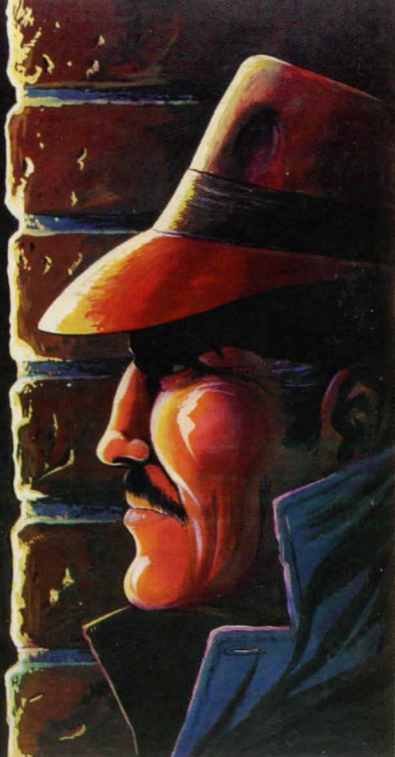


DETECTIVE



LOADING

The programs on this cassette can be loaded into the computer using the following instructions.

Commodore 64: Press SHIFT and RUN/STOP

BBC/Electron: CHAIN" ". If your tape recorder does not have motor control remember to stop the tape if told to do so.

Spectrum: LOAD" ". If the program loads subsequent programs remember to stop the tape if told to do so.

Check the label on the cassette to make sure that you are using the correct side of the tape for your computer.

THE GAME

Once up and running Detective is a subtle blend of logic and strategy. The sole object of the game, which can be played by up to six people, is to establish the murderer, motive, and murder weapon used in the killing of the Lucky Duke.

Each player is given a set of coded clues at the start of the game which list the nine suspects, locations, motives and murder weapons to a single number. This code number can be used to recall those clues as input when you are trying your solution. The only thing you know for certain is that you are not the murderer.

You move around the grid on the throw of a dice, provided by the computer of course, and at each location you may guess the murderer, motive and murder weapon used. Once these are entered a 'score' is displayed showing how many of your guesses were correct and how many were incorrect. From this you can deduce the correct information. As you input each entry the suspect, his motive, and the weapon are 'called' to your location in the grid. This means that once you have discovered the correct location it is possible to disrupt the progress of other players who appear close to solving the puzzle by 'calling' their character to the square you are in.

DETECTIVE

NCC 4



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