

Sherlock Holmes and the Riddle of the Crown Jewels

Infocom's final all-text adventure, *Sherlock Holmes*, takes a different tack than the dozens of other games based on Conan Doyle's legendary British sleuth, for you view the events through the eyes of Dr. Watson rather than of those of Holmes. That's because Holmes' eternal nemesis, Moriarty, has set a trap for him, so Watson spearheads the investigation of the missing Crown Jewels. Sherlock assists with occasional clues. The search takes place on a sprawling map of London and must be completed in 48 hours of game time. It should take even experts a while to finish this one, for it's filled with puzzles and places to explore—though you can accelerate the process by consulting the program's on-line Invisi Clues.

Type: All-text Mystery
Skill Level: Intermediate
Systems: Apple II, C 64/128, IBM, Amiga, Macintosh, ST
Company: Infocom/Activision

The Solution

The times indicated here apply only if you're following this solution step-by-step, but will give you an idea of when certain things must be done. Getting the moss, for example, must be done in relation to the tides, which can be checked with the tide charts listed in the

newspaper included with the game.

221 B Baker Street

Knock on door. U. N. Tell Holmes about visitor. Get pipe, tobacco, newspaper. Put tobacco in pipe. Wait. Read verse. Wait. W. Get ampoule, lamp, glass. Examine ampoule. E. S. D. N. Get matchbook. Read matchbook. S. Open door. E. Light lamp. S (3). SE (2). Take off hat. Get stethoscope. Put bnqpvmf in ibu. Wear hat. E (2). Read sign. Ask Holmes about ampoule. Wait until 7:00. E.

Nave and Westminster Abbey

S. SE. Get packet, crayon. Open packet. Get brown, yellow, orange. NW. Open door. S. W. Read sign. E. N. N. Examine tomb. Put brown paper on tomb. Rub it with crayon. Get paper. E. N. E. Examine tomb. Put orange paper on tomb. Rub it with crayon. Get it. S. W. Examine tombs. Put yellow paper on Henry's tomb. Rub it with crayon.

Get it. E. N. W. N. Look. Ifbu orange paper with dboemft. Sfbe cbdl of orange paper (repeat with brown and yellow papers). S (2). W (2). NE. N. E. D. Look in boat. Getoar. U. Turn off lamp. W. Blow whistle (2). Get in cab. The Embankment. Get out.

The Embankment

Get in boat. Put pbs in pbsmpdl. Weigh anchor. Launch. Row east (2). Drop anchor. Examine bridge. Examine moss. Wait (until 8:40 or next high tide). Get moss. Weigh anchor. Row west (2). Land. Get out. Examine opal. Examine opal thorough magnifying glass. Blow whistle (2). Get in cab. Birdcage Walk. Get out.

Birdcage Walk

Haggle with vendor (2). Buy telescope. E. N (2). Examine Nelson through telescope. NE. N.

Convent Garden

Wear stethoscope. Mjtufo to girl. Open bag. Open blue bottle. Drop crayon, packet, all paper. Get cotton, newspaper. (If the girl's heartbeat was too fast, give her the orange pill. Otherwise, open the brown bottle and give her the yellow pill.) Take off stethoscope. N. E. S. W.

Sherman's Shop and the Ruby

Ask Sherman about pigeon. Ask Sherman for pigeon. E. Blow whistle (2). Get in. Trafalgar Square.

Driver, wait here. Get out. Show svz to qjhfpo. Qjhfpo, get svz. Let go of qjhfpo. Get in cab. Pinchin Lane. Driver, wait here. Get out. W. Ask Sherman about qjhfpo. Examine svz through glass. E. Get in cab. Marylebone Road. Get out.

Marylebone Road and Madame Tussaud's

N. Ask guard about cigarette. Open matchbook. Light match. Light pipe. Drop matchbook, lamp. N. Ask Holmes about ash. W. Get upsd. Mjhiu ofxtqbqfs with qjqf. Mjhiu upsd with ofxtqbqfs. Get ifbe. Nfmu ifbe with upsd. Get gem. Examine gem through glass. E. S. Get lamp. Blow whistle (2). Get in cab. Parliament Square. Get out.

