

Artworx[®]



PROGRAM EXCHANGE

**BAKER STREET
DETECTIVE**

Cases 1 & 2



**COMMODORE
64**

BAKER STREET DETECTIVE - Cases 1 & 2
by David Fogel, (C) 1985

To load BAKER STREET DETECTIVE for the Commodore, type: LOAD"BOOT",8,1 and press the RETURN key. For the Apple version, insert disk and turn on computer. Once loaded, select a case and read through the description carefully. Taking notes is highly recommended. After reading the Case Description for case one, you must enter: LOAD"MYSTERY1",8. After loading, type RUN.

The Map: Looking at the map, you will notice that there are 900 separate locations. Both cases begin at #221, corresponding to Holmes' flat at 221B Baker Street. From here you can travel anywhere in London. You must decide where to go based on the facts uncovered at each location.

Common Clue Locations: Some locations may have clues in both cases. These are:

1) Scotland Yard #654...Inspectors Lestrade and Gregson are, in Holmes' words, "a pick of a bad lot" although they occasionally stumble over important evidence.

2) Criminology #729...Professor Wisk runs Criminology. Any physical evidence in a crime will be taken here for examination.

3) Coroner's Office #420...Dr. James Davis is the chief medical examiner. The bodies of murder victims will always be taken here.

4) Street Corner #26...Gary Price, a low-life criminal informant, stumbles around here in a stupor. He will, on occasion, hear about a crime from the rif-raf.

5) Scott Books #88...If Professor Moriarty, the head of organized crime in London, is involved in a case, an informant by the name of Peter Lenning might leave a message here.

Addresses of London: This is an alphabetical listing of the people and places that you can visit. When asked for your desired destination, just enter the number corresponding to the correct

location. Before long, a carriage will come along and take you to your destination. After visiting a location, you can "M" to move to another location, or "Q" to take the Quiz.

The Quiz: When you have formulated a solution, take the Quiz. Eight questions will be asked testing your reasoning skills as well as your factual knowledge. If you miss some questions, don't worry; you are allowed to take the Quiz up to three times. If you do miss any questions, you can return to your carriage and travel to other locations, formulate a new solution and try the Quiz again.

Scoring: Your final score is a combination of how well you do on the Quiz, the total time it takes you to solve the case compared to Holmes' solution, and the number of times you take the Quiz. Your final points will be displayed along with your percentage of Holmes' score.

Hints: It is extremely important to read each clue carefully. Many important points may be skipped over if you merely skim the text. Homes expects more from you. Taking notes is highly recommended.

If you wish to reread the information at a location you have just visited, enter the number of your present location. This will not take any time nor will be counted against you. Remember though, London can change quickly. You may not find the same description again! You might learn new information at locations you have already visited.

Time is important, but it should not be an overriding concern. Answering the questions correctly is far more important. Be certain that you are sending the right person "up the river."

BAKER STREET DETECTIVE *by David Fogel*

You are Sherlock Holmes, the world's greatest detective; and you have just been presented with two new mysteries to solve.

In the case of A Wasted Witness, Inspector Lastrade asks you to investigate the mysterious death of the Government's star witness during an extortion trial. In the Scourge of the Executioner, you try to find a link between the murder of a bank president, and a bank robber who wears an executioner's hood.

BAKER STREET DETECTIVE brings you back to 1893 London. You are provided with a map of the city and a directory of people and places that you can visit. Armed with these tools and your own reasoning skills, you must solve each of the two mysteries and then take a quiz to test your knowledge. Careful, your score will be compared to Holmes' own solutions! This program is a must for anyone interested in mysteries or Sherlock Holmes.

```
CASE #1
Tuesday, July 13, 1893
A Wasted Witness

Holmes and I sat quietly, sipping
tea and talking about nothing of impor-
tance. It was a relaxing morning. Re-
laxing, that is, until a telegraph boy
knocked on our front door.

"Mr. Holmes, telegraph from Inspec-
tor Lastrade," announced the young man.
"Thank you," Holmes took the note
and sent the messenger on his way with
a shilling.

"Hello, what does Lastrade want
now?" mused Holmes as he opened the
letter. Holmes began to read out loud.

Press (RETURN) to continue
```

PX321

Artworx[®]

Artworx Software Company, Inc.
150 North Main Street • Fairport, New York 14450