

Feel free to examine any unmentioned objects or explore any unvisited locations at any time - it will not affect the outcome of the game and will only add to the enjoyment.

Phrases in bold are the commands. However, only the words in capitals need to be entered (or their abbreviations).

Part 1

First wait until 11:02am when a telegram will arrive. READ the TELEGRAM and you will be told about a visitor who will arrive at 11:30. You can spend the time up to then examining things or exploring Sherlock's lodgings (or simply waiting, using SLEEP or C). Return to the sitting-room any time after 11:30 and you will meet a Dr Fordham who will tell you about the case.

It would be a good idea to ASK Dr FORDHAM "WHERE IS YOUR MANOR?". Those with suspicious minds may wish to TAKE the medical DIRECTORY FROM the SHELF and FIND Dr FORDHAM IN IT. Before you leave you will need to OPEN the DRAWER, (to look inside it EXAMINE IT), TAKE the dark LANTERN FROM IT and TAKE the KEY FROM the MANTELPiece. It will eventually get dark, so it would be a good idea to LIGHT the LANTERN now. You can now go E, D and W into the entrance hall (stopping to TAKE ALL FROM the hat STAND and to WEAR the HAT AND COAT).

You can now go W into the street where you can HAIL a CAB, CLIMB IN, and TELL the DRIVER "go to VICTORIA STATION".

After a few minutes (wait using SLEEP or C) you will arrive at the station. Here you should PAY the CABDRIVER to avoid getting into any scuffles. You can now GET OUT and go E and E again to the ticket office where you can BUY TICKETS, then TAKE a TICKET and go N, N, E, E and wait (in fifteen minute steps using SLEEP or C) until the train for Lamberley arrives. You can then GET ON the train and it will start upon its journey...

Part 2

From Lamberley station go E, where you will meet a driver with his four-wheeler waiting to take you wherever you wish. GET IN and SAY to the DRIVER "go to CHEESEMANS". Just under 30 minutes later you will arrive in the small village where Dr Fordham lives. You should now GET OUT of the carriage and go E then N. This will put you in the grounds of Dr Fordham's manor. Somewhere in these grounds is Inspector Stanley Hopkins who, when you meet him, will tell you more about the case. For the present, go N, W (here you can see where the body was found), NW, N. Now EXAMINE the DOORS before going E and S to see the body.

EXAMINE the BODY, TAKE the NOTE, EXAMINE IT then TAKE the INK BOTTLE and EXAMINE IT. You can now ask Watson for his advice by typing SAY to WATSON "EXAMINE the BODY". Now go E, UP, E and UP again to see Dr Fordham make a mysterious appearance. After this, go D, W, D, S and S (if you still haven't met Inspector Hopkins then you should go back into the manor to look for him, else go) S, E, E, N, N, KNOCK on the DOOR, then go inside. When you find the butler, type QUESTION the BUTLER and when you find Mr Randall, type QUESTION Mr RANDALL.

Now go back into the lane, then go E and S to enter Miss Wilder's cottage. Go SW, EXAMINE the DRESSING table, TAKE the PEN and EXAMINE IT. Then go BACK into the hallway, S and E into the garden. EXAMINE the FLOWERBED, TAKE the KNIFE and EXAMINE IT. Now find Miss Wilder and QUESTION Miss WILDER. She will reveal that she has lived in the village for less than two years, but Watson discovered that the body had been dead for two years. We therefore have the previous tenant to consider. You could try to ASK Miss WILDER "WHO LIVED HERE BEFORE YOU?" but she doesn't know, instead she suggests you ask the landlady when she comes. Wait in the cottage (using HOUR or O) until you hear a knock on the door, then go to the hallway. Here Mrs Roylott should introduce herself. ASK Mrs ROYLOTT "WHO RENTED THE COTTAGE BEFORE MISS WILDER?" and she will tell you about a Mr Moulton.

Now go N, W, W, W, W, GET IN, SAY to DRIVER "go to Lamberley STATION". On arriving 30 minutes later, GET OUT and go W, wait for the train for London to arrive then GET ON (tell the computer you wish to go to the MEXBOROUGH Private Hotel) and go back to London...

Part 3

From platform 3 go W, W, S, S, W, W, HAIL a CAB, GET IN, TELL the DRIVER "go to the MEXBOROUGH Private HOTEL". On arriving, GET OUT, PAY DRIVER, go S then E. If Moulton is not here, wait (using O) until he arrives. Now QUESTION MOULTON and he will be dragged away. FOLLOW the MEN and follow them AGAIN into the street. Immediately

EXAMINE the CAB to get its number. (You may like to go back into the hotel and EXAMINE the NEWSPAPER left behind by Moulton).

