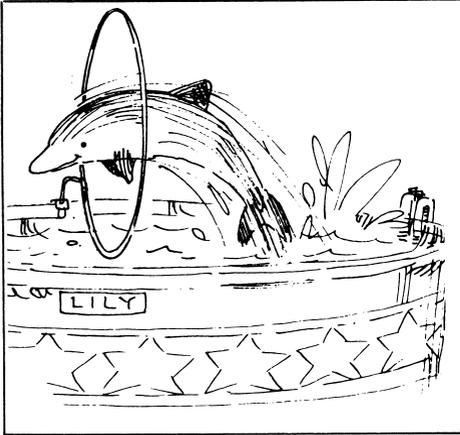
The Tabasco family has lived in Costa Villa for ten years. Dr. Sandra Tabasco is a marine biologist and expert on sea mammals. Sandra is almost finished with a research project on dolphin intelligence, but she also lectures part-time at Costa Villa University. Pete, Sandra's husband, runs the business side of the Tabasco Aquarium. He knows that the proceeds from the aquarium are the only way to pay for Sandra's work. Mike, the Tabasco's thirteen year old son, is in charge of the dolphin show at the Aquarium. He helped Sandra train Lily to do tricks. Mike considers Lily his best friend in the world.

Background Notes:

Lily

THE DOLPHIN

Lily is a female bottlenose dolphin who has been a happy, loving member of the Tabasco family for nine years. When Lily was young, she was caught in a net by fishermen and the Tabascos took her in. The first thing that Lily learned was to come when a metal bar was hit by the side of the pool. Now she gives daily shows at the Tabasco Aquarium. Some of her fancy tricks include tossing a basketball into a net, jumping through hoops, grabbing a hat from a high pole, and giving Mike Tabasco rides on her back. Dr. Sandra Tabasco also uses Lily for her research on dolphin intelligence. The proceeds from the performances pay for both Lily's room and board and for Sandra's research.





Did Percy do it?

Percy Vons hemp

THE RICH KID

Eleven year old Percy and his family live in the elegant Sudsland mansion. The Vons hemp fortune came from the profits of their family business—Costa Villa Suds Factory. A chauffeur drives Percy everywhere, including daily trips to the Tabasco Aquarium. Percy loves Lily. He spends hours at a time at the aquarium, cutting up fish and hosing down the pool area. Sometimes he just watches the training sessions. Lily likes Percy, too. She often tosses a ball to him or comes up to be patted. All his life, Percy has gotten everything he wanted. Now he wants Lily.

Suspect:

Percy Vons hemp

Address:

Not home:

Phone:

Key words:

Dr. Boris Oshkov



Did Oshkov do it?

THE RIVAL

Dr. Oshkov has ten dolphins and a fine aquarium, but his research is going very badly. "Dolphins don't seem to like me very much," he once admitted. Sandra felt a bit sorry for him. She told Boris that he was welcome at the Tabasco Aquarium any time. So he came to visit twice a week. Just last week, he finally tempted Lily to swim over to him. It was real progress. Unfortunately, two days later Sandra found Boris peeking at her research findings. She warned him that he'd have to stay away if it happened again.

Suspect:

Dr. Boris Oshkov

Address:

Not home:

Phone:

Key words:



Did McBean do it?

Fisheye McBean

THE FISH MERCHANT

Fisheye supplies all the local restaurants with fresh fish. He also delivers to the aquariums. He has a large fishing boat and a crew to help him now that his eyesight is bad. Nine years ago, when Fisheye was deep sea fishing, a baby dolphin got caught up in his lines. When he couldn't find the mother, Fisheye brought the dolphin to Dr. Tabasco who was just beginning her research on dolphin intelligence. Once in a while Fisheye jokes that Lily is really his dolphin and that someday he might take her back. The Tabascos never laugh at the joke.

Suspect:

Fisheye McBean

Address:

Not home:

Phone:

Key words:



Did Rentwick do it?

Cleo Rentwick

THE HOLLYWOOD DIRECTOR

Cleo has been in town with her film crew since May 4. She's planning to make an adventure movie called "Lily My Love" which will be about a tame dolphin that becomes a hero. She loves dolphins and has spent many hours at the Tabasco Aquarium. The Tabascos have helped her improve her training methods and she is a natural dolphin trainer. A few days ago Cleo said that she would like to rent Lily for the movie. The Tabascos refused and Cleo was furious. Big movie directors are used to getting their way.

Suspect:

Cleo Rentwick

Address:

Not home:

Phone:

Key words:



Did Greenly do it?

