

FROM THE DESK OF
SEAN M. McHUGH, MAYOR OF HUXLEY

Dear Police Officers:

Before you begin on your tour of duty to rid our fair town of the specter of fear that envelops it, I'd like to express my hopes for a most successful series of adventures.

Never mind the fact that our town's populace is counting on you and that the Governor is holding me personally accountable for getting to the bottom of these felonies. No, don't even worry about that. Just do your duty as best as you can and don't expect to get promoted to Field Officer until you're done.

Your Mystery Master Crime Computer is at your complete disposal. It'll provide you with Case Histories and help you ferret out clues, obtain autopsy results and evidence, analyze lab reports and construct a complete profile of each case. Before attempting to crack the first one, though, be sure to familiarize yourself with the official rules and procedures to be followed throughout each investigation. I don't want any police brutality or rights violations to stand in the way of bringing those responsible for these heinous crimes to justice... especially, right before an election.

OK, let's roll.

Sean M. McHugh
Sean M. McHugh

SETTING UP YOUR CRIME COMPUTER

FOR APPLE II + /IIe/IIc COMPUTERS

1. Insert your Mystery Master disk into the disk drive and close the drive door.
2. Turn on your computer and monitor.
3. The title screen will appear first, followed by pictograms of all twelve Felony! cases in a clockface. Press any key when the minute hand is pointing to the case you wish to solve. Then press **RETURN** to start.

FOR COMMODORE 64 COMPUTERS

1. Insert your Mystery Master disk into the disk drive and close the drive door.
2. Turn on your computer, disk drive and monitor.
3. Type: LOAD "CBS", 8 and press **RETURN**. Then type RUN and press **RETURN** again.
4. The title screen will appear first, followed by pictograms of all twelve Felony! cases in a clockface. Press any key when the minute hand is pointing to the case you wish to solve. Then press **RETURN** to start.

FOR IBM PERSONAL COMPUTERS AND THE IBM's PCjr.
Consult your enclosed Police Manual Addendum, Sec. 1.B.a.
Crime Computer Set-Up/IBM.

FOR APPLE" MACINTOSH" COMPUTERS

Consult your enclosed Police Manual Addendum, Sec. 1.B.b.
Crime Computer Set-Up/MAC.

OFFICIAL RULES

AN INVESTIGATING OFFICER SHOULD ENDEAVOR TO
BEGIN AT THE BEGINNING.

Felony!" contains Case Histories for twelve different crimes. Each case is investigated separately and counts as a single game. The object of each game, therefore, is to be the first officer on the Huxley Police Force to solve each case in question.

While the Felony! program is self-explanatory, this manual has been prepared to assist you in your investigations.

Soon after the program disk is loaded, the following information will appear on your monitor:



Each number and accompanying pictogram refer to one of the twelve cases available. The case titles are as follows:

Case 1-The Missing Tablet of Knossos.

Case 2-The Garroted Photographer.

Case 3-Death of a Front.

Case 4-The Retirement of Frankie Finger.

Case 5-The Stained Glass Vandal.

Case 6-The Kingfisher Theft.

Case 7-The Killing of Sam Ferry

Case 8-Queen Bea.

Case 9-The Forbes Report.

Case 10-- Murder at Huxley Station

Case 11-The Rothstadt Kidnapping.

Case 12-The Terrorist.

When you select your case, the phone will ring at the Huxley Police Station. The known facts (Case History) and the requirements for solving the case will then be displayed, one paragraph at a time.

A GOOD POLICE OFFICER TAKES NOTES

The Mayor's Special Task Force has supplied you with Mystery Master Worksheets. Use them! Otherwise our appropriations for next year will be cut in half! Each officer on a case should use his/her own Worksheet for taking notes, marking locations and developing solutions. As the Case History scrolls across your monitor, be sure to write down the important elements of the case and what specific information you need in order to solve it. As a back-up for those of you who fall asleep or avail yourself of the facilities as the Case History appears, all twelve Case Histories are

repeated in the back of this manual. You may review them at any time during the course of your investigation or before starting.

After the Case History is given, the Crime Computer will ask how many officers are to be assigned to the case. Up to four officers or teams of officers may attempt to solve each case. After entering the number of officers or teams, participants will be asked to enter their names. You can use your I.D. number, nickname or whatever else you wish to be referred to as, but the Crime Computer will not accept any name or number longer than *Sherlock Holmes*. Perhaps your new recruits are not familiar with Officer Holmes. Odd sort of bird. He wore a funny hat, read a lot and smoked some type of unauthorized substance in that weird pipe of his, the nature of which, he assured us, was medicinal and legal. Had a strange friend, too.

