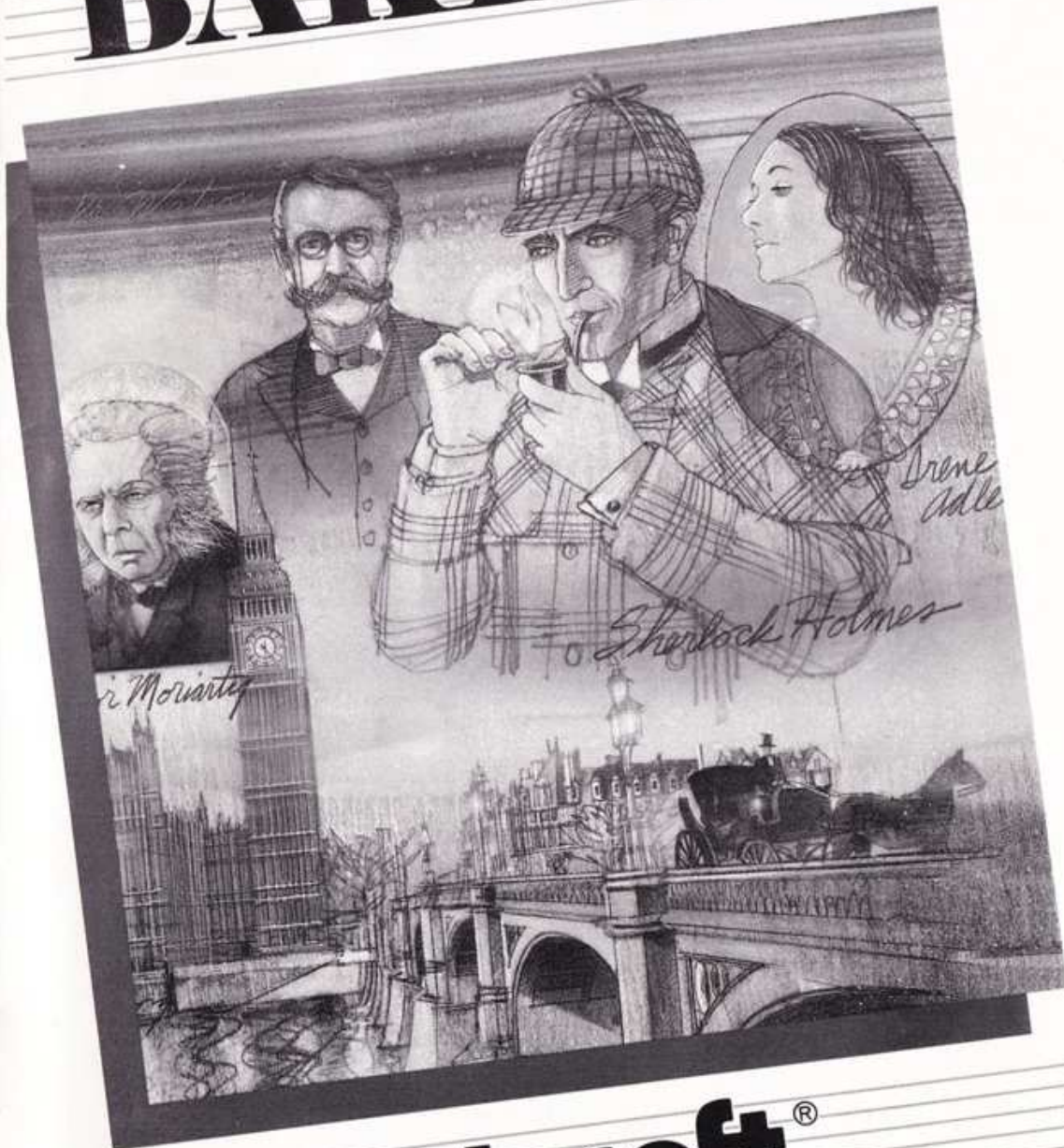


# 221 B BAKER st.®



## Datasoft®

# 221B BAKER st.

*"As he spoke, he whipped a tape measure and a large round magnifying glass from his pocket. With these two implements he trotted noiselessly about the room, sometimes stopping, occasionally kneeling, and once lying flat upon his face. So engrossed was he with his occupation that he appeared to have forgotten our presence... as I watched him I was irresistibly reminded of a pure-blooded, well-trained foxhound as it dashes backwards and forwards through the covert, whining in its eagerness, until it comes across the lost scent!"*

A Study In Scarlet

Based on the board game created by Jay Moriarty.

Computer version developed by Pacific Softech, Inc.  
in association with IntelliCreations, Inc.

Designed by Steven Duboff, Jeff Harth, and John P. Sohl.

Commodore graphics by Todd Camasta.\* Apple graphics by  
Russ Wolvek and Todd Camasta. Atari graphics by Russ Wolvek.

Speech synthesis by Software Speech™ (C) (P) 1984,  
Electronic Speech Systems of Santa Clara, CA.

Documentation by Thomas J. Clement

&

Sir Arthur Conan Doyle.

\*Courtesy of Interplay Productions.

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Commodore 64/128 is a trademark of Commodore Business Machines, Inc.

Atari is a registered trademark of Atari Computer, Inc.

Apple II is a registered trademark of Apple Computer, Inc.

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In keeping with the flavour of 221 B Baker St., English spellings are used.

*"Give me problems, give me work, give me the most obscure cryptogram or the most intricate analysis and I am in my own proper atmosphere... the last and highest court of appeal in detection!"*

#### The Sign Of The Four

*"There's the scarlet thread of murder running through the colourless skein of life, and our duty is to unravel it, and isolate it, and expose every inch of it!"*

#### A Study In Scarlet

### **REQUIREMENTS - COMMODORE 64/128™ :**

*"All this is amusing, though rather elementary...!"* (A Case Of Identity)

- Commodore 64/128 computer
- 1541/1571 disk drive
- Video monitor or TV
- Joystick (optional)
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library  
(an optional purchase)
- A Deductive Mind

### **REQUIREMENTS - APPLE II® SERIES :**

*"Draw your chair up and hand me my violin...!"* (The Adventure Of The Noble Bachelor)

- Apple II Series computer (64k)
- Compatible disk drive
- Video monitor
- Joystick (optional)
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library  
(an optional purchase)
- A Deductive Mind

### **REQUIREMENTS - ATARI® HOME COMPUTERS :**

*"I'll light my spirit lamp and give you a cup of coffee before we start!"* (The Adventure Of The Golden Pince-Nez)

- Atari home computer (64k)
- Compatible disk drive
- Video monitor or TV
- Joystick (optional)
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library  
(an optional purchase)
- A Deductive Mind

### **OPTIONS FOR ALL COMPUTERS :**

*"I have my eye on a suite in Baker Street!"* - A Study In Scarlet

- Deerstalker cap
- Magnifying glass
- Calabash pipe
- Plenty of fog and gas light

## LOADING THE GAME :

*"Come, Watson, come... the game is afoot!"* - The Adventure of the Abbey Grange

### Commodore 64/128 :

*"A collection of my trifling experiences would certainly be incomplete which contained no account of this very singular business!"* - The Musgrave Ritual

1. Turn off computer and connect Joystick to Port Two.
2. Turn on monitor or TV, disk drive, and computer (with C-128, hold down Commodore key while turning on computer).
3. Insert 221 B BAKER ST. disk into drive and close the door.
4. When *READY* appears on the screen, type **LOAD"\*\*,8,1** and press **RETURN**. The game loads and runs. Leave disk in drive during play.

**Note :** If program fails to load, try disconnecting any peripherals (except the disk drive).

### Apple and Atari :

*"So strange in its inception and so dramatic in its details...!"* - The Adventure Of The Engineer's Thumb

1. Turn off computer (remove all Atari cartridges). Connect Joystick.
2. Turn on power to monitor or TV (and Atari disk drive).
3. Insert 221 B BAKER ST. disk into drive, close the door, and turn on computer. The game loads and runs. Leave disk in drive during play.

**Exit Game :** press F3 (Commodore), ESC (Apple), START (Atari).

**PREPARING TO PLAY :** *"Every link is now in place and the chain is complete!"* - The Problem of Thor Bridge

*HOW MANY PLAYERS OR TEAMS (1-4)?* Select the number of players or teams. You're then prompted to ENTER PLAYER OR TEAM NAME (up to 10 characters). Press RETURN after typing each name.

*ARE YOU USING A JOYSTICK – Y/N?* If you wish to play with a Joystick, type **Y** (the Joystick fire button can be used anywhere you'd normally press RETURN or where you want to answer NO). For a Keyboard only game, type **N**.

*DO YOU WANT CODED Clues – Y/N?* This lets you choose whether or not to receive game Clues in a secret Code known only to you.

*OPTION SUMMARY* If the options you've picked are to your satisfaction, hit **Y**. If not, strike **N** and reselect.

**CODED CLUE ASSIGNMENT :** *"I am fairly familiar with all forms of secret writings... but I confess that this is entirely new to me. The object of those who invented the system has apparently been to conceal that these characters convey a message...!"* - The Adventure Of The Dancing Men

Open this booklet to its centre. There are 20 Clue Codes, arranged in four **Code groups** (A, B, C, D) of five **Code numbers** each. If you decide to play the game using Clue Codes, the

computer assigns you your own Code group (unchangeable for the entire game). From this, you're given a Code number (changeable during the game).

Example: The computer assigns you A3; this means you are playing the whole game in Code group "A" and starting off with the Code number of "3" (which you can change later).

Clues appear "scrambled" on the screen. These scrambled letters correspond with the **Alphabet Line** (in bold letters) at the left of the Code groups. The column of letters beneath your Code number is used to "decode" the scrambled letters from the Alphabet Line.

