

SUSPECT

Infocom, Inc.
All-text murder mystery

Description

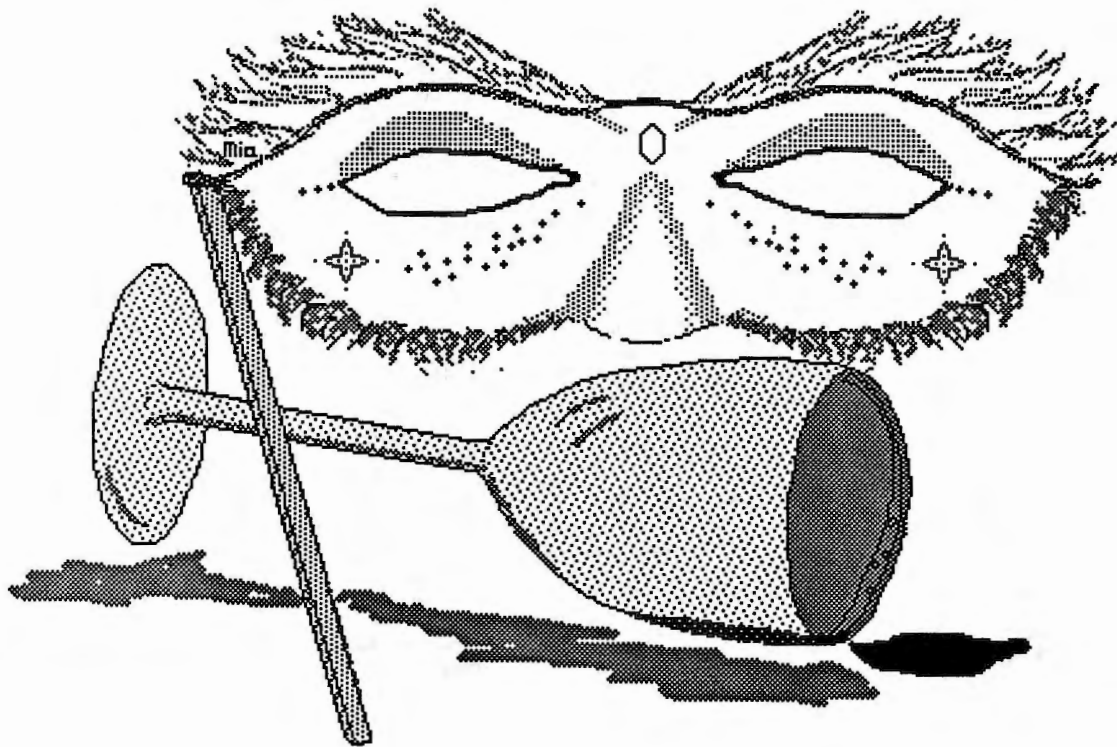
You are a reporter covering a high society Halloween party during which the hostess, an old friend of yours, is murdered. All the evidence points to you, so it's in your best interest to find the real murderer. There are a dozen identified party guests who you can interview or follow around the game's fifty locations. If you fail to identify the murderer, you'll be arrested and thrown in jail.

