## Inspector Clew-So

BY RONALD J. CARLSON

For you budding detectives, here is a game to test your powers of deduction. However, the game does present some difficulties. The suspects are Bill, Mary, Suzy, John and Paul. With names like those, they all sound guilty.

Inspector Clew-So is a computerized detective simulation loosely patterned after the detective board games. However, there are several unique and challenging twists in this game.

The program was written in BASIC and run with Digital Group MAXI BASIC. Only standard BASIC statements were used to insure portability to other versions of BASIC.

Even if the game is not played with hard copy, the user will need pencil and paper to keep track of the times, places and alibis of the suspects in the house.

A murder has occurred in the guest house. One of the guests (random) has killed the host during the time 1-9 p.m. (random). The great homicide detective, Inspector Clew-So, is allowed to ask the suspects, Bill, Mary, John, Suzy, or Paul, for their location in the house at a particular time. The suspects will answer and also say who was with them and who they saw in adjacent rooms.

## MAJOR VARIABLES

Keeps track of the number of questions
Keeps track of the number of confrontations
Represents the position in the house for all five suspects for the hours 1-9 p.m.

## THE NEXT THREE VARIABLES ARE RANDOMLY ASSIGNED

Killer (1-5) Time (1-9) of the murder Room location (1-6), determined by P(M,T)

S\$ = "BILLMARYPAULSUZYJOHN" . . . 5 four letter names R\$ = "LOUNGEATRIUMLIVINGDININGTROPHYGARAGE" ... 6 six letter rooms

FNA\$

FNB

→ Name Suspect number

Room number

→ Suspect number or room

Name

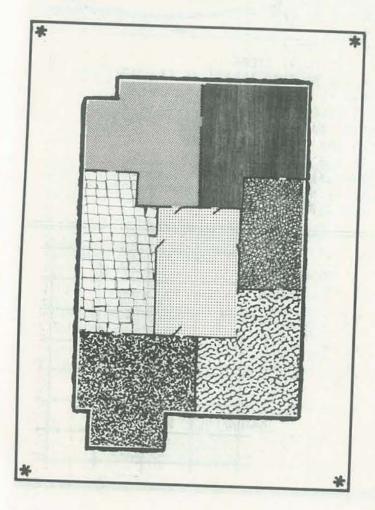
As a further check, or as a different approach, the inspector may ask the suspects, at what time(s) they were in an individual room. The suspects move from room to room each hour. The guilty person will lie (randomly) about his/her whereabouts and the condition of the victim.

The inspector must collect and analyze enough answers to determine who is lying and thus, the guilty person. Then the inspector has to narrow down the location and time of the murder. When the inspector has part of the crime solved, (suspect, room, or time), this may be confirmed or rejected with a direct confrontation. If the inspector is completely flabbergasted and resigns, then the facts that eluded the inspector during the questioning are displayed.