**Example** : If you've been assigned A1 to play the game and your Clue Code is EINKL, the letters across from **EINKL** spell ADLER (Irene's last name).

The other players may break your Code (the bounders!). This means that while you're deciphering your Clue, they'll be trying to figure it out as well. If it seems that these cunning Code-crackers are on to you, throw them off your scent by picking a new Code number (this is done at the Carriage Depot). There's no limit to how often you may do this.

**Note** : Perforation marks separate the four Code groups. We recommend that you photocopy this page several times; this way, you'll always have the original intact in the documentation. Cut the copies apart and give each player his assigned Code group.

Further, we suggest you keep quill and paper handy to jot down pertinent facts or suspicious events (lemon juice, by the by, makes an ideal "invisible" ink; if you don't wish to be so secretive, any common variety writing medium -- pencil or pen -- should prove adequate to the task).

**CHARACTER SELECTION SCREEN** : *"You would have made an actor, and a rare one!"* - The Sign Of The Four

Players may choose whom they want to portray: Sherlock Holmes, Dr. Watson, Irene Adler, or Inspector Lestrade (if you want the computer to call you by your character name, type that instead of your own at the beginning of the game). Press RETURN after donning the character disguise of your choice.

**STARTING A CASE** : *"We approached the case with an absolutely blank mind, which is always an advantage!"* - The Cardboard Box

The first 30 Cases are on the back of the Game disk. You're prompted to turn the disk over or insert a Case Library disk (two additional Case Libraries are available). Choose the Case by number, then press RETURN. Once you've chosen, you're prompted to reinsert Side One of the Game disk and again press RETURN.

**CASE BOOK & SOLUTION CHECKLIST** : *"Lestrade took out his official notebook and refreshed his memory from its pages!"* - The Adventure Of The Six Napoleons

You simply cannot play 221 B BAKER ST. without reading the Case Book. Every game's Case history has vital background information necessary for solving each abominable atrocity. There are no limits on how often players may refer to the Case Book.

If your experience with the English environs is wanting, jot down your travels on the Solution Checklist. Use the Checklist to catalogue Clues, plan strategies, and to remember where



you've been (this way, you won't be embarrassed by your companions' shouts of, *"Stop! where are you going?"* - The Adventure Of The Three Gables).

CODE GROUP A						CODE GROUP B						CODE GROUP C						CODE GROUP D					
A	S	R	E	S	N	A	C	J	Y	T	F	A	D	G	X	Y	Q	A	L	V	Y	I	P
B	P	O	R	C	Y	B	I	G	R	M	N	B	R	E	N	C	O	B	Z	Q	G	O	X
C	H	I	A	X	D	C	E	I	J	Z	E	C	W	I	O	U	G	C	Q	T	M	M	V
D	J	M	Z	D	X	D	O	K	O	Y	U	D	O	L	B	O	X	D	D	B	H	Z	T
E	A	C	U	O	L	E	Y	M	U	U	R	E	H	V	U	P	M	E	B	D	T	C	R
F	U	V	N	W	Q	F	G	Q	F	S	H	F	S	M	A	C	E	F	G	C	N	A	M
G	W	P	J	H	T	G	L	B	H	I	O	G	V	U	S	G	W	G	O	I	X	X	B
H	B	N	T	J	Z	H	B	X	Q	O	B	H	M	J	R	V	J	H	N	G	E	L	D
I	D	D	S	L	R	I	J	S	S	F	P	I	P	K	K	D	K	I	E	F	K	P	E
J	C	G	G	B	C	J	D	C	A	P	V	J	J	W	I	Q	Z	J	J	L	L	W	N
K	E	Q	M	E	S	K	Z	E	P	W	W	K	T	S	Z	H	S	K	S	R	V	V	I
L	R	U	P	T	G	L	T	P	V	B	L	L	X	A	P	W	N	L	U	H	C	T	Y
M	M	S	I	K	O	M	P	L	Z	V	X	M	U	Y	G	I	Y	M	C	K	J	E	S
N	L	X	Y	V	K	N	V	U	X	N	Y	N	C	B	W	J	D	N	R	N	U	Y	W
O	X	J	W	P	J	O	K	A	M	H	S	O	A	D	H	X	U	O	H	A	F	K	U
P	Z	W	H	F	M	P	F	T	W	Q	Q	P	K	X	E	K	A	P	V	S	Q	B	F
Q	K	Y	V	Z	A	Q	R	O	N	E	A	Q	F	T	T	R	P	Q	M	O	R	J	L
R	O	H	X	G	W	R	S	V	E	L	Z	R	G	C	Y	B	F	R	X	E	S	R	H
S	V	K	B	Y	I	S	N	Y	G	D	T	S	Y	H	Q	E	V	S	F	U	Z	F	A
T	N	F	Q	I	V	T	M	F	C	C	J	T	Q	F	N	L	R	T	A	J	W	G	K
U	Q	B	D	M	B	U	X	Z	K	J	M	U	Z	R	L	Z	I	U	K	W	A	Q	J
V	Y	A	F	Q	U	V	Q	N	T	R	I	V	B	P	V	S	H	V	Y	P	D	U	O
W	I	Z	L	A	E	W	W	D	B	G	D	W	E	Z	F	A	B	W	W	M	B	D	Z
X	T	E	K	N	F	X	U	H	L	K	K	X	L	Q	M	M	C	X	P	Z	I	N	Q
Y	G	L	C	R	H	Y	H	R	D	A	C	Y	N	O	D	F	T	Y	I	Y	P	S	C
Z	F	T	O	U	P	Z	A	W	I	X	G	Z	I	N	J	T	L	Z	T	X	O	H	G
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8	2	3	6	1	2	8	3	0	3	3	0	8	9	0	9	2	9	8	2	9	3	0	2
9	4	1	7	4	5	9	7	3	7	8	4	9	6	4	5	1	1	9	6	7	0	2	5

**DIE** : *"Aye, there's the genius and the wonder of the thing!"* - The Final Problem

Roll the Die to determine how far you can move each turn. With the C-64 and Atari, hold down the SPACE BAR, releasing it to stop the Die (any Joystick fire button may also be used). On the Apple, tap the SPACE BAR once to roll, once more to stop; or use the second button on the Joystick.

To the faint of heart, we apologize that the singular for Dice has such a chilling and final sound to it!

**MOVING :** *“The thief or the murderer could roam London on such a day as the tiger does the jungle: unseen until he pounces, and then evident only to his victim!”* - The Adventure of the Bruce-Partington Plans

You can travel through London using either the Joystick or the Keyboard. Push up on the Joystick to move Up the screen (**I** on Keyboard), pull down to move Down (**K**); push the Joystick left to walk Left (**J**), right to walk Right (**L**).

As you perambulate the fog-shrouded streets, the number of moves you make registers on the lower left of the screen. If you make a wrong turn, happen up a blind alley, or get too close to the chilly Thames, simply retrace your steps. You can do this as long as you haven't moved the total allotment of steps; in other words, if you rolled six and have only gone five steps, you can double back. If you have gone six steps, however, your position is locked in and your turn is over (the Die disappears).

**Note :** Whenever you enter a location, the computer counts that entrance as a “Clue received.” This affects your game Rating (see Rating Screen section). For this reason, it's an extremely good idea to slow down when you approach a location. Your momentum may cause you to lose your footing, slip, and enter a place you didn't want to enter; this is ESPECIALLY true near Hyde Park and The Dock (which are very “slippery when wet” locales).

**MAP SCREEN :** *“Let us try to reconstruct the situation,” said he, “as we drove swiftly past the Houses of Parliament and over Westminster Bridge!”* - The Disappearance of Lady Frances Carfax

When **M** is pressed, you're shown a helium-balloon view of London, your position given as a flashing square (humiliating, but effective). The other players are also visible, appearing as different colours on the Map (initials show who is whom: IA -- Irene Adler; LS -- Inspector Lestrade; JW -- Dr. John Watson; SH -- Sherlock Holmes). The Map may be viewed at any time during your turn (Apple users can also access the Map by pressing the top button on the Joystick). To exit, press any key or the Joystick button.

**GAME PLAY OBJECTIVE :** *“You see, my dear Watson, it is not really difficult to construct a series of inferences, each dependent on its predecessors and each simple in itself!”* - The Adventure Of The Dancing Men

The game begins at 221 B Baker St. The object is to solve the mystery before your opponents. It should be remembered that these “opponents” are also your friends (you're not fighting that Napoleon of Crime, Professor Moriarty, on this one). Hence, a good amount of Victorian civility should be used as you try to beat the trousers or petticoats off the other players!

**BADGES :** *“I have been down to see Lestrade at the Yard. There may be an occasional want of imaginative intuition down there, but they lead the world for thoroughness and method!”* -The Three Garridebs

Players receive detective badges at Scotland Yard. Badges lock locations, preventing opponents from just walking in after you've acquired the valuable Clues you need (blue badges mark which locations have been locked). Only one badge can be carried at a time. You may not lock three locations: 221 B Baker Street, Scotland Yard, or the Locksmith Shop.

**Note :** You must have a badge when you return to 221 B Baker St. to give your solution of the crime.

**KEYS :** *"How came you to leave the key in the door?"* - The Adventure of the Three Students

Players start each game with one key. Keys are needed to unlock locations and to enter Secret Tunnels. Once a key is used, it's lost. You can get new ones from (where else?) the Locksmith Shop. Ah, but you can only possess one key at a time.

**GAME PLAY STRATEGY :** *"It must be an exceedingly delicate and complex affair from your point of view!"* - The Adventure Of The Sussex Vampire

You don't want to muck about, plodding through the game while your opponents logically, deftly, and skillfully patch the proliferous puzzle together! Be on your toes, keep your eyes wide, and deduce, deduce, deduce.