Greta Greenly

THE CONSERVATIONIST

Greta recently made national headlines when she was asked to step down as the president of an important ecology group. When she resigned, she publicly announced her plan to return all captive animals to their natural habitats. She believes that it is criminal to take dolphins from the ocean. Greta came just once to see Lily perform, but as soon as the Tabascos recognized her, Pete insisted that she and her small group of followers leave. They made such a fuss that the performance was cancelled and the police had to be called in to take them away. However, Sandra Tabasco insists that Lily might not survive in the wild, because she has never known any life other than in the Tabasco's pool.

Suspect:

Greta Greenly

Address:

Not home:

Phone:

Key words:

Flash Collier



Did Collier do it?

Suspect:

Flash Collier

Address:

Not home:

Phone:

Key words:

THE PHOTOGRAPHER

Flash has had a photography studio in Costa Villa for five years. He mostly takes family portraits, but he also does a little work in his spare time for the Villa Voice, the local paper. But Flash's big dream has always been to become a nature photographer. He has decided to start by making animal posters because they are so popular right now. The Tabascos have been letting Flash take pictures of Lily, and he is now good friends with her. But he keeps talking about how much better the pictures would be if he could photograph Lily in the ocean. The Tabascos refuse to consider the idea at all.



Did Flagg do it?

Kate Flagg

THE GOVERNMENT AGENT

Kate is a former dolphin trainer who now works for a special branch of the Border Patrol. She takes her job very seriously and will never reveal any details about her newest assignment—PROJECT SEA-CODE. She is looking for a young, smart dolphin who can be trained to carry messages on special missions. Kate and her aide have watched Lily's show often, and the Tabascos have even let Kate put Lily through her tricks. Last week, Kate told Sandra that Lily is the perfect dolphin for her agency's work, but the Tabascos won't part with Lily at any price.

Suspect: *Kate Flagg*

Address:

Not home:

Phone:

Key words:



Did Lozier do it?

Verna Lozier

THE COMPETITION

Verna runs Lozierland, an amusement park that includes a refreshment stand, rides, a wax museum, and an aquarium full of sharks and grampus whales. Since Lily started doing shows at the Tabasco Aquarium three years ago, fewer people have been coming to Lozierland. At first Verna was angry, but then she visited Lily's pool to see what was so great about dolphins. Right away Verna fell in love with Lily and now she wants a dolphin of her own. Verna's husband Ed would do anything that Verna asks, but right now he says they can't afford a dolphin. On May 2 he gave her a diamond ring for their anniversary and so money is very tight.

Suspect:

Verna Lozier

Address:

