

SOLUTION TO "THE BOYD FILE"

Firstly Luthor should EXAMINE PHOTO. This photo is an important part of the investigation and can be shown to the other characters in the town for further information.

Having explored the small town of Santa Veronica the first thing to be done is to gain access to MJO film studios as a Mexican extra. To get together the costume Luthor must do the following:-

Firstly, Luthor must go to his apartment (25) and EX CHESS SET then EX BISHOP to discover the combination of his deposit box. Then SOUTH to 27. EX BED then LIFT MATTRESS, TAKE KEY. Next, to the coffee bar (16). EX COUNTER (ignore the phone it's only a nasty message from some gangsters). TAKE SUGAR. Go to the Post Office (15). INSERT KEY, TURN KEY. Then DIAL 5842 (number found on chess piece). LOOK, TAKE ID. Go to end of street (8) then DOWN to (11). TAKE BLANKET. Back to 6 and GIVE SUGAR TO DONKEY.

REMOVE HAT then TAKE HAT. Go WEST to 22 then NORTH to 28. KNOCK and then go WEST to 30. RUB SOOT ON FACE (Luthor will have a soot moustache). Then back to 18 NORTH to 21 (Studio gates). WEAR BLANKET, WEAR HAT then NORTH to 35 then EAST to 37 DROP BLANKET, DROP HAT then TAKE GLOVES, TAKE AXE. WEST to 38. EX CABINET. CHOP/SMASH CABINET WITH AXE. LOOK. TAKE LETTER. DROP AXE. READ LETTER. Back to 18. From now on Luthor is trying to gather enough evidence together to present to the D.A. so that he will be given a search warrant for the strange house (9) DROP LETTER. Go EAST to 7. TAKE PAPER BAG. Back to house (28). KNOCK. WEST then WEAR GLOVES. REACH UP CHIMNEY. TAKE KNIFE (The gloves are to make sure that the fingerprints remain on the knife). PUT KNIFE IN PAPER BAG. Back to 18. DROP BAG (with knife inside). East to 6. North to 14. SHOW ID. NORTH to 40. DROP GLOVES. DROP ID. DROP PHOTO. TAKE DRINKS DISPENSER. NORTH to railway carriage (41). DROP DRINKS DISPENSER. STAND ON DRINKS DISPENSER. EXAMINE RACK. Luthor should then be carrying a wig. SOUTH to platform. TAKE PHOTO. TAKE ID. Back to 18. DROP WIG (more evidence) At this location there should now be a letter, a wig, a bag with a knife inside it. It is not yet time for Luthor to present the evidence as he will only be allowed the warrant for a short amount of time.

SOLUTION Contd.

So back to the house at 28.KNOCK.Go UP to 32.DRAW/PULL CURTAINS.TAKE TICKET.
Go to the Pawn shop(23).GIVE TICKET to the old man.In return he will give
Luthor a trumpet!Now Luthor can enter Big Sam's club(13).Once at 13,go SOUTH
to 42 and Luthor will be on stage.To avoid Luthor being thrown from the stage
PLAY TRUMPET.Go EAST to alleyway(43) SEARCH TRASHCAN.TAKE HAMMER.Go NORTH up
the alley.NORTH again back onto the main street.Go EAST to 8,DOWN to 11.SOUTH
to beach hut(12).EX FLOORBOARDS.TAKE SHOVEL.Back to 11.DIG IN SAND.DROP SHOVEL.
TAKE GUN.Back to 18.By now Luthor will be carrying,Photo,ID,Trumpet,Gun,Hammer.
Outside the Police Station will be all the evidence Luthor needs for the search
warrant.ie. the letter,wig,bag with knife inside it.DROP TRUMPET,DROP HAMMER,
DROP GUN,DROP ID.TAKE LETTER,TAKE WIG,TAKE BAG.SOUTH to D.A.'s office(20).The
D.A. will examine the evidence and grant Luthor a search warrant.NORTH to 18.
TAKE GUN,TAKE HAMMER.Go EAST to 8.NORTH to 9.KNOCK.Luthor will be inside the
house.EX WALL.HIT WALL WITH HAMMER to reveal something!Luthor must now either
shoot or be shot.SHOOT WOMAN and the whole case will become as clear as crystal.
Luthor has solved the rather unpleasant mystery of Peggy Boyd.However the case
can be solved in a different order and somewhere there is another 10 points
to be earned...