You'll develop your own strategic sense as the games progress, but here are a few hints. Use badges and keys wisely (is it worth locking a location right near the Locksmith Shop?). You don't have to let the other players see your Clues on the screen (a clever opponent may learn too much from watching you play!). Keep track of how many Clues you've gotten (if you can win a game with an "Inspector" rather than a "Constable" rating, all the better).

**BUILDINGS, THE DOCK, & HYDE PARK :** *"I should like just to remember the order of the houses here. It is a hobby of mine to have an exact knowledge of London!"* - The Red-Headed League

Crimson arrows mark the portals of several important locations. Upon entering, you'll be given a Clue! Entrance is gained by using the Joystick or by hitting a direction key on the Keyboard.

If you enter Hyde Park at one end, you'll always exit at the opposite end. If you travel to the Park from the Carriage Depot, you'll always leave the Park via the lower exit.

**Note :** Once you enter a location and receive information, your turn is over. If you had moves left on your roll of the Die, these are now gone.

**CLUES :** *"Ah, I think that what you have been good enough to tell us makes the matter fairly clear and that I can deduce all that remains!"* - The Adventure Of The Copper Beecher

Upon entering a location, you'll receive a Clue (no Clues are given at 221 B Baker St.). If this is in Code, decipher it. Remember, not all Clues are pertinent; as Holmes said, *"It is of the highest importance in the art of detection to be able to recognize out of a number of facts which are incidental and which vital!"* - The Reigate Squires.

Some Clues are in two or more parts (Motive Clues, Weapon Clues, etc.) and you must piece these together as you progress from one place to the next. Keep track of your Clues in that incredibly analytic mind of yours, or on the [Solution Checklist](#).



**SECRET TUNNELS :** *“Come this way, if you please. He led us down a passage, opened a barred door, passed down a winding stair...”* - The Man With The Twisted Lip

If you're in the know, you're aware that the manhole cover found near the Locksmith Shop and Scotland Yard lead into “secret tunnels.” Each of these peculiar paths whisks you to one of seven random areas (the Locksmith Shop tunnel has one Set of even routes; the Scotland Yard tunnel has a second set; where one tunnel takes you, the other will not!). 221 B Baker St. is the only location without secret tunnel access. Since these tunnels are always locked, a key is required.

Tunnels transport you into both unlocked and locked locations. Locked locations remain locked when you leave (downright sneaky, what?). Another tunnel travel advantage is that you don't have to walk from one place to another.

A disadvantage is that you can never be sure where you're going till you get there (an exhilarating excursion for an adventurer).

**Safety note :** These tunnels may wend near one of the underground rail routes (Baker St. Station opened on 9 January 1863). There've been no game fatalities yet, but do be careful.

**CARRIAGE DEPOT :** *“A brougham was waiting with a massive driver wrapped in a dark cloak, who, the instant that I had stepped in, whipped up the horse and rallied off to Victoria Station!”* - The Final Problem

Watch your step! In the Carriage Depot you can hire a “cab” (hansoms, landaus, and broughams are all popular). The going 1890s rate is around 20 pence, but considering how often you've rescued the city from doom, you're never charged. Choose one of 14 specific routes. The only restriction is if the location you want is locked. Naturally, having a key will circumvent this encumbrance.

If you don't want to go racing over the city's colourful, cobbled roads, you may ask for a Clue or change your Code. These two options appear at the end of the Carriage destinations list.

**SOLVING THE CASE :** *“Has anything escaped me? I trust there is nothing of consequence which I have overlooked!”* - The Hound Of The Baskervilles

When you've gathered enough Clues to solve the Case, the next step is elementary: head straight away to 221 B Baker St. (don't forget that badge!). Once there, you're asked questions pertinent to the mystery's resolution. If you solve the crime, you are hailed as the winner and the entire scenario is revealed to your opponents (being the winner, you already know how you solved the crime).

If, however, you've left a stone or two unturned, you are forced to scurry back to Scotland Yard for another badge. And make haste! Your opponents may now have the upper hand.

## **BEHIND THE SCREENS OF 221 B BAKER ST...**

**SOLUTION SCREEN :** *“It is an error to argue in front of your data. You find yourself insensibly twisting them around to fit your theories!”* – The Adventure Of Wisteria Lodge

To Solve the Case, you must turn the disk over or insert a supplemental Case Library Disk (as you did to select a Case at the beginning of the game). No matter how confident you are,

you'd best be advised not to let your fellow players see the questions. We don't want to give them an edge if you get something wrong, do we? If you've bungled the Case, continue the game by reinserting Side One of the Game disk.

**EXPLANATION SCREEN :** *"It is simplicity itself so absurdly simple that an explanation is superfluous; and yet it may serve to define the limits of observation and of deduction!"* - The Sign Of The Four

If you solve the caper, not only will London be able to sleep a little easier (Gentlemen, re-pocket your revolvers... Ladies, put away the smelling salts), but the logic of your deductions will be shown on the screen (if your line of reasoning doesn't quite match the explanation, who's to know?). England thanks you.

**RATING SCREEN :** *"Well Watson, you have one more specimen to add to your collection!"* - The Red Circle

You may have solved the crime, but how many Clues did it take? The fewer the Clues, the higher the Rating.

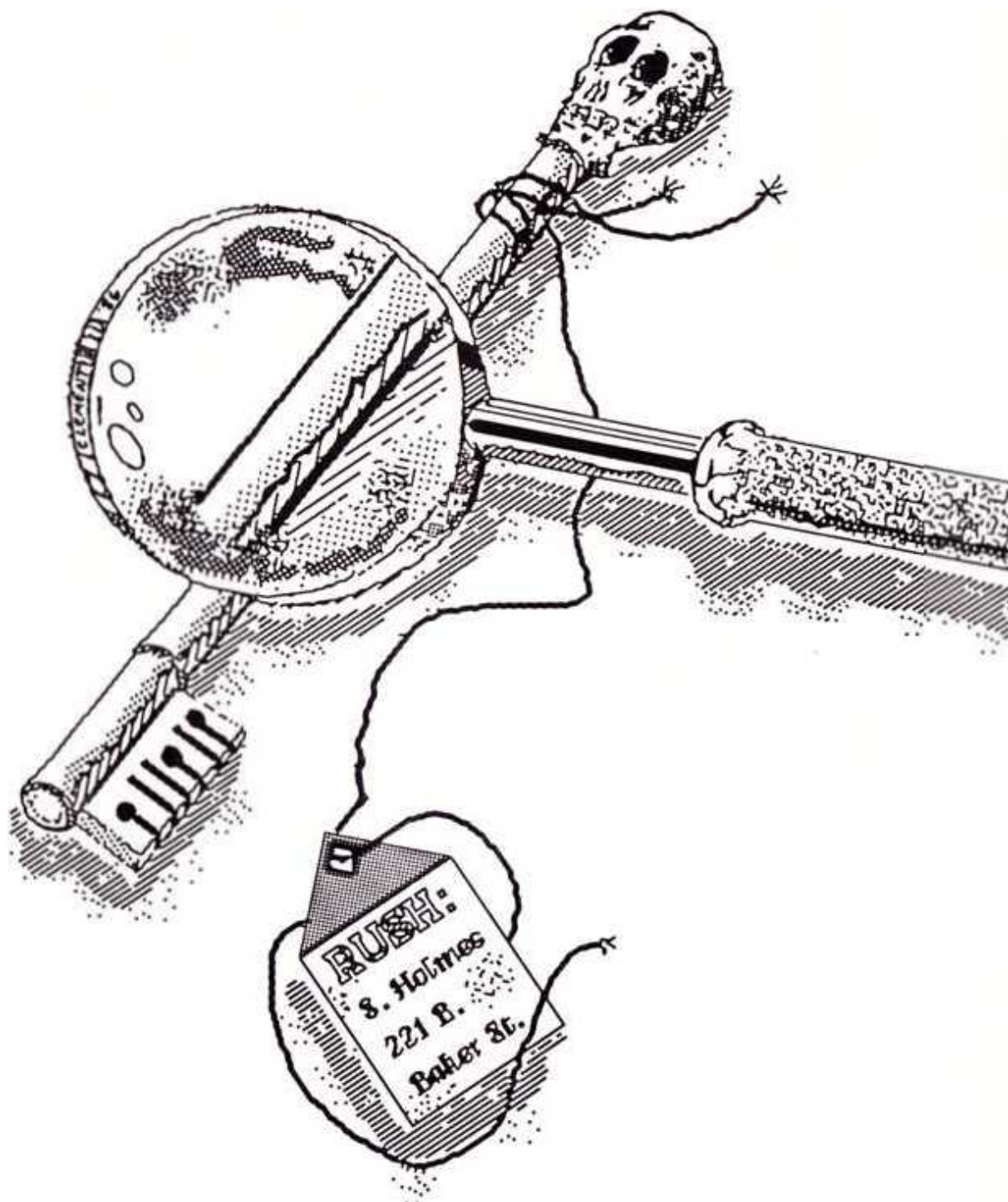
1 – 5	Clues – Highest Rating :	Inspector
-------	--------------------------	-----------

6 – 10	Clues -- Sufficient Sleuthing :	Sergeant
--------	---------------------------------	----------

11 – 14	Clues -- A Tad Flat-Footed :	Constable
---------	------------------------------	-----------

*"You reasoned it out beautifully... so long a chain and yet every link rings true!"* - The Red-Headed League

One ghastly crime solved... 29 more to go...