## Listing

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BY: RON CARLSON
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    9054="BILLMARYPAULSUZYJOHN"
10084="LDUNGEATRIUMLIVINGDININGTROPHYGARAGE"
   110DEF FNA$(M$,P,0)=M$((P-1)*0+1,P*0)
120DEF FNB(Z$,Y$,L,H)
  130FORA=1TOH
1401FZ$ OFNA$(Y$.A.L.) THEN170
   160EXIT190
200 FRINT BILL, MARY, JOHN, SUZY AND PAUL ARE HOUSE DUESTS. THEIR HUST "
220 PRINT WAS MURDERED BY ONE OF THEM BETWEEN I PH. AND Y PH."
230 PRINT YOU WILL BE GIVEN A HOUSE DIAGRAM AND A SET OF GUESTONS"
250 PRINT FOR THE SUSPECTS BUT THE GUILLY PERSON MAY TRY TO MISLEAD YOU."
270 PRINT BY LYING SOME OF THE TIME."
280 PRINT BY LYING SOME OF THE SUSPECTS CLAIM THAT THE HOST WAS ALREAD; DEAD."
270 PRINT THAT THE HOST WAS STILL ALIVE, THEN YOU HAVE FOUND THE"
300 PRINT ROOM WHERE THE MURDER TOOK PLACE."
                                           O TROPHY
                         LIVING
430 PRINT
                                 0 ATRIUM
450PRINT
470P(K,1)=INT(6*RND(K))+1
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520 IFA=P(K,L-1)THEN510
530P(K,L)=A
540NEXTK
550NEXTL
            610INPUTTINSPECTOR CLEW-SO WHO IS YOUR SUSPECT ? ".SI4
620S=FNB(814,54.4.5)
630IFS=0THEM610
          GOOPRINT DO YOU WISH TO QUESTION ":S15;" ABOUT :"
GOOPRINT" 1 - THE SUSPECTS WHEREABOUTS AT A PARTICULAR TIME"
GOORINT" 2 - WHAT TIME THE SUSPECT WAS IN A CERTAIN ROGH"
GOOIF ACT OR ACT THE CRIME IS SOLVED ---", A
            700C=C+1
7100N A GOTO 720,990,1200
          720PRINT 514,
730 REM TIME SECTION
740 INPUT "WHERE MERE YOU AT ",TI
750 IF TI<1 OR TI>9 THENZ40
            760R1=P(S.T1)
          BOOR 1= INT( 6#RND( 3 ) )+1
          810IF RND(4)<.5 THEN 840
820PRINT"THE HOST WAS ALREADY DEAD."
830GGTO910
          840PRINT OUR HOST WAS STILL ALIVE."
          850G0T0910
860IFR1=RTHEN880
         870GUTD910
880IFRND(5)<.5 THEN910
        BOOIF TI < T THEN PRINT" THE HOST WAS STILL ALIVE."
900IF TI > T THEN PRINT" THE HOST WAS ALREADY DEAD."
910PRINT! WAS IN THE ";FMAS(RS,RI.6);" RCOH."
920FORK=1TOS
930IFK=5 THEN960
        7501F ABS(R1-P(K,T1))=1 THEN PRINT"! WAS WITH ";FNA*(S$,K,4)
7501F ABS(R1-P(K,T1))=1 THEN PRINT"! SAW ";FNA*(S$,K,4)
          PROREM ROOM QUESTIONING
        970PRINT SI#,
1000INPUT " WHAT TIME WERE YOU IN [ROOM] ",R1#
      10201FT1=0THEN1000
10301FSC>H THEN1110
10401FRND(5)<.STHEN1110
1050T1=INT(FND(5)*6)+1
       1060G0T01090
1070IF TI=F THEN PRINT"I WAS NOT IN THAT ROOM."
       1080GOTO610
1090PRINT"I WAS IN THAT ROOM AT "FTI
    1100GDTUGIO
1110K=0
1120F0RB=1TU9
1130FF P(S:B) OT1 THEN 1160
1140PRINT"I WAS IN THAT ROOM AT ";B
      1130NEXTB
1170IF K=0 THEN PRINT*I WAS NOT IN THAT ROOM."
      1190REM CONFRONTATION SECTION
      1210PRINT INSPECTOR DO YOU THINK YOU KNOW !"
                            1 KILLER"
2 ROOM"
    1290IFx=OTHEN1210
1300IF S15© FHAN(S$,M,4) THEN 1530
1310PRINT YOU HAVE THE KILLER, ISPECTOR CLEW-SQ."
    1320H=H+1
1330IF H=3 THEN 1500
  13400F H=3 THEN 1300

1340G0T0610

13501MPUT "TIME OF THE HURDER ",TI

13501F T1<1 OR T1>9 THEN1350

13701F T1<7 THEN 1530

1380PRINT"INSPECTOR YOU HAVE THE RIGHT TIME,"
   1390H=H+1
1400IF H=3 THEN 1500
   1410G0T0610
1420INPUT "ROOM OF THE HURDER ".RIS
    1430X=FNB(R1$,R$,6,6)
1440IFX=OTHEN 1420
  14501F R15C>FNA9(R5,R-6)THEN 1530
14501F R15C>FNA9(R5,R-6)THEN 1530
1460PRINT"INSPECTOR , YOU NOW HAVE THE ROOM."
   1470H=H+1
1480IF HO3 THEN 610
 1490 REH CONFIRMATIONS
1500PRINT'YOU ARE BRILLIANT INSPECTOR CLEU-SO."
1510PRINT'IT FOOK YOU ":C:" QUESTIONS AND ":C1: CONFRONTATIONS."
   1520CDT01570
1530FRINT'INSPECTOR CLEW-SO YOU ARE A BUMBLING IDIOT.TRY AGAIN*
1540GOTOGIO
1550PRINT*TOD BAD INSPECTOR CLEW-SG*
1550PRINT* THE FACTS ARE:*
1570PRINTFNA*(5*,4).4 ;* KILLED THE HOST AT ";T;* Q'CLOCK IN THE ";
1580 PRINT FNA*(R*,R*,6);* (ROOK)*
1590INDUT*DO YOU WANT A NEW CASE INSPECTOR 7 ",A*
1400IF A*="YES" THEN 210
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