

WHODUNNIT?



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CASES COMPUTER SIMULATIONS LTD., 14 Langton Way, London SE3 7TL

LOADING INSTRUCTIONS

The procedure for loading a program into your Spectrum is given in your manual. Please follow these steps for loading the program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Type LOAD'' ''.
5. Start the tape recorded. The program will RUN automatically once loaded.
6. The program takes 3 minutes to load.

1. OBJECTIVE

You have to investigate the foul and brutal murder of Professor Carpenter, the famous Oxbridge scientist, who was murdered in Oxbridge at mid-day. There are six suspects with unlikely professions - doctor, cabinet minister, clergyman, headmaster, company director, traffic warden - and even more unlikely names - Adenoids Atkins, Bruiser Brown, Crafty Cooper, Dodger Dawson, Educated Evans and Furtive Fletcher. All the suspects were seen and questioned on the day of the murder in separate towns at varying distances from Oxbridge and you must work out who has and who hasn't got an alibi. You only know one of the two murder weapons and one of the two valuable objects missing and must work out the others. Once you are sure of your facts, you can make the accusation at which stage you have to supply not only the murderer's name, the second weapon and the second valuable object, but also the murderer's profession which you can work out from various personal facts discovered during the game.

2. INTELLIGENCE TEST

From time to time you are asked simple intelligence-quiz questions. A correct answer entitles you to ask the computer a specific question about one of the suspects, during which time the other players must look away from the TV screen. No cheating! You can play the game by yourself or with up to 3 friends and if you want a quicker game, you can omit the quiz questions. You may like to make up your own 'house-rules', e.g. as to exactly how much the other players are allowed to see whilst another player is answering or asking a question.

3. ZX PRINTER

If you have a printer you can print out a form which will assist you in solving the mystery.

There is also an option to print out the answers to your questions.

HINTS ON PLAY

The following hints will help you to play more skilfully:—

- (a) You work out the 'opportunity' by dividing the distance of the town by the speed of the fastest means of transport and adding it to 12 o'clock noon and seeing whether the answer is the same or less than the time of the alibi.
- (b) Two or more suspects may have the opportunity to commit the murder, or have the same weapons, objects, and time of alibi or means of transport, so don't make a rash accusation. There might be two suspects with very similar qualifications.
- (c) The following facts, however, are unique. The personal facts, the professions, the towns of the alibi, the distance of the towns from Oxbridge. You can thus work out unknown facts by a process of elimination. The various distances of the towns are 10, 30, 60, 120, 180, 240 miles.
- (d) You are not given many 'free' facts about the weapons and valuable objects, so it pays to ask about them whenever you are given the opportunity.

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A murder mystery for 1 to 4 players which changes each time you play it. You have to solve the brutal murder of Professor Carpenter, a famous Oxbridge scientist. There are 6 suspects and 4 possible murder weapons. Just to keep you on your toes there are intelligence/quiz questions which, if you get correct, enable you to ask the computer specific questions.