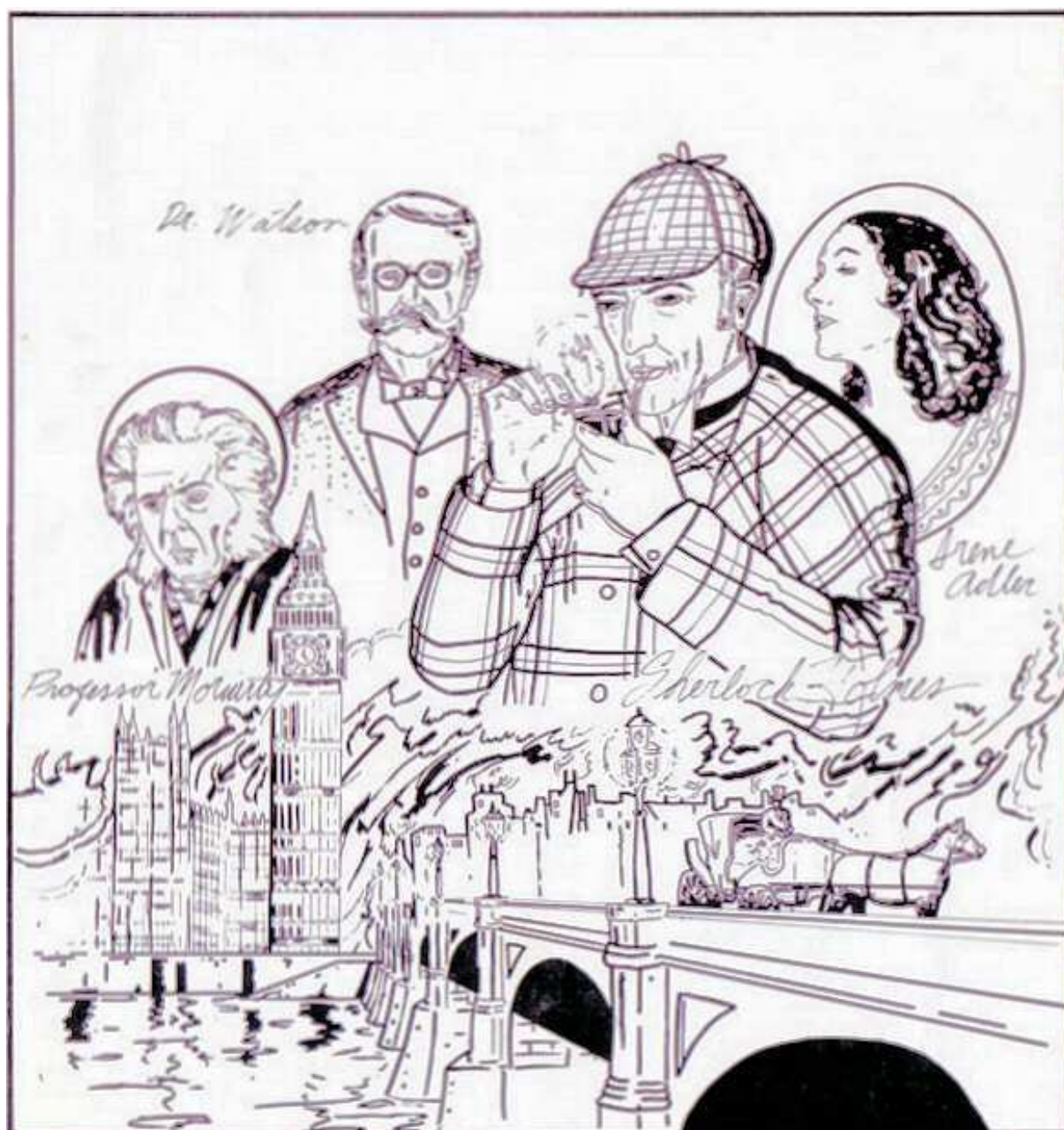
# Datascsoft<sup>®</sup>

19808 Nordhoff Place, Chatsworth, CA 91311

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# 221B BAKER<sup>st.</sup>

CASE BOOK 1



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## **Case #1**

### **The Adventure of the Unholy Man**

A strange preacher had come to town, a large morocco-bound Bible under his arm. Scotland Yard is puzzled when the preacher is found stabbed to death in his balcony seat at the Playhouse during a performance of Hamlet.

Duchess Tallcourt, who accompanied the victim to the Playhouse, discovered the body upon returning from the powder room after intermission. The preacher's Bible was gone; and on the floor nearby were a German-made cigarette and a packet of aspirin.

It was common knowledge that the Duchess, previously a benefactor of the Bishop of Whittenfroth, had come to support the new preacher's views. This greatly angered the Bishop and Duke Tallcourt.

The Longworth Acting Troupe was performing the play, Earl Longworth in the lead. Longworth, a rascally cad, had been wooing the Duchess's daughter, Anastasia, in hopes of gaining support for his poverty-stricken troupe.

Scotland Yard wants to know a) who killed the preacher, b) the weapon, and c) the motive. The game is afoot!

## **Case #2**

### **The Adventure of Silver Patch**

Yesterday morning, the famous thoroughbred horse, Silver Patch, and his trainer, Oscar Switt, were found dead in the horse's stall at the Cosgrove Stables. The horse had been poisoned; and the trainer had been hit over the head and stabbed repeatedly with a sharp object.

Silver Patch, so named for the patch of silver hair on his mane, was owned by Sir Reginald Cosgrove, a breeder who also owns four other horses.

Persons routinely questioned by Inspector Gregson of Scotland Yard include Sir Reginald Cosgrove and his petite wife, Madame Hilda Cosgrove; the Cosgrove cook, Mrs. Maggie Doan; Mrs. Doan's husband, house painter Henry Doan; and rival horse breeder, Sir Archibald Baxter. Scotland Yard is also looking for one Bobby Jansen, a stable boy who left the Cosgrove's employ, unhappily, about a month ago.

The only clues discovered at the scene of the crime were some broken pieces of glass from the bottom of an ale bottle and a pawnbroker's ticket.

Unable to develop a solid lead, Inspector Gregson has come to 221 B Baker Street to consult with the master sleuth. Gregson wants to know a) who killed the horse and the trainer, b) the weapon used to kill the trainer, and c) the motive.

The game is afoot!

### **Case #3**

#### **The Adventure of the Chameleon's Vengeance**

Byron Chivers, a boyhood friend of Sherlock Holmes, arrives from Switzerland with a fine Swiss pocket watch as a present for the famous sleuth.

Byron, Watson, and Holmes are about to leave for the Playhouse, where violin virtuoso Alfredo Fetuchinni is going to perform. It is well known that Holmes is a violin buff, so Playhouse director, Sir Charles Higginbottom, has asked Holmes to play a duet finale with Fetuchinni.

While Byron, Watson, and Holmes are waiting for their carriage, Inspector Lestrade rushes up with ominous news: The Chameleon, a master of disguise, has escaped prison. It was Holmes who originally captured the Chameleon, and the criminal swore vengeance on this, the first anniversary of his capture.

Fearing for his friend's life, Watson attempts to prevent Holmes from going to the concert. But the detective is adamant.

At the Playhouse, Madam Clara Leslie, a wealthy patron of the arts, presents Holmes with a potted geranium. Carriage driver Jerome Magnuson tells the party he'll return to pick them up after the concert.

Watson attends to the WC and returns with a sudden case of laryngitis, blaming it on his nervousness concerning the Chameleon. Sir Charles Higginbottom personally greets Holmes' party to show them to their balcony seats, and Holmes notices that Sir Charles is extraordinarily pale.

The Chameleon has indeed formulated a plot which involves a deathly surprise for the master detective. In order to abort the Chameleon's plan, Holmes must find out a) what the surprise is, b) where the surprise is hidden, and c) unmask the Chameleon.

The game is afoot!

### **Case #4**

#### **The Adventure of the Coded Message**

Last week the sad song of a hungry canary drew landlord Hilda Trevors to check the small room above the Pawnbroker shop, where she found the canary's owner and proprietor of the Pawnbroker shop, Rafer Harmon, dead of a heart attack.

Harmon was slumped over his Edwardian style desk, surrounded by a roomful of assorted pawned items such as a riding saddle; a cobbler's bench; a complete set of Old English armour; a handmade wooden battleship; an old handcarved Hotel sign; a collection of Dutch pottery; and an array of musical instruments, clocks, and watches.

On the desk top next to Harmon was an envelope addressed to one Harry Blake, in care of a prison in Switzerland.

An investigation by Scotland Yard has revealed that Rafer Harmon was actually Rudolph Hickel, a petty thief wanted by authorities for his involvement in a number of burglary capers, Hickel dropped out of sight a few years ago after double-crossing a band of fellow thieves involved in a London Museum jewel heist.

Hickel disappeared with the two most valuable items of the heist - the famous matching Eyes Of Lucifer pearls, worth over fifty thousand pounds apiece. His partners, and Scotland Yard, have been searching for Hickel ever since.

The envelope on Hickel's desk contained a note, apparently written in code. Scotland Yard believes that Hickel knew he was dying and penned this note, intending to send it to his old friend Harry Blake, who is due to be released from prison in two weeks.

The coded note reads as follows: XQZMZBDCHRMHRKQZDO

Unable to crack the code, Scotland Yard has come to Sherlock Holmes for assistance. The Yard wants Holmes to a) translate the coded message.

Watson shakes his head in bewilderment as Holmes studies the message, takes a puff on his pipe, and remarks that this should be a rather elementary code to break.

The game is afoot!

## **Case #5**

### **The Adventure of the Clerk's Demise**

Inspector Gregson and his Scotland Yard assistant, Inspector Alfred Cooke have braved the bitter air of one of London's coldest winters on record to come 'cross town to 221 B Baker Street. Standing before the fireplace, the two Scotland Yard detectives wait until they are sufficiently thawed out before they finally speak.