Playability

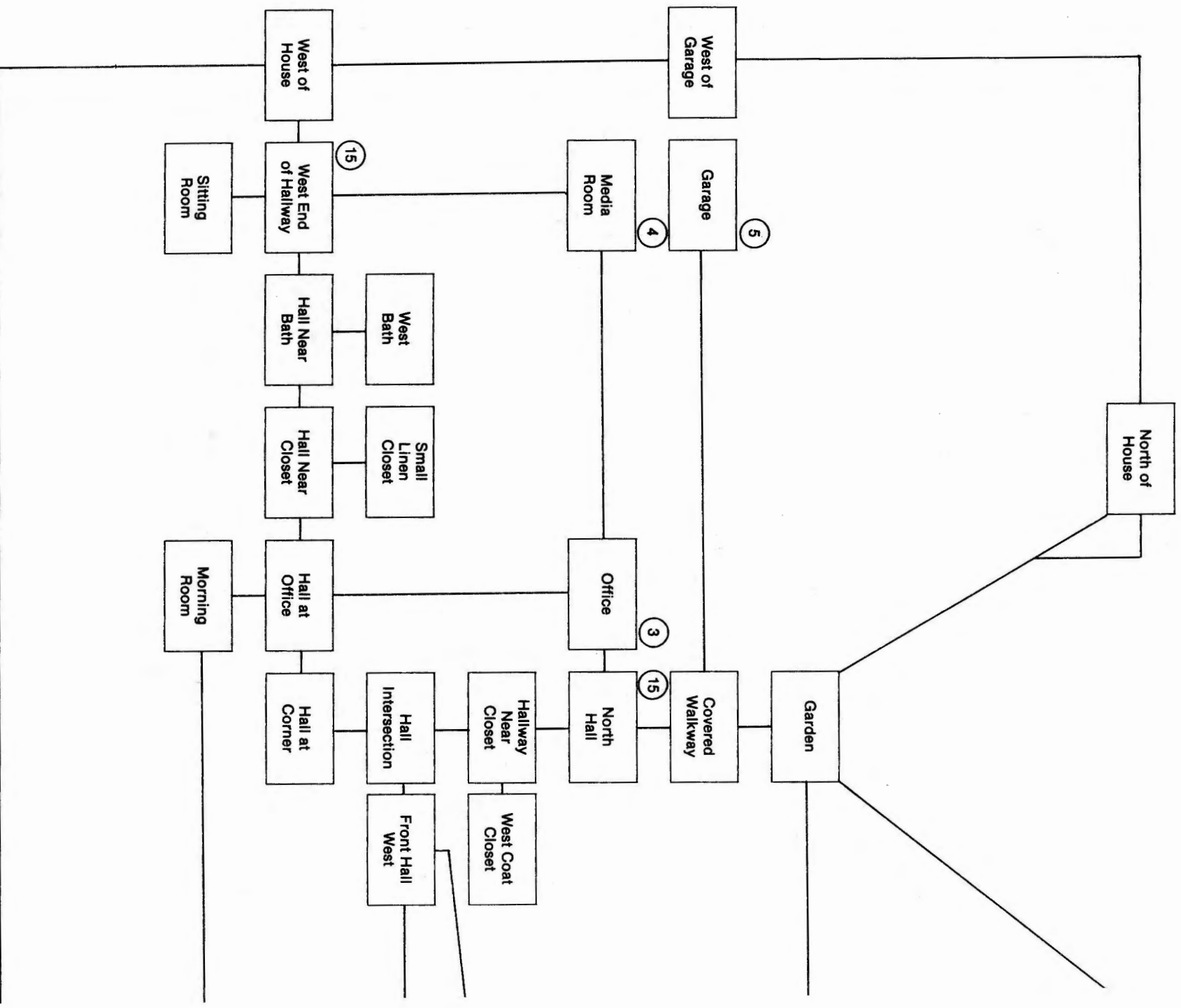
Although it doesn't have a lot of puzzles, *Suspect* is still a challenging game. Scoring is not by a number of points or moves, but by the timer constantly ticking away at the top of the screen. That's appropriate, since solving the mystery depends heavily on your being in the right places at the right times. The vocabulary and parser are excellent, and you can save games to the game disk or a scratch disk.