When in the street, HAIL a CAB and CLIMB IN. ASK the CABBIE "WHO DRIVES cab 136?" and he will tell you where to find out. So SAY "go to SHIPLEY'S YARD."

When you arrive, PAY the CABBIE and GET OUT. Go E. (If the boys that clean the cabs are not here then wait (O) until they arrive). Then ASK the BOYS "WHO DRIVES cab 136?" but don't go to the address they give you - it's just a prank. To get the real name of the driver you must PAY the BOYS. To find the driver's address, you could go N into Shipley's office and ASK SHIPLEY "WHERE DOES BRUNTON LIVE?", but he won't tell. You can't BRIBE SHIPLEY either, so go BACK into the yard and wait until he leaves. Then go N and EXAMINE the DESK to see a list of employees on his desk. EXAMINE the LIST to get Brunton's address.

Now go S, W and HAIL a CAB, GET IN and TELL the DRIVER "go to 3 AUDLEY COURT." When you arrive, PAY the CABBIE and GET OUT. KNOCK on the DOOR. If there is no answer then wait until Brunton returns from work and try again. When he answers the door, go N then E. You are now able to ASK JACK "WHO WERE THE MEN YOU PICKED UP IN CRAVEN STREET?" but he didn't ask their names, so ASK "WHERE DID YOU TAKE THE MEN?" to get an address. Go W, S, HAIL a CAB, GET IN, SAY to CABBIE "go to 64 CONDUIT STREET."

When you reach Conduit Street, PAY the CABBIE and GET OUT as usual. KNOCK on the DOOR and go W then N to hear Moulton's explanation. SAY "YES" to MORAN and he will give you more details. TAKE the KEY Moran gives you, and quickly go S and E. HAIL a CAB, GET IN and TELL the CABBIE "go to the EDGWARE ROAD." When the cab gets there, GET OUT and PAY DRIVER. Then, if the house-agent is open (wait if not) go E. ASK the ASSISTANT "WHO USED TO OWN THE MANOR IN CHEESEMANS?" and she will tell you who it was, and give you an address.

Go W, HAIL a CAB, GET IN, TELL the DRIVER "go to KENNINGTON LANE"...

Part 1

PAY the DRIVER, GET OUT and KNOCK on the DOOR. Go N into Mr Cunningham's house. When you find him QUESTION CUNNINGHAM.

Now go back into the street HAIL a CAB and GET IN. Sometime now Watson will suggest that Holmes should relax. So TELL the CABBIE "go to ST JAMES'S STREET Club" as Watson suggested. When there, GET OUT, PAY CABBIE and (if the club is open, wait if not) go W, W, (possibly stopping to BUY BEER and TAKE BEER) and SE where Sherlock will meet an old friend. Holmes should ASK LANGDALE "FIND MRS CUNNINGHAM", but he will need to PAY LANGDALE for his help.

Now (DRINK BEER, DROP GLASS and go) NW, E, E, HAIL a CAB, GET IN, SAY to DRIVER "go to 221B BAKER STREET", C, GET OUT, PAY CABBIE, go E, E, U and W then relax until you hear from Langdale. You may like to PLAY your VIOLIN or RING the BELL and EAT the FOOD that Mrs Hudson brings upstairs. You could also TAKE a PIPE FROM the pipe RACK, TAKE the TOBACCO FROM the SLIPPER, PUT IT IN the PIPE, LIGHT the PIPE and SMOKE IT, not forgetting to PUT IT back IN the RACK. Then wait, using HOUR.

When the page brings in the letter, READ the LETTER to discover something about Miss Wilder. You can now go E, D, W, W, HAIL a CAB, GET IN, TELL the DRIVER "go to VICTORIA STATION", C, PAY CABBIE, GET OUT. Go E, E and BUY TICKETS. TAKE TICKET then go N, N, E and E again. Wait for the Lamberley train and CLIMB ON...

Part 2

As before, go E, GET IN, SAY to DRIVER "go to CHEESEMANS", C, C, GET OUT, go E, E, E, E, S and find Miss Wilder. QUESTION Miss WILDER and she will confess her true identity and admit that she was madly jealous of Mrs Randall. But now go across the lane, into Randall's grounds, then N, E, N, E, SMASH a HOLE in the ceiling. Go UP into the hidden room. OPEN the CHEST, EXAMINE IT to see inside, then TAKE BELONGINGS FROM IT and EXAMINE THEM.

Go DOWN, find Randall and INTERROGATE RANDALL. He will confess all. Now just BLOW the WHISTLE for the police to arrive and arrest the murderer.