Addressing Holmes and Watson, Gregson relates the circumstances surrounding the curious incident of the tobacco clerk, Manfred Maloney, who was found stabbed to death in the Tobacconist shop this morning. Near the dead man's body were a puddle of water and a rolled up newspaper. The forefinger of Maloney's right hand was smeared with blood, and the word ERIN was scrawled in blood on the cigar case above his body.

Gregson believes that if they can just find a woman named Erin who knew Maloney, they can solve the mystery. Gregson's assistant, however, has suggested that the word ERIN is a code word for the Erse Kernes, a secret revolutionary group active in Ireland during the country's last struggle with Britain; and he believes that Maloney's death was some sort of revenge killing.

Gregson asks Holmes which of the two theories the Baker Street sleuth thinks correct, but Holmes expresses his wish to visit the scene of the crime before embracing any theories.

At the Tobacconist shop, Holmes notices that the area behind the counter is in disarray, as if someone had been frantically searching for something. And above the back shelf, next to a photograph of Maloney himself smoking a pipe, is a large hanging calendar. Penciled into the calendar block containing today's date are the initials "D.H." and the time "9:00 a.m.".

"Did you find a weapon?" Watson asks the Scotland Yard detective. "No," replies Gregson.

"Do you have any witnesses or suspects?" asks Watson.

"None," says Gregson. "The body was found this morning by carriage driver Daniel Hardy, who stopped in the shop to purchase some pipe tobacco."

"Indeed," remarks Inspector Cooke, "this is a very complex case. It seems too much to hope that we will ever find the solution."

"Not so, Inspector," offers a confident Holmes. "Quite often, the more complex a case appears on the surface, the simpler the actual solution." Holmes assures them they will be able to discover a) who killed the tobacco clerk, b) the weapon, and c) the motive.

The game is afoot!

## **Case #6**

### **The Adventure of the Rewritten Death**

The curtain rises on the third act of a Playhouse mystery, Sherlock Holmes and Dr. Watson attending the performance.

Playhouse star Roderick Garrick, dashingy costumed in a crimson uniform, acts to solve the puzzling death of a fellow officer.

In the wings Vance Hillyard, Garrick's understudy, stands silently reflecting on each movement the noted Thespian makes. Playhouse owner Ogden Bennett, fretting over declining ticket sales, paces nervously behind the scenery.

On stage, the lovely Regina Fulton, actress-wife of playwright Stephen Fulton, sobs under questioning. Albert Boswell, attired in a green officer's tunic to denote the Rifle Brigade, steps to her side.

In a stunning denouncement, Garrick reveals Boswell to be the murderer. Cornered, Boswell draws a revolver; the two men grapple. A shot rings out; a second shot ensues. Boswell recoils, falling lifelessly between the footlights.

Applause is short. Regina Fulton hysterically screams for a doctor. Albert Boswell has been murdered.

Roderick Garrick swears the second shot did not result from the staged light; prop master Cliff Acker insists he loaded the gun with blanks; and playwright Stephen Fulton, discounting rumors of an affair between his wife and Boswell, vows the sole reason he wrote the confrontation scene, substituting a revolver for a knife, was in the interests of better drama.

Holmes must find out a) who killed the actor, and b) the motive.

The game is afoot!

## **Case #7**

### **The Adventure of the Pillaged Pawnbroker**

Early this morning, Miles Balfour, the proprietor of the Pawnbroker shop, was found stabbed to death behind the main counter of his establishment. The lock on Balfour's front door had been broken and live pounds eleven shillings was missing from the Pawnbroker's cash till.

A careful inventory, conducted by Scotland Yard, also revealed that the bizarre thief had absconded with the following items: yesterday's newspaper, a porcelain flower vase, a ball of string, and a helmet which was unbolted from a complete set of Old English armour.

Mrs. Eunice Balfour, who discovered her husband's body, is at a loss to shed further light on the tragedy. She recalls that her husband, who had recently purchased the shop from Alistair Krebs, had only bitter words for his unprofitable investment.

Indeed, Mrs. Balfour could remember only three customers during the entire week: newspaper reporter Henry Kirk, who paid in coin to redeem some books; Mrs. Phyllis Cahill, who cleaned out her husband John's attic; and Playhouse manager Wilbur Partridge, who pawned a dusty prop box for which he couldn't find a key.

Scotland Yard theorizes Balfour happened to surprise a thief burgling the shop during the night and they have arrested Paulie "The Pick" Chandler, a petty crook who was seen in the area.

Informed of the facts in the case, Sherlock Holmes is convinced a thread of deeper logic runs throughout the extraordinary affair and that Scotland Yard has yet to find a) the killer, b) the weapon, and c) the motive.

The game is afoot!

## **Case #8**

### **The Adventure of the Empty-Handed Thief**

Yesterday evening, the shiftless owner of the Boar's Head Inn, Jerome Galton, was found murdered in his study above the Pub.

Mrs. Bernice Galton, the deceased's rather plain wife, stated she left the upstairs flat hurriedly around 5:30 p.m. to pay an overdue grocer's bill. After dining with her father, Lord Renshaw, at the Hotel, Mrs. Galton returned at 8 p.m. to find her husband lying on the floor amid scattered papers, broken glass, and several overturned chairs.

The door of Galton's wall safe was open, and a box containing the Renshaw diamonds, bequeathed to Beatrice by her late mother, Lady Renshaw, was missing.

Miss Cynthia Dale, the comely waitress at the grogshop, remembered Galton had seemed fretful earlier that afternoon when he had received in the mail an inordinate amount of correspondence, and, grumbling, retired to his study to open the letters.

Police constables learned tobacconist Zachary Burke had engaged Galton in a heated quarrel on the day of the murder. But both Burke and Lord Renshaw proved most uncooperative under questioning.



However, the most startling development of the case occurred this morning, when a royal European family informed authorities that they had secretly purchased the Renshaw diamonds from Galton two years ago.

Scotland Yard wants to know a) who killed the pub owner, b) the weapon, and c) the motive.

The game is afoot!

## **Case #9**

### **The Adventure of the Peculiar Charwoman**

Last week the body of a young charwoman was found in the storeroom of the Tobacconist. Tobacco dealer Daniel Ferguson, who discovered the dead girl, has identified the victim as Bessie Kidder, a new employee of the firm.

Mrs. Louise Ferguson, the tobacco dealer's wife, rather callously remarked that her husband probably worked the poor girl to death.

Indeed, all evidence suggests the victim did expire from the rigors of her job or, at least, by natural causes. No marks were found on the body and a coroner's report indicates no trace of poison.

Persons routinely questioned by Inspector Lestrade of Scotland Yard include Lowell Quilley, a clerk who insists he never met the unfortunate girl; Ralph Pennman, a delivery man who refuses to answer any questions without the presence of a solicitor; and Daniel Ferguson, who claims the investigation has upset his delicate schedule of weekly commuting to his Liverpool shop.

Inspector Lestrade would readily close the case were it not for one disturbing piece of evidence: Bessie Kidder apparently reported for work with painted fingernails. Holmes must find out a) who killed the charwoman, b) the motive, and c) the cause of death.

The game is afoot!

## **Case #10**

### **The Adventure of the Duchess's Demise**

The kindly Duchess of Barrington was found murdered this afternoon in her sitting room at Barrington Manor. She had been brutally struck over the head with a fireplace poker.

Scotland Yard has learned from the housemaid, Mrs. Maggie Wyatt, that a bridge party was in progress during the time of the murder.

The Duchess, an expert player, would but watch, seemingly content to enjoy having company in her lonely estate.

The players included Lucy Blackthorn, the Duchess's niece; Colin Rodney, Lucy's suitor; Alex Stafford, a retired music hall performer; and Vera Bigelow, a charming young woman of obscure origins.

Mrs. Wyatt stated that Rodney, goaded into a foul mood by his continual tosses, frequently snapped at the Duchess, and did his chances of obtaining the Duchess's consent to Lucy's marriage great harm.

Appearing considerably ruffled, the Duchess excused herself and retired to her sitting room. She asked that each player might visit her, when, as dummy, they would take no active part in the play of a hand.

After Rodney's visit, the Duchess called down, inviting Stafford to come up when he could.

As Stafford left the sitting room, the players heard the Duchess call through the door in a shrill and somewhat strained voice. "You'll help me, won't you, Alex?" to which Stafford nodded in reply.

Those words were the last the guests of Barrington Manor ever heard the Duchess speak. From that moment, the players were never out of sight of each other; the Duchess's sitting room was in plain sight of the card parlor; yet, someone, somehow, had managed to commit murder.

Scotland Yard wants Holmes to uncover a) who killed the Duchess, b) the motive, and c) how the killer's alibi was established.

The game is afoot!

## **Case #11**

### **The Adventure of the Deadly Caller**

The annual Lyons family reunion at the Hotel has been postponed indefinitely. This morning, the wealthy matriarch of the clan, Mrs. Griselda Lyons, was found poisoned in her Hotel room.

The windows and the door were all still locked from the inside and nothing eatable or drinkable was found in the victim's room.

Hotel manager Giles Hagedorn, who was drawn to the room by a complaint from a guest overhearing a whistling radiator, states Mrs. Lyons was able to gasp three words before she expired: "I called him."

Scotland Yard has arrested Hotel bellhop Bruce Sinclair and is holding him for the murder of the guest.

Sinclair swears he is innocent, but admits he answered a call by Mrs. Lyons during the night to open a heating ventilator near the woman's bed.

According to Mrs. Lyons' stepson, Captain Victor Juno, recently returned from duty in India, the family took adjoining Suites at the Hotel and spent the afternoon on a picnic in the Park where a quarrel ensued.