Parliament Square

SE. U. Put dpuupo in fbst. Wait until 12:00 (or whatever the next hour happens to be). Get sap-

phire. Wait. Get sapphire. D. Remove dpuupo. Examine sapphire through glass. NW. N (2). NE. N (2). E (2).

Threadneedle Street and the Bank of England

Examine urchin. Ask Holmes about guard. Wiggins, get keys. Give tijmmjoh to Wiggins. Wiggins, get keys. N. Give bmm hfnt to hvbse. N. Xfbs tufuiptdpqf. Mjtufo to epps. Uvso ejbm sjhiu (2). Uvso ejbm mfgu. Uvso ejbm sjhiu (2). W. Take off tufuiptdpqf. Vompdl cpy 600 with lfz. Get topaz. Examine topaz through glass. E. S. Blow whistle (2). Get in cab. Trafalgar Square.

Trafalgar Square and the Password

Driver, wait here. Get out. W. Ask butler for Mycroft. Give sjoh to butler. (Remember password.) E. Get in cab. Tower of London. Get out.

Tower of London

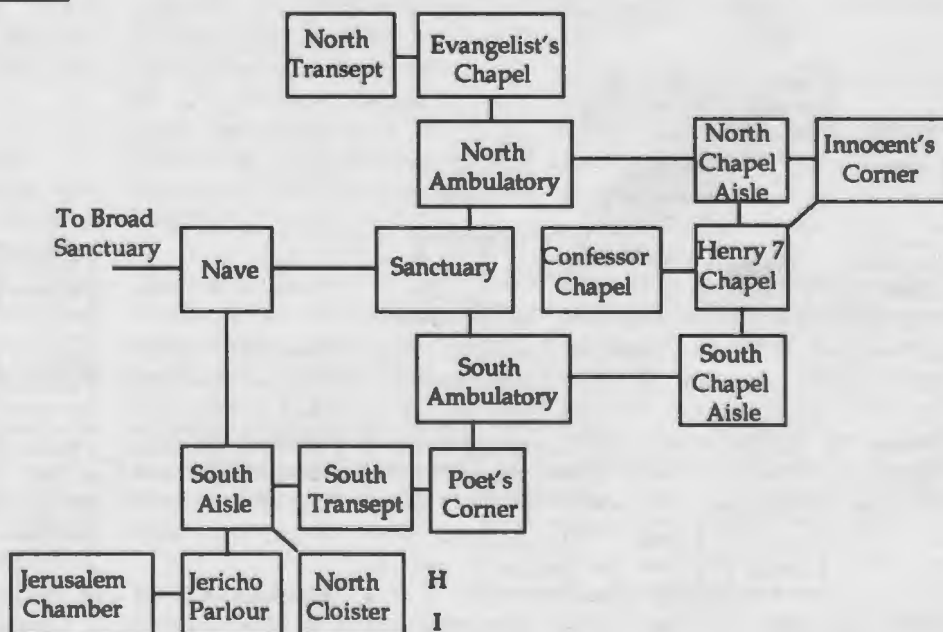
E (2). (Say the password from Mycroft.) N (2). SE. U. Get weapon. D. NW. NE. Hit bung with nbdf. Look in keg. Xjhhjot, hfu hbsofu. Examine hbsofu through glass. SW. E. D. Xfbs bsnps. U. W. S (3). Get paddle. Qvmm dibjo. Ublf off bsnps. S. Get in boat. Weigh anchor. Launch. Paddle west (3). Land. Get out. E (2). D. Wait until 2:00 a.m. Monday. W.