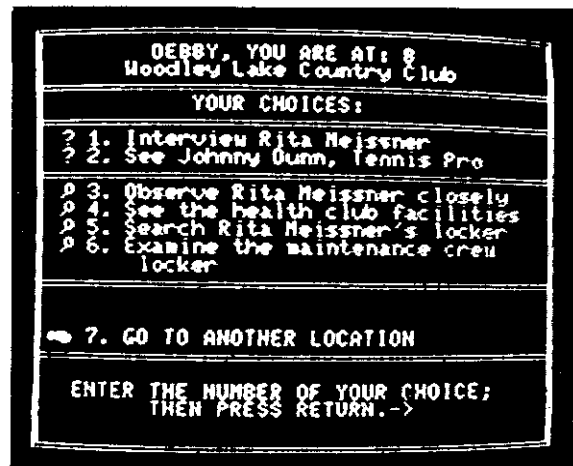
NO TIME TO LOSE

As the case proceeds, officers begin to accrue time on their Case Clocks. The officer with the least amount of elapsed time on the Case Clock at the end of each turn will be the next to go. In the event that two or more officers have an equal amount of time on their Case Clocks (as in the beginning of the case), the officer whose name was entered first will go next.

Time for solving a case runs out at midnight on the day of the investigation. If this occurs, the crime remains unsolved until the next batch of Mystery Masters takes a stab at it.

FINDING CLUES-A MATTER OF TIME AND LEGWORK,

At the beginning of each turn, the officer will be offered seven choices of things to do:



INTERVIEW PEOPLE

If you choose to interview someone, the Crime Computer will give you a group of numbers that correspond to clues printed in the CLUES Notebook. **Only the** interrogating officer **should look up the clues and must do so in the order in which they're given by the Crime Computer.** Often, clues are linked together to form a story. If they're read out of sequence, you may end up confused rather than enlightened. Some clues may end by referring you to an additional clue. Some numbers will indicate "No clue." These represent interrogations that used **up time, but** provided no useful or new information. If the number sequence "99,99" appears on the screen, you're way off base and should rethink your investigative strategy.

For each number shown on the Crime Computer, **three minutes will be** added to the Case Clock of the officer at play. For example: If one clue is given, three minutes will be added; if four clues are given, twelve minutes will be added.

EXAMINE PHYSICAL EVIDENCE

If you choose to **examine** physical evidence, you will again be given a group of numbers that correspond to clues in the CLUES Notebook. For each of these numbers, five **minutes** will be added to the Case Clock of the officer at play.

In most of the twelve cases, you will have the option of telexing the Army or the F.B.I. while you're at the Huxley Police Station. Their information may help your investigation. But it takes time for Washington to check its files. So just continue your investigation and, when the reports are ready, you'll be notified to return to the Station, no matter where you happen to be. When you do, again select the "Telex" option to receive the reports.

The CLUES Notebook may only be examined by the investigating officer and then only to look up the clues given by the Crime Computer. We suggest a maximum time allotment of three minutes per turn for examining the CLUES Notebook. Once the Notebook is placed down, it may not be picked up again until the next turn. *Remember to take notes!!*

GO TO ANOTHER LOCATION

The last choice allows you to move to another location on the Map of Huxley. After selecting this option, the Crime Computer will give you a choice of either looking at the Map with its lettered locations or of going directly to the location of your choice without looking at the Map.

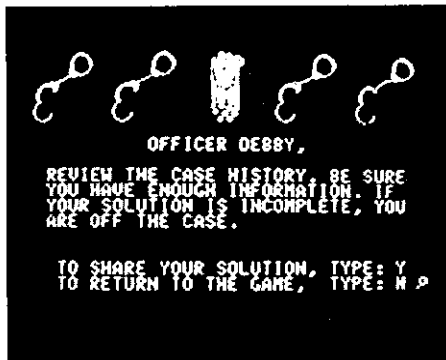
After entering the letter of the location you wish to move to, an appropriate amount of travel time will be added to your Case Clock. A trip to a nearby location may take only a few minutes, whereas a trip across town may take a half-hour or longer. The times for identical trips may vary slightly due to traffic conditions, red lights, slow elevators, random shootings and other factors beyond the control of a uniformed police officer.

The object of all investigations is to discover who committed the crime and to collect enough evidence to convict the criminal in a court of law.

Once you have run up at least 20 minutes on your Case Clock, the Crime computer will offer you the option of trying to solve the case. You may only select this option at the beginning of your turn. Obviously, the more time you spend on a case, the greater your chances of doing a thorough job of solving it; however, it is possible to do too thorough a job, thereby wasting precious time.

If you believe you have solved the case, you will have to explain your solution to your fellow sleuths and then check the official solution in the SOLUTIONS Notebook. **Before checking, be sure that all the points asked for in the Case History have been covered. Look up the case number in the SOLUTIONS Notebook and then privately read the official solution using the Solution Decoder.**

If your solution is **wrong in any detail, you have failed** to solve the crime and are off the case. The other officers will continue investigating until one of them deduces the correct solution



If your solution is correct in every detail, you have successfully solved the crime and closed the case. Read aloud the official solution to your cringing rivals, The Crime Computer will assign you a Sleuth Rating based on the amount of time taken to solve the mystery and how professional your job of police work was. Explanations of Sleuth Ratings follow the Case Histories in the back of this manual.