Against her mother's wishes, Priscilla Lyons had invited Homer Mayhew, a Bank teller who had continuously courted Priscilla during her stay in London.

Late in the evening, the family adjourned to the Pub, where Mrs. Lyons introduced her fiance, Lorenzo Marchetti, a flamboyant young man many years her junior. To prove Sinclair's innocence, Holmes must unmask a) the killer, b) the weapon, and c) the motive.

The game is afoot!

## **Case #12**

### **The Adventure of the Spinster's Will**

Wealthy spinster Miss Murgatroyd Pierpoint has died in her sleep. The deceased, found in the bedroom of her townhouse near the Park, had on her nightstand an unread newspaper, a packet of aspirin, and a bottle of brandy, which Miss Pierpoint claimed to have used for medicinal purposes.

A reading of the elderly lady's will was conducted this morning.

To her niece, Miss Florence Catlett, Miss Pierpoint bequeathed the sum of live thousand pounds, with the sole condition that the money would be forfeit if her niece married within five years.

The proviso drew an outburst from Miss Catlett's fiance, Elmo Wadsworth, a stevedore at the Dock.

Housemaid Daphne Farber was remembered with a trust paying two thousand pounds a year. The trust was to be continued as long as the maid cared for Miss Pierpoint's poodle, 'Flopsy.

To druggist Ward Ramsey, Miss Pierpoint facetiously bequeathed a played out gold mine, which she claimed was as worthless as Ramsey's promises to marry her had been.

The druggist took his misfortune in good humor, stating that the spinster had, over the years, relished informing him of her vindictive provision.

The remainder of Miss Pierpoint's estate was to revert to Lawyer Meredith Ballard, who the increasingly nearsighted spinster had come to rely on to transact her affairs.

Dr. Watson, who examined the spinster only last week and found her in excellent health, suspects foul play. Holmes must find out a) who killed the spinster, b) the weapon, and c) the motive.

The game is afoot!

## **Case #13**

### **The Adventure of the Nettlesome Bride**

Miss Imogene Boylan, fiancée of the Squire of Warwick, was found murdered this morning in her suite at the Hotel.

The victim lay stabbed to death before a full-length dressing mirror, her engagement ring removed from her finger.

Among the suspects routinely questioned by Scotland Yard were Penelope Holloway, a seamstress who was preparing Miss Boylan's bridal trousseau; newspaper reporter Matthew Pratt, a powerful society columnist; Curt Rhodes, the deceased's cousin; and the Squire of Warwick.

Each was rumored to have drawn Miss Boylan's wrath during the course of the week. Penelope Holloway had infuriated the bride-to-be with dressmaking delays; columnist Matthew Pratt had printed an odiously slanted 'Cindarella' story concerning the impending marriage; Curt Rhodes had pressed his cousin to use her influence with the Squire to obtain a loan for Rhodes' failing Tobacconist shop; and the Squire had become increasingly disturbed by his fiancée's petulant behavior.

Scotland Yard wants to know a) who killed the bride-to-be, b) the motive, and c) the weapon.

The game is afoot!

#### **Case #14**

##### **The Adventure of the Amorous Sailor**

FROM THE JOURNAL OF DR. WATSON :

When I received the telegram from Singapore, I was stunned to learn that Willie Dryden, a philandering merchant seaman friend of mine, was planning marriage.

His plan was to wed London pub waitress Mitzi Cornwallis on his next stop in port and he wanted me to be his best man.

A week later the wedding took place in the Hotel ballroom and Holmes accompanied me. Mitzi's father and mother, Nils and Clovis Cornwallis, seemed anxious to give the bride away, and the wedding came off, if you'll excuse the expression, without a hitch. Desiring to kiss the bride, I took my place in the receiving line behind a veiled lady in black. I kissed and chatted with Mitzi, then moved to shake hands with Willie. My old friend looked at me with a puzzled expression, his hand to his mouth, and fell over dead.

Holmes apprehended the lady in black as she was running out a side door. We removed her veil to discover she was Oriental. Though questioned intensely by Inspector Gregson, the woman would not utter a word. Holmes simply looked at poor Willie Dryden's left hand and announced he had deduced a) the woman's identity, b) her motive for murdering Willie, and c) the method she used.

The game is afoot!

#### **Case #15**

##### **The Adventure of the Unknown Victim**

Holmes and Watson are among those attending a party given by Sir Barry Auguston and his wife Claudia. Others in attendance include Mr. and Mrs. Jeffry Riverside, good friends of the Augustons; the Rev. Allen J. Lakery; Elliot Maylard, an actor currently appearing at the Playhouse; and Priscilla Ellington, the famous authoress.

The quest of honor, General Carl Seagram, arrived in full military regalia, complete with a sword at his side.

The evening went well until half past ten, when a scream was heard from the upstairs level of the house. Several people, including Holmes, Watson, and Auguston, ran to see what was wrong.

They found the maid who had screamed, standing in the doorway of a bedroom used by the Augustons as a guest chamber. On the bed lay a dead man who had been stabbed in the heart. A bloody sword, found next to the body, was immediately recognized as that of Gen. Carl Seagram. When the General was called for, he could not be found anywhere on the grounds.

Inspector Lestrade, who arrived with several officers shortly thereafter, established one puzzling fact: no one present had ever seen the dead man before.

"Obviously, the General killed this man, then fled the premises," concludes Lestrade. "Although I've no idea what the motive could be, or who this fellow is, once we find the General, we'll have the answers."

"I'm not so sure," replies Holmes. "I think that after some investigation, we'll find that the General is not our man."

Holmes plans to find a) the real murderer, b) the identity of the victim, and c) the motive.

The game is afoot!

## **Case#16**

### **The Adventure of the Kidnapped Songstress**

FROM THE JOURNAL OF DR. WATSON :

Holmes and I had long looked forward to seeing American songstress Winnie Oats at the Playhouse. London was shocked, however, when the "Songbird of Cincinnati" was swept off the stage by a masked kidnapper who swung down from the rafters on a rope.

Playhouse director Barney Loss has hired Holmes to find his imported star. During the course of his investigation, the super sleuth questioned Winnie's husband, Guy Oats; her manager, Dale Rice; and Mrs. Oats' understudy, April Buns.

The mask used by the kidnapper was found in the back of a carriage used by American newspaperman, Lloyd Newcomb, to race from the pub to Scotland Yard, gathering information for his story. Newcomb seemed extremely knowledgeable about Winnie Oats' career, so Inspector Gregson searched the newspaperman's hotel room and found programs from each of Winnie Oats' performances for the last three years.

Gregson also discovered that Winnie's husband, Guy, had booked passage for one person on a steamship leaving London. The reservation had been made before the kidnapping.

Winnie's manager, Dale Rice, said that Winnie and her husband had a fierce argument before the performance, but that Winnie would not tell her manager what the argument was about.



Holmes' client, Barney Loss, wants London's greatest detective to find a) the kidnapper, b) the motive, and c) the location of the kidnapped songbird.

The game is afoot!

## **Case #17**

### **The Adventure of the Poisoned Poker Player**

The private poker club known as "The Seven Diamonds" meets weekly in a room at the Hotel to play their high stakes game.

The club's members include Josh Farrel, a banker; Theodore Bedham, an art dealer; Ralph Cotson, a jeweller; George Hemstud, a sea captain; Robert Hutboy, a tailor; Wilson Peterson, an inventor.

Another player, Roger Stearns, fell over dead last week during one of the club's regular games. At first, Stearns' death was thought to be the result of a heart attack. But a subsequent autopsy revealed that Stearns died of cyanide poisoning.

Scotland Yard suspects foul play, but is at a loss to determine a) the murderer, b) the motive, and c) how the poison was administered.

The game is afoot!

## **Case #18**

### **The Adventure of the Gluttonous Gossip**

Society page editor, Charles Maxwell, thought of himself as a brilliant journalist. However, most people regarded him only as a malicious gossip.

Last week, Maxwell was finishing his fourth serving of fish and Chips at the Pub when he collapsed. Three waiters carried the obese newspaperman to a large food delivery carriage parked outside the Pub and rushed him on his way to London Emergency Hospital. Alas, poor Maxwell was dead on arrival.

The ever suspicious Bernard Quigley, claims manager of Thames Life Insurance Company, learned from the autopsy that significant traces of lead were in Maxwell's blood. Quigley believes Maxwell was poisoned and refuses to pay any insurance claims until the murder is solved.

The lamenting widow, Valerie Maxwell, now comes to 221 B Baker Street for help. She wants to be paid the insurance proceeds. Valerie tells Holmes that Maxwell's younger brother, Ivar, an assistant at the Apothecary, was the only other beneficiary.

Valerie tells Holmes and Watson that Maxwell's enemies were many. Banker Ian Rutledge has thrice sued Maxwell for libel. Only last week, Tobacconist Arnold Hawke publicly rebuked Maxwell as a "liar." Rumor has it that Maxwell was also soundly publicly thrashed recently by Hotel Manager Fred Thrush for implying that Thrush's wife, Helen, was having an affair with "the milkman" named Harold Quail.

Holmes declares that a murder has occurred. He must discover a) the killer, b) the motive, and c) the manner in which the murder was accomplished.

The game is afoot!

## **Case #19**

### **The Adventure of the Well-Informed Thief**

Joan Haigh is a cheerful widow living in a small flat in Newchester Downs. Last week, she was the victim of a theft that wiped out her entire life savings.

Penniless, Mrs. Haigh comes to Sherlock Holmes and Dr. Watson to restore her loss. She tells Holmes that the theft occurred between 3:30 p.m. and 4:00 p.m. last Monday when she was strolling in the Park. "I take my walk every day at precisely that time, Mr. Holmes."

