

SHERLOCK

The Riddle of the Crown Jewels™



SOFTWARE FOR YOUR
AMIGA
(3½" DISK)
WD-844-08

IMMORTAL
INFOCOM™
Interactive Fiction
by Bob Bates
LEGENDS

With
On-Screen
Hints



Regally arrayed inside every *The Riddle of the Crown Jewels* package: a tourist map of Victorian London; a copy of the June 17, 1887 "London Thames"; and a distinctive key fob.

MORIARTY HAS SET A DEADLY TRAP FOR SHERLOCK HOLMES. AND ONLY YOU CAN STOP HIM...

Travel back in time to Victorian London, where the city is bustling with preparations for Her Majesty's Golden Jubilee. Crowds of sightseers and souvenir vendors fill the streets in eager anticipation of the Jubilee Week events. Newspapers detail the gala array of festivities. Sumptuous receptions for foreign dignitaries. Special services at Westminster Abbey. A Royal Procession through the streets of London. And the Queen reigning over all, resplendent in the Crown Jewels.

At least, that's the official plan. Unbeknownst to the celebrants thronging the city, a crisis has arisen: the Crown Jewels have been stolen from the Tower of London. If they're not recovered before the festivities begin, the theft will be exposed and the government will fall into international disgrace.

Only 48 hours remain to solve the crime. With Scotland Yard failing to make headway, the Prime Minister calls on Sherlock Holmes, the famous consulting detective. But riddles left at the scene of the crime include a direct challenge to Holmes, who suspects a deadly

trap. To throw the scoundrel off his guard, Holmes turns the investigation over to you, his trusted cohort, Dr. Watson.

With Holmes by your side, you use your wits, intuition, and a myriad of clues to solve the riddles and piece together the mystery. Your search for the jewels and the villain leads you all over London, from the most popular tourist attractions to the seediest back alleys. As Big Ben strikes each successive hour and dangerous complications impede your progress, you realize you're facing that most dastardly of foes, Holmes's archnemesis... the vile Professor Moriarty.

Sherlock: The Riddle of the Crown Jewels is the first story in Infocom's new Immortal Legends series, developed by Challenge, Inc. Using Infocom's sophisticated development tools, Challenge lends its own brand of puzzles and plotting to interactive fiction. In *The Riddle of the Crown Jewels*, author Bob Bates brings Holmes's London to life, filling it with familiar characters and locations. On-screen hints provide clues when your magnifying glass falls short of the task.

And now, come, Watson! The game is afoot...

ENTER THE WORLD OF THE MASTER STORYTELLERS.

Interactive fiction is a lot like your favorite book, using words to tell a story that progresses through time. The difference is that YOU are the main character. The story comes alive as you go places, meet people, outwit opponents, and tackle a wealth of puzzles and predicaments.

Journey to a place limited only by your imagination—the world of Infocom's interactive fiction.

INFOCOM

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Sherlock is available for the Apple II series, IBM PC and 100% compatibles, Macintosh, Commodore 64/128, and others. Call us at 617-576-3190 for further information.

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Warranty information enclosed.

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