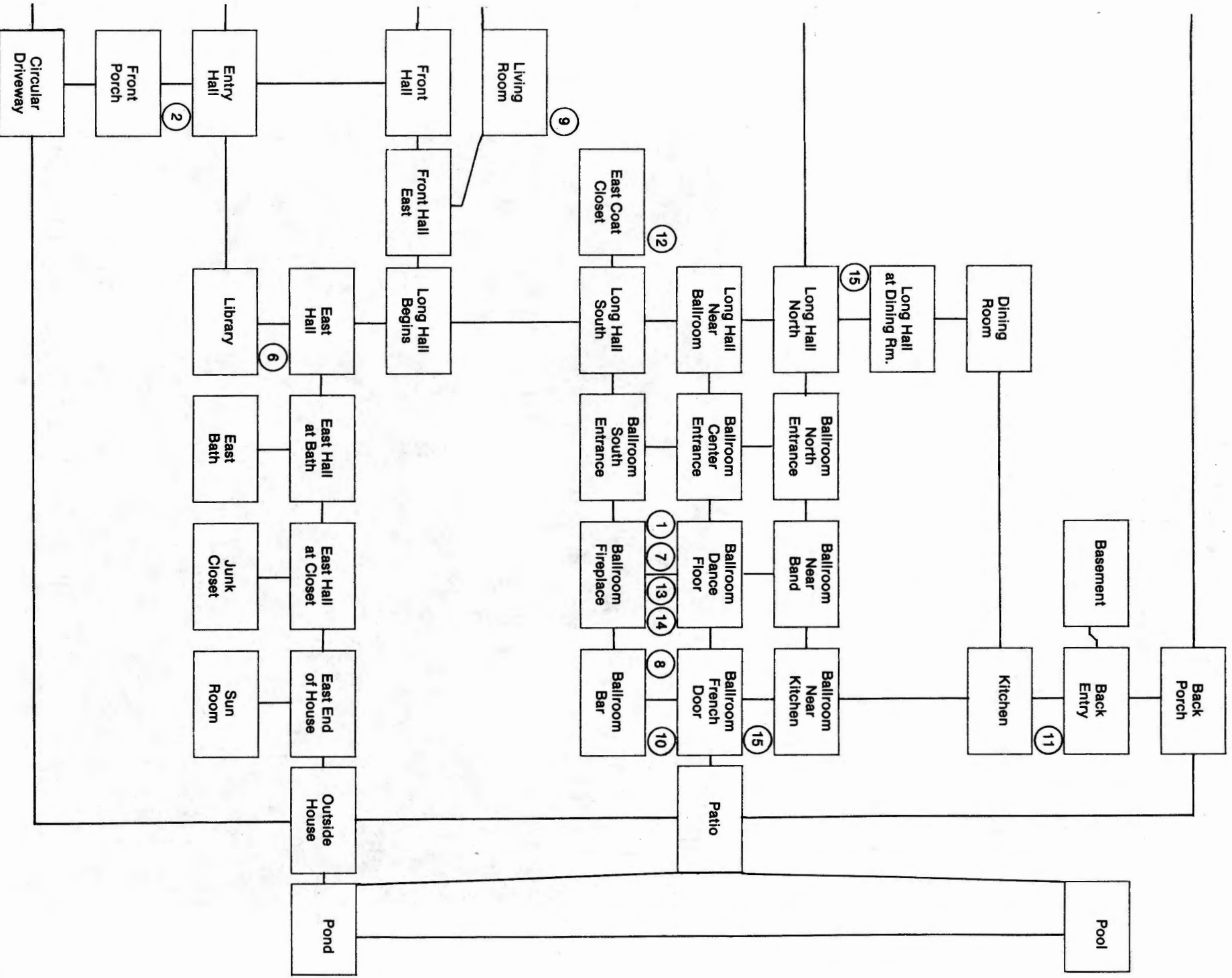
Compatibility and Price

\$39.95 Apple II series, Apple Macintosh, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, IBM PC, PCjr, Kaypro Professional, TRS-80 Model III.



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1. When Veronica drops Glass, do *not* take it. Follow Veronica.
2. When Alicia approaches at 9:19, Look at Weather. Look at Wet Overcoat.
3. Move Body. Take Object. Remove Belt. Put Bullet in Belt. Wear Belt. Take Mask and Folder. Look in Wastebasket. Take Card. Leave the Lariat, or you'll end up in the slammer for sure. Look in the Fairy Mask.
4. Call Police. They will arrive at 9:59 (or 10:59 if you don't call them. Either way, the game plays identically.)
5. Around 10:25 Michael will come to the Garage. He will leave around 22 minutes later. Open Tool Box. Take Crowbar. Open BMW Trunk with Crowbar. Take Foldr. Open Folder.
6. Show Manila Folder to Ostmann, Cochrane and Marston.
7. Show Manila Folder to Detective. Show Business Card to Detective. (Now at least you won't be arrested—at 11:03 if you called the Police or 11:50 if you didn't.)
8. Hide Behind the Chair at 11:00 to catch Marston and Michael in some skullduggery.
9. Be at the Fireplace at 10:53. When Marston drops the paper into the Fireplace, Take Paper.
10. Show Trust to Michael and Marston. Ask Michael and Marston about Trust. OK, so you don't get much of a reaction.
11. Take Trash Basket (don't Take the Glass or you'll smudge the fingerprints. Dective, Analyze the Glass for Fingerprints.
12. Take Wet Raincoat.
13. Tell Detective About Weather. Show Detective the Wet Raincoat. Show Detective the Trust Folder. Show Detective the Investment List. Tell Detective to Look in Mask.
14. Detective, Arrest Michael and Alicia.
15. Unlock (specific name) Door. Open (specific name) Door.