

# HIGH & LOW - QUICK START

v2.1, 2/12/24

## Introduction

This single sheet of instructions is all you need to start playing a case.

## Basic Gameplay

Begin by taking the story book for the case you want to play, and an accompanying case log sheet to help you track your progress.

## Using the Directories

After the introduction, you will be told to stop reading and start visiting leads. You visit leads by finding a person or place to visit in one of the directories, and identifying that entry's "**lead#**" (a number of the form #-####). Then look up that **lead#** in the table of contents of the story book. If the lead# is listed, turn to it and read it. If it is not listed in the table of contents then that lead has no information.

There are three main directories in High & Low, and a Map Atlas:

- **The White Pages Directory:** This is an alphabetically-ordered listing of all residents, businesses, and organizations in the city. If you know the name of a place or the last name of a person, you can look them up here. Each entry specifies the a) name; b) street address; c) neighborhood map & block number, e.g. "**GV 040**"; d) lead number used for looking up leads in the chapter booklet, e.g. "**2-1387**". The lead numbers are the key to playing the game -- they are what you look up in the story book to visit a location. The map & block number are optional and can be used to locate a place on a map if you think that would be helpful.
- **The Yellow Pages Directory:** This is a listing of all businesses, government offices, and organizations, organized by category. If you know the kind of business you are interested in locating, but not its name, this is the directory you would use. There is an index at the beginning of the Yellow pages that may help you in identifying relevant categories.
- **The Reverse Directory:** This is a listing of all people and places organized by spatial location, with an entry for every numbered block in every neighborhood. If you want to find out which people and companies are located near each other, you can find that information here. With this directory you may be able to locate a resident's next-door neighbors, or see which organizations share an address with each other.
- **Map Atlas (w/ Neighborhood Guide):** The map atlas provides a map of each neighborhood, with block numbers corresponding to entries in the directories. Each neighborhood has a two-letter abbreviation code found in the directory, and the atlas is sorted alphabetically by this code. This document also contains a brief description of each neighborhood as well as notable points of interest.

## Moving On to the Next Day (or the conclusion)

When you run out of leads that you can think of to visit, return to the storybook page where you last were instructed to stop, and continue from there to the end-of-shift briefing. If it's the final day of the case you will answer some final questions and then read an epilogue; if not, you may get some hints before moving to the next day of the story.

### Tips

- There are dozens of neighborhoods in Manhattan, and tens of thousands of locations. But most people stick to the neighborhood where they live or work. So if you figure out that a person lives in the "**LW**" neighborhood and suspect they went to a grocery store, you can look up "Grocery Stores" in the Yellow Pages and quickly scan for those located in the "**LW**" neighborhood. All directories list the neighborhoods that the person or business is located in.
- Keep notes of people and places you hear about that you don't want to forget to locate and visit; keep track of leads you have already visited so that you can go back and re-read them later. Taking good notes is part of being a good detective.
- If you're not sure what category a business is in, check the index of the Yellow Pages for a complete list of categories.
- When searching for a location, the game will never expect you to exhaustively check more than a handful of businesses of a given type. For example, if you find yourself tempted to check every grocery store in the city to see if your suspect went there, then you are missing something; there will always be a way to narrow down your search to a small number of candidates.