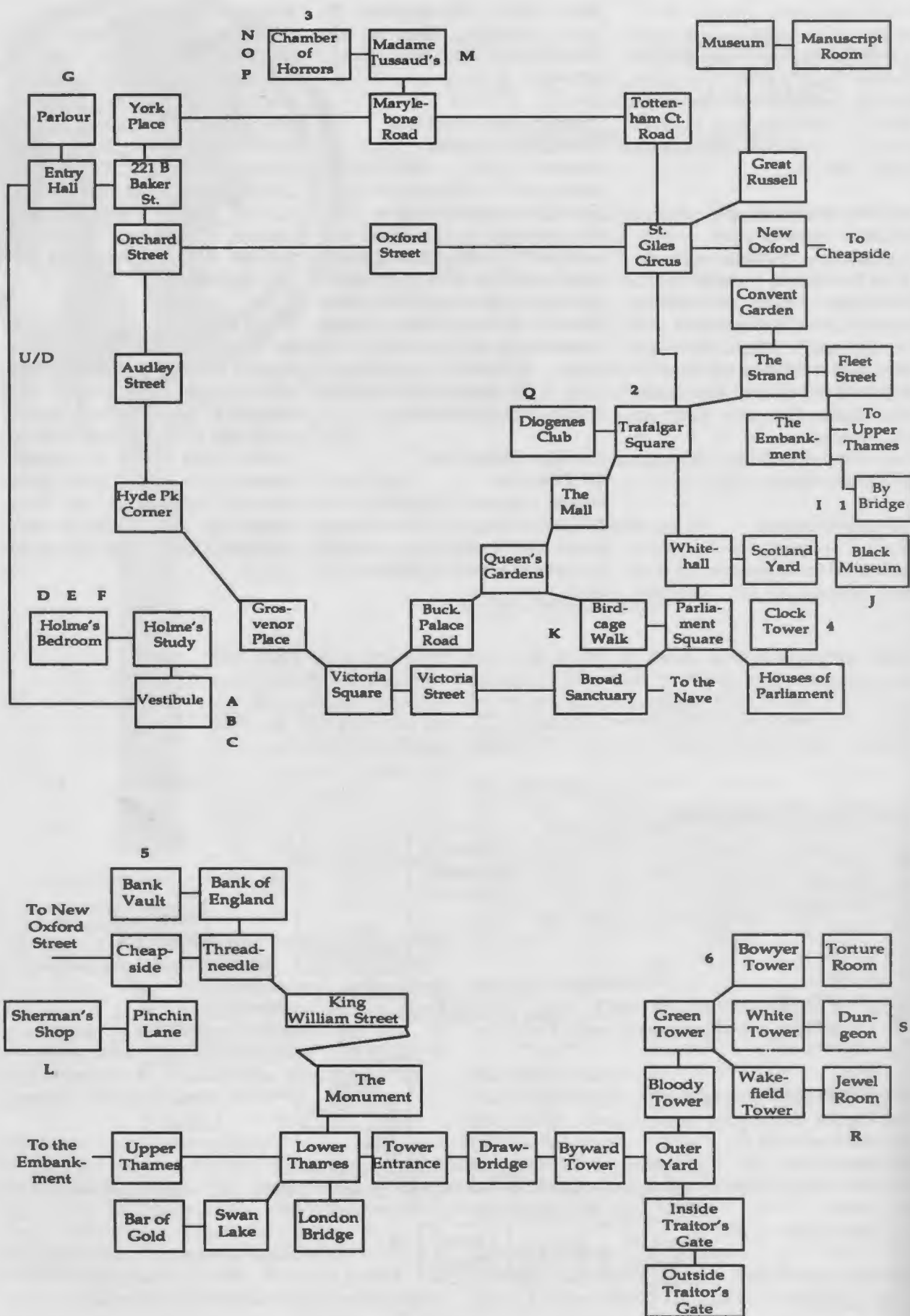
Bar of Gold

Btl for Blcbs. Txpsegjti. Give hbsofu to Blcbs. Ask Moriarty about jewels. Take off hat. Get bnqpvmmf Ipme csfbui. Break bnqpvmmf Untie Holmes. Tie up Moriarty and Akbar. Get jewels, whistle. Get key. Unlock door with key. Open door. Out. Blow whistle (2). Get in cab. Queen's Gardens. Get out. Give jewels to guard.

Map Key: Sherlock Holmes

- A: Pipe
- B: Tobacco
- C: Newspaper
- D: Ampoule
- E: Lamp
- F: Glass
- G: Matchbook
- H: Pacquet
- I: Crayon
- J: Oar
- K: Telescope
- L: Pigeon
- M: Ash
- N: Torch
- O: Axe
- P: Head
- Q: Password
- R: Mace
- S: Armor
- 1-6: Jewels





The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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