"Was there anything odd about this theft?" inquired Watson.

"Oh, my dear yes!" exclaimed Mrs. Haigh. "The thief knew exactly where to look. He found my diamonds hidden in a brick in the fireplace and my entire gold coin collection concealed in the ceiling. Somehow he even knew to take my tattered bath mat, which had twenty pound notes sewn inside. Nothing else in the house was disturbed."

"Who knew of your possessions?" asked Holmes.

"Absolutely no one could know," replied the widow. "I carefully hid my valuables long ago and never told a soul."

Mrs. Haigh tells Holmes that she never has visitors to her modest home, save for her dockworker nephew, Rance, and her neighbors Alice and Ridley Cranapple. Ridley is a pawnbroker.

In the week preceding the theft, Mrs. Haigh visited the church and passed a donation to Reverend Smith; had a tooth extracted by dentist Harrison Beale; and purchased food at Oscar Kruger's market.

Holmes must discover a) who stole Mrs. Haigh's life savings and b) how the thief knew where to look.

The game is afoot!

## **Case #20**

### **The Adventure of the Limping Tax Collector**

Vera Alexander, wife of the late tax collector, Clarence Alexander, has hired Holmes to investigate the apparent suicide of her husband.

Clarence was found on a grassy knoll in the Park. Tightly gripped in one hand was a typewritten suicide note. In the other hand was an apothecary's bottle marked "poison."

William Kenney, a commodities speculator, witnessed Clarence's death. He was jogging past a park bench where Clarence was seated, when Clarence rose suddenly gasping for air.

"The bloke turned absolutely purple. He staggered forward several feet, limping on his left leg. Then he collapsed," recollected Kenney. Vera believes Clarence was murdered. "He was in perfect mental and physical health, Mr. Holmes."

At the time of his death, Clarence was resting in the Park after completing a number of field audits of local citizens: banker Stephen Guess; locksmith Eric Wang; museum superintendent Mathew Lerner; and pawnbroker Phillip Pupil.

Holmes must find a) the killer, b) the motive, and c) how the crime was committed.

The game is afoot!

## **Case #21**

### **The Adventure of the Fallen Angel**

FROM THE JOURNAL OF DR. WATSON :

Early this morning, the Royal Guard discovered human fly, Hector Angel, clutching a foot-long section of rope, at the base of the Tower of London. He had apparently fallen to his death from a ledge at the very top of the legendary Tower.

Moments later, the Royal Guard made a more startling discovery: The Crown Jewels, stored in a chamber atop the Tower of London, had disappeared.

Within minutes, a loud rap on the door of 221 B Baker Street announced the arrival of a Scotland Yard carriage for the master sleuth. Inspector Lestrade presented my friend with an urgent letter from the Queen imploring Holmes to recover the missing gems.

Upon arrival at the Tower, Holmes observed 1) Hector Angel entered the Tower from the outside through a vent at the very top, 2) the only rope found at the Tower was the piece Hector was clutching as he fell to his death, and 3) Hector was murdered by an accomplice to the jewel theft.

Holmes must discover a) who killed Hector Angel, b) the murder weapon, and c) how the killer escaped from the scene of the crime.

The game is afoot!

## **Case #22**

### **The Adventure of the Alphabet Spy**

FROM THE JOURNAL OF DR. WATSON :

We'd all thought Secret Service agent Throwbush had been killed in The Adventure of the Mystery Man, but he resurfaced to draw Holmes and I into another case of international intrigue. It was five years after America's Civil War, when agent Throwbush appeared and asked us to observe the patrons of the Boar's Head Inn, where a known foreign agent was working as a cook. The cook was expected to pass an important message to a second agent that very night. Unfortunately, the Secret Service didn't know who the second agent was or how the message would be passed. Therefore, they were compelled to call upon the keen eye of Sherlock Holmes.

We were just finishing our entree and looking forward to dessert, when Holmes leapt across the dining room to keep the second agent from eating the message planted in his alphabet soup by the cook. Holmes was certain the message was a date written out, but we had to unscramble the following sixteen alphabet noodles :

T T T E E E N N N

U U H A I G S

“These letters form two words,” Holmes explained, “the name of a month and the day within that month, spelled out. There are two letters among the sixteen that do not appear in the spelling of any day of the month, so they must be in the name to the month.”

Armed with this insight, Holmes went on to solve a) the message, b) what event the date refers to, and c) who sent the message.

The game is afoot!

### **Case #23**

#### **The Adventure Of the Mysterious Skull**

FROM THE JOURNAL OF DR. WATSON :

London was a beehive of activity as we hosted the IV Olympic Games in the summer of 1908. Holmes preferred the track and field events to the water sports, so we were contented to sit in the Olympic Stadium, until Lestrade showed up.

Evidently, the coach of the American water polo team was found floating in the Henley Regatta lanes marked off in the Thames. He was mortally injured by a skull fracture. As the coach expired, Horatio Hornblown and Fred Farent, the fishermen who dragged him from the river, heard him whisper, “The skull! The skull!”

On the victim's body was a ticket to “Hamlet,” five locker keys and, oddly enough, a pass from Scotland Yard. Lestrade explained that the coach was on the Olympic Rules Committee and often sat at the window of Chief Inspector Tagart's office, which overlooked the apothecary across the street.

Holmes concluded that more than one man had a hand in the murder of the American water polo coach, and through dedicated investigation uncovered a) the killers, b) the weapon, and c) the motive.

The game is afoot!

### **Case #24**

#### **The Adventure of the Musical Murder**

Pianist William Minor and his string quartet were the rage of London, so Holmes and Watson got front row seats. Right in the middle of his finale, a new composition entitled “Goodbye, Dolly”, William was struck dead by an arrow through the heart. Scotland Yard immediately sealed off the Playhouse. The Yard questioned each remaining member of the string quartet: cellist Beatrice Flatty, harpist Jeffrey DeSharpe, and violinist Heide Minor, William's wife of

many years. Playhouse owner, Major G.F. Keys, and concert promoter, Octavia Scales, were also questioned.

Lestrade was scratching his head as he approached Holmes' front row seat. "We found the arrow easily enough," the Scotland Yard inspector whined. "But we can't seem to find a bloody bow anywhere!"

"If you can't find a bow at a string concert," Holmes returned impatiently, "you are looking without seeing!"

Holmes went on to note that, as William Minor was dying, he hammered three notes on the bloody keyboard. Holmes, a musician musician himself, recognized the notes as a natural G and a natural F followed by an E-flat. Holmes helped out the Yard, again, by disclosing a) the killer, b) the motive, and c) the weapon.

The game is afoot!

## **Case #25**

### **The Adventure of the Eye of the Eiger**

How the mighty fall! I have always regarded the legendary mountaineer, Sir Edmund Hillman, with the utmost esteem. Now the great man sits before Holmes and me in ruins. This conqueror of the treacherous south face of the Eiger mountain has been arrested for shoplifting at Eiger Fashions, a local sports refurbishing shop.

"I am guilty, Mr. Holmes. There can be no doubt about that. I stuffed the pair of boxer underwear into my coat pocket right in front of the Shopkeeper. I can't say why I did it. I have never stolen anything before in my life. Besides, I detest boxer shorts. As a sportsman, I only wear jockey underwear."

Holmes clearly took pity on the man's abject tale; particularly when Sir Edmund observed that, before the theft, he had been offered a lucrative contract to endorse a new line of Hawaiian sportswear to be introduced by Eiger Fashions under the name of "Lei Gear." Since the arrest, the owners of Eiger Fashions, Eileen and Gerald Mulch, have withdrawn the offer.

Perhaps Holmes was only trying to distract the old chap from his woes, but I was quite surprised when he gave Sir Edmund a pad of paper and a set of colored inks and invited him to doodle while recounting the famous Eiger expedition. The modest Sir Edmund spoke mainly with praise to the men who climbed with him: Edmund Infall Germain, a Swiss diplomat; Regie Jackson, a stockbroker; Dr. Simon Kloppe, a psychologist; and Gerald Mulch of Eiger Fashions.

Just as Sir Edmund approached the most thrilling part of his tale, Holmes interrupted and asked to look at the mountaineer's scribbles.

"It worked," Holmes muttered. Then pointing to what Sir Edmund had absentmindedly sketched, the great detective proclaimed that he would prove Sir Edmund innocent of any wrongdoing. "A man cannot be found guilty unless he is shown to possess mens rea or guilty purpose for his acts. You, Sir Edmund, are completely innocent."



I examined the scribbles to see what led Holmes to such an extraordinary conclusion. After all, Sir Edmund had confessed his guilt. The scribbles only consisted of a sketch of the Eiger mountain with what resembled a green eye at the summit.

"What does this show, Holmes?"

The master detective replied, "It merely identifies a) the criminal responsible for Sir Edmund's plight, b) his motive, and c) the method of his crime."

The game is afoot!

## **Case #26**

### **The Adventure of the Random Murders**

Scotland Yard is bewildered by a recent spate of murders in the fashionable seaside community of Eastbourne. In the past two weeks, 47 citizens have been murdered by gunshot. All victims were shot in the head while standing in the doorway to their homes. Inspector Lestrade has been unable to find any motive for the killings. The victims do not appear to be related. In no case was there evidence of robbery or even a struggle.

As the death toll mounted, Inspector Lestrade felt he had no choice but to consult the master detective to solve the riddle of the random murders: "Please help, Mr. Holmes. Commissioner Harry Mugg has told me that if I don't solve this crime wave soon, I will be reassigned to the traffic division. And you know there are only four motor vehicles in all of England!"