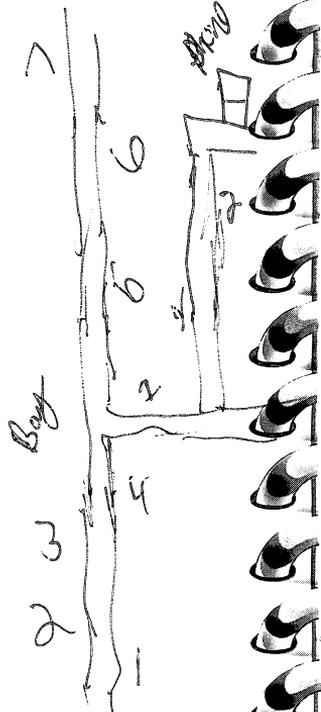
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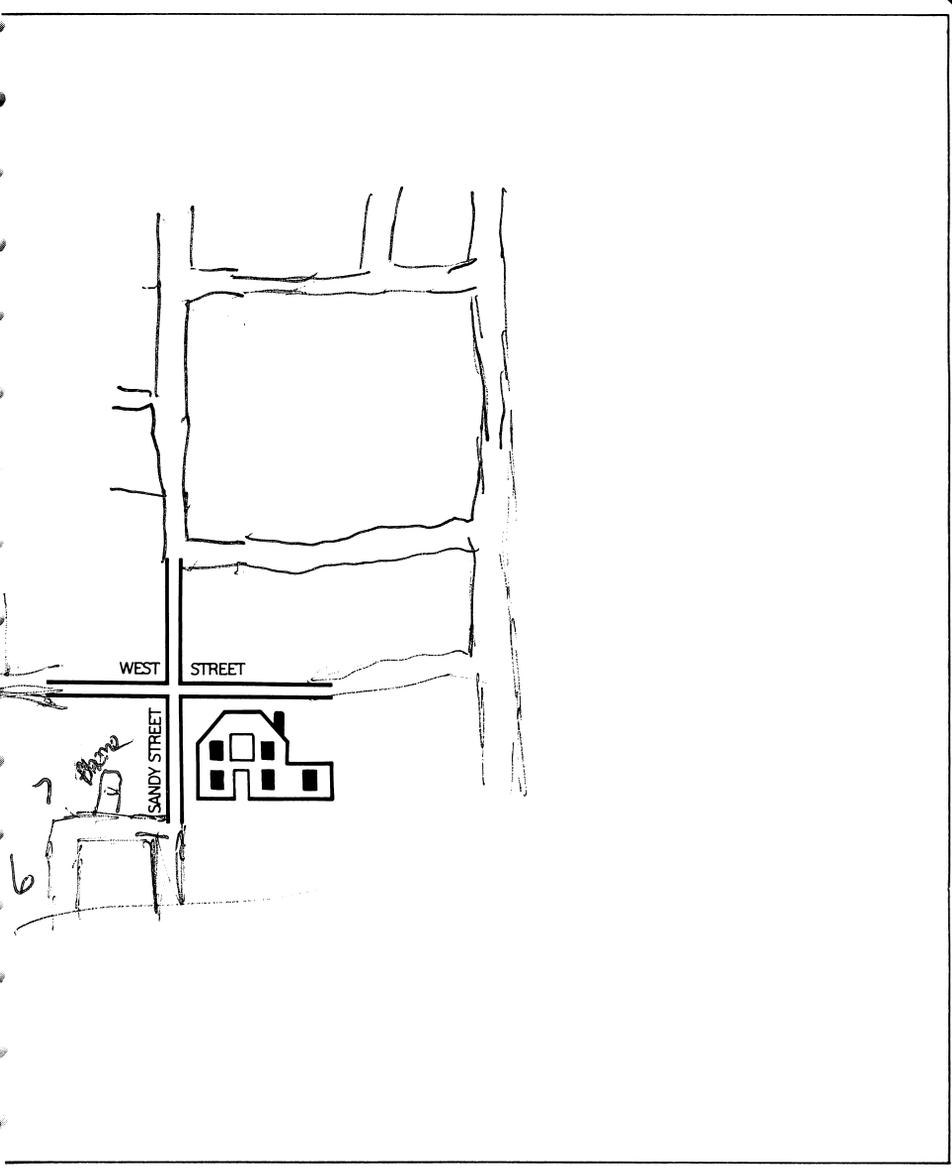
Phone:

Key words:

Map of Costa Villa

You will want to fill in this map as you drive around town.





**SNOOPER
TROOPS #2**
1/2 a Proof of Purchase
(Two 1/2 Proofs = One Proof)

If you thought The Case of the Disappearing Dolphin was exciting, hold on to your seat. Because there's more to come in the Spinnaker Snooper Troop detective series. In fact, if you ask your local Spinnaker Software Dealer about Snooper Troops he'll probably reveal the information you're looking for.

And if he doesn't, you can write us directly at: Spinnaker Software, 215 First Street, Cambridge, MA 02142.

We'll send you our latest catalog filled with our most recent selection of titles, so you can begin to build your own Spinnaker Library.

For additional copies of this Snooper Troops notebook, send \$2.00 (for postage and handling) to Spinnaker Software, 215 First Street, Cambridge, MA 02142.

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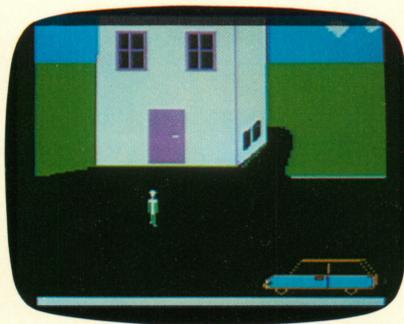


SNOOPER TROOPS™

Someone stole Lily the Dolphin from the Tabasco Aquarium. But who? And why?

As a Snooper Trooper, your job is to find out. But it won't be easy. You'll have to question suspects, talk to mysterious agents and even crawl through basements to get the facts.

The computer program provides you with all the equipment you'll need: a SnoopMobile, a wrist radio, the SnoopNet computer, a camera for taking SnoopShots, and a notebook for keeping track of the information you uncover as you get closer to



solving the mystery.

The Disappearing Dolphin offers children the challenge and excitement of solving a mystery and features full color graphics and sound.

Can you find out who stole Lily?

Tom Snyder, the author of Snooper Troops detective series, is a teacher and President of **Computer Learning Connection, Inc.**, a leading producer of educational games.

Educational Value: Snooper Troops detective games help children learn to take notes, draw maps, classify and organize information, and help develop vocabulary and reasoning skills.
Ages 10-Adult.

SPINNAKER™
We make learning fun.

ST2