In order to assist Holmes, Lestrade has drawn up a list of suspects : Satanist Alistair Mallory; escaped mass murderer Henry Hyde; Irish revolutionary Brendan Bee; anarchist Caesar Grasshopper; and the archvillainous duo of Professor James Moriarty and Coronet Sebastian Moran.

To Lestrade's grave disappointment, Holmes declined the assignment due to the crush of prior commitments. When word of the master detective's refusal circulated, Sherlock Holmes was served with a subpoena to appear before the Select Parliamentary Committee on Law and Order. When the committee chairman, Sir Leroy Tick (M.P., Eastbourne) challenged Sherlock Holmes in public session to solve the mass murders, the incomparable detective stunned the audience by identifying a) the killer, b) the mastermind, and c) the motive for the murders.

The game is afoot!

## **Case #27**

### **The Adventure of Moriarty's Challenge**

FROM THE JOURNAL OF DR. WATSON :

I can assure you, dear reader, that during my tour of duty in India in the service of Her Majesty's Imperial Army, there were many instances when I found myself in the gravest peril. Yet at no time in my entire life have I been more fearful for my continued existence than I was last night.

It all began when Holmes and I received an invitation from Sherlock's brother, Mycroft, to dine at 8:00 p.m. at the posh London Bistro restaurant on the occasion of Sherlock's birthday. The telegram of invitation spoke of a "celebration of an important milestone in Sherlock's life."

To our great disappointment, Mycroft did not appear and Sherlock began to suspect that he was the victim of a hoax. This suspicion was confirmed when he opened his menu and in the candlelight of the elegant restaurant read the following message :

"Welcome, Mr. Holmes. I have a very special birthday celebration in mind for you, that is, if you have the courage to stay for the evening's entertainment. On the other hand, you are free to leave if you don't wish to make this meal your last. The choice is yours. Bon Appetit!"

Prof. James Moriarty

To my astonishment, my companion elected to stay. "I cannot permit Moriarty the satisfaction of watching me run and cower in fear. No, Watson, we are going to stay put, enjoy our dinner, and foil any attempts to spoil the evening. Besides, I want to hear famed violinist Sol Ox perform at 10:00."

Neither the waiter, Bill Beaconfield, nor Maitre D', Henri Wickhill, can tell how Moriarty's message got in Holmes' menu. Chef George Torchwell and assistant Ida Matchbush both assure Holmes that no one has or will be permitted to tamper with the food.

Looking about the room, Holmes and Watson recognize only two other diners: Barrister Randy Lamptree and his ladyfriend, chemist Stella Plow.

I held my breath until Holmes averted disaster by identifying a) the person Moriarty selected to kill him, b) the intended murder method, and c) the time the murder was to occur.

The game is afoot!

## Case #28

### The Adventure of the Doctor's Last Lament

FROM THE JOURNAL OF DR. WATSON :

As a physician, I am of course saddened by the passing of a fellow practitioner of the medical arts, particularly when it is by his own hand.

Such was the sad story of a veteran of the South African Campaign, Dr. Vincent Van Nogh. Moved as I was by an account of his self-inflicted death in the *London Times*, I quoted aloud the good doctor's suicide note :

Dear Constable :

I am frightfully weary with life in general. I've been a bloody bore. It is a relief at long last to say adieu.

Vincent

The newspaper account went on to note that Dr. Van Nogh poisoned himself with cyanide, which was found in his mouth.

The report concluded by identifying Van Nogh's pallbearers: Thomas Renova, Waldo Barrett, Gen. Vernon Arnoux, and Reginald Burnham.

To my astonishment, Holmes replied to my recital that, clearly, Dr. Van Nogh had been murdered and that my sadness for his passing could best be expiated by bringing the killer to justice.

Before I could protest that perhaps this time his imagination had the best of him, Holmes summoned: "Come, Watson, get your coat, for we must identify a) the killer, b) the weapon, and c) the motive."

The game is afoot!

## **Case #29**

### **The Adventure of the Mysterious Murder**

Irene Marlow, wife of the wealthy Colonel John Marlow, has come to 221 B Baker Street with an urgent request. Colonel Marlow was found floating dead in the Thames River a week ago. There were no outward signs of any cause of death, so Scotland Yard concluded that Colonel Marlow had drowned. But knowing that the Colonel was a good swimmer, Mrs. Marlow suspects foul play.

However, Mrs. Marlow hasn't the slightest idea why anyone would want the Colonel murdered. She is only able to give a few facts regarding the night of Marlow's death. The Colonel went to visit a friend, Sir Arthur Pendleton, who was staying at the Hotel. Pendleton told the authorities that Marlow left the Hotel at 9:00 p.m., alone. When Marlow's body was recovered, the only thing the authorities noted was that a button was missing from the Colonel's shirt.

Mrs. Marlow also gives the following information. Colonel Marlow's favorite nightspots were the Playhouse and the Pub. The two men he associated with the most were Sir Arthur Pendleton and Mr. Harold Poundley. Finally, before the Colonel was married, he had an affair with Harold Poundley's wife.

Given these facts. Irene Marlow wants Holmes to find out a) who murdered Colonel Marlow, b) the motive, c) the cause of death, and d) where the murder occurred.

After Mrs. Marlow leaves, Dr. Watson remarks that given the lack of facts, this is a mysterious murder. Holmes replies, "One never knows when your enemies will appear."

The game is afoot!

## **Case #30**

### **The Adventure of the Murdered Stockbroker**

A distraught lady, Miss Mary Rosedale, has come to see Sherlock Holmes. Her employer, Jonathan Bailey of the brokerage firm of Bailey & Coopersfield, was murdered last night.

Miss Rosedale is upset because Bailey's wife, Jenny, seems unconcerned by the murder and because Miss Rosedale, aside from being his secretary, was also Bailey's mistress.

Jonathan Bailey was shot outside the Tobacconist alter leaving work. A bullet pierced his heart. By the time help arrived, the assailant had already vanished. Scotland Yard has been called in, but they have made little progress in the case. Therefore, Miss Rosedale wants Holmes to bring this crime to justice.

Miss Rosedale says that Jonathan Bailey had been under pressure lately, both at work and at home. A scoundrel of a competitor, Henry Lancelot, has been trying to drive Bailey's brokerage firm out of business by undercutting its prices. At home, Jenny has started drinking heavily of late. Jonathan had been very concerned about this.

The following information is given regarding the brokerage firm: Bailey's business partner was Barry Coopersfield, an old friend. Rosedale was their secretary. The firm also employs a timid scrivener, Lionel Reinfield. The brokerage house is located close to the Dock, but much business is also carried out over lunch at the Hotel.

To solve this case, Holmes must discover a) who murdered Jonathan Bailey, b) the motive, and c) where the murder weapon is.

The game is afoot!

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# 221B BAKER st.

## ATARI®ST™ AND IBM®PC CONTROLS & LOADING INSTRUCTIONS

**REQUIREMENTS - ATARI ST :** *“There was never any mystery in the matter, though... some of the details are of interest!” – A Case Of Identity*

- Atari 520 ST Computer
- Single-sided disk drive
- Video monitor or TV
- Mouse
- Joystick (optional)
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library (an optional purchase)
- A Deductive Mind

**REQUIREMENTS - IBM PC :** *“A simple case, but in some ways an instructive one!” – The Adventure Of The Golden Pince-Nez*

- IBM PC Computer (256K)
- Disk drive
- Video monitor or TV
- CGA or EGA graphics card
- IBM DOS
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library (an optional purchase)
- Joystick (optional)
- A Deductive Mind

**LOADING THE GAME :** *“Good-bye, and be brave, for if you will do what I have told you, you may rest assured that we shall soon drive away the dangers that threaten you!” - The Adventure Of The Speckled Band*

**Atari ST :** *“This is an instructive case. There is neither money nor credit in it, and yet one would wish to tidy it up!” - The Adventure Of The Red Circle*

1. Turn off computer and connect mouse and Joystick.
2. Turn on power to monitor or TV and disk drive.
3. Insert the 221B BAKER ST. game disk into Drive A and turn on the computer.  
The game loads automatically.

**IBM PC :** *“Your little problem promises to be the most interesting which has come my way for some months!” - The Adventure Of The Copper Beecher*

1. Turn off computer and connect Joystick. Turn on power to monitor or TV.
2. Insert DOS disk into Drive A, and turn on computer.
3. When **A>** appears on screen, remove DOS disk. Insert 221B BAKER ST. game disk, type **221B**, and press RETURN. Follow the prompts to specify machine type.

**Exit Game :** Press F1 (Atari ST) or ESC (IBM).



**DIE :** *"Chance has put in our way a most singular and whimsical problem, and its solution is its own reward!"* - The Adventure Of The Carbuncle

Roll the Die to determine how far you can move each turn. Tap the space bar once to roll, once more to stop; or use the Joystick button.

To the faint of heart, we apologize that the singular for Dice has such a chilling and final sound to it!

**MOVING :** *"...I don't mind saying ... that this is the brightest thing that you have done yet...!"*  
- The Adventure Of The Norwood Builder

You can travel using the cursor keys or Joystick (or the **I**, **J**, **K**, and **L** keys on the IBM). Push up on the Joystick to move Up the screen (**I** on the keyboard), pull down to move Down (**K**); push Joystick left to walk Left (**J**), right to walk Right (**L**).

**GAMEPLAY :** *"Come, Watson, come... the game is afoot!"* - The Adventure of the Abbey Grange

See the instruction booklet for complete directions and rules of the game.

Atari ST version programmed by Sculptured Software, Inc.

IBM PC version programmed by Jeff Harth.

Atari ST and IBM PC graphics by Bonita Reid and Todd Camasta.

Graphic enhancements by Bonita Reid.

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