GOOD LUCK
AND GOOD SLEUTHING, MYSTERY MASTER!

TIPS FOR CONDUCTING SUCCESSFUL MYSTERY MASTER INVESTIGATIONS

1. The Huxley Police Force Works Two Shifts.

These shifts are the Day Shift and the Night Shift. When a crime is reported during the Day Shift, you'll be assigned to the case immediately. You'll have to go to the scene of the crime and develop your own information. When a crime is committed during the Night Shift, a preliminary investigation is conducted by the officers working that shift. When you report to work the next morning, their findings will be available to you. In such a case, any autopsy or lab reports will probably be ready for you as well.

2. Play The Cases In Order.

The first case is just as complicated as the last case and just as difficult to solve. However, certain pieces of information may be discovered in the early cases that will help you solve the later ones. Familiarizing yourself with investigative procedure on your first case will also give you an edge in coping with some of the subtleties of later cases. For example: If you go to the scene of the crime and the lab boys tell you that they'll have a report on your desk at the Station "within an hour," the chances are good that they're not kidding. You probably won't be able to get that information until about 45 minutes or more have elapsed on your Case Clock.

Also, some of the later cases involve finding key pieces of evidence for analysis in the lab. For example: If you choose to look through the vegetable crisper in a suspect's refrigerator and find a pair of black fishnet stockings next to the lettuce, information about those stockings and, perhaps, the lettuce will be contained in the lab report you pick up later. If you neglect to search the vegetable crisper, you will not have found the stockings and your lab report will contain no information about them.

3. Use All The Resources Of The Police Station.

While at the Police Station, you will be able to run a computer search through records. This can come in handy when you need information on known or suspected criminals. It is generally **not as** useful when it comes to supplying information on ordinary citizens. The same holds true when interviewing your fellow police officers and Turk, your pet stool pigeon.

4. Plan Your Trail Carefully.

There are 28 letter-coded locations in Huxley. When deciding where to go next, check the Map to see how close the locations you wish to visit are to

your present location. If several locations seem to you to be equally important in terms of what you might find at each one, go to the nearest one and save time.

5. Interview Only Those People You Have To Interview.

Anyone at the scene of the crime may be a good witness. You'll never know what a neighbor or passing stranger may have seen until you ask them. However, when you're going to a specific location to speak to a specific individual, don't waste your valuable time talking to everyone there or examining all the physical evidence. Just do what you came to do and leave. Usually, your inherent powers of deduction will tell you which of the available choices are worth selecting. On the other hand, make sure you've gleaned all of the pertinent facts available to you at a specific location before you go dashing off. Leaving too soon may result in having to make a return trip later, which is a tremendous waste of time.

6. Retrace Your Steps.

After gathering information from an interview, a piece of evidence, or a report, you may, all of a sudden, see the case in a new light. Retrace your steps and don't be surprised to find new clues nestled among the old.

7. Use Your Time Wisely.

Some cases have strict time limits besides the midnight deadline. Matters may take a turn for the worse if these limits are exceeded. In any case, the wheels of justice grind on and require that you continue your investigation until the guilty party or parties are apprehended.

Note: The only exception to this principle is the last case—"The Terrorist." If the bombs go off in Huxley, you're off the case.

8. You Can't Solve The Crime If You Don't Take Notes.

Taking notes is an essential part of any criminal investigation. Use your Worksheets! Write down the important case facts and what you need to find out. Keep track of where you've been and where you still need to go. Next to the names of the places you still want to visit, write down what you hope to find there. This helps you avoid time-consuming, useless interviews. Always note the source of every bit of information you write down. It's often necessary to consider how you learned a fact when trying to evaluate its importance.

Take notes on the people you interview: what they say, how they say it, how it conforms to or contrasts with what others have said and if anything they've said seems odd or offbeat. Ask yourself, too, if anyone's statements might serve to protect his or her own self-interest.

9. Develop Your Investigative Skills.

There is more to successful police work than meets the eye. A good, interactive mystery takes an individual's deductive reasoning skills and puts them to the test.

What are these skills?

- A. Problem Solving-Approach a problem by determining what you must find out, plan a strategy to find it out quickly and conduct your investigation along the lines you had planned.
- B. Logic-Try to get the whole picture before you attempt to solve any case. Decide which clues can be disregarded and which relate directly to the solution. Use your gray matter!

Along with intuition and common sense, here's what else you should work on to develop your deductive reasoning abilities to their full potential:

- Identify the issues: who, what, where, when, why and how.
- Determine what must be discovered.
- * Find the facts.
- Organize your information: observe, listen and take good notes.
- * Assemble your information logically
- * Present your information in a sensible, understandable manner.

Develop and improve upon these skills and you'll become a proficient Mystery Master both on and off the beat!

CASE, HISTORIES

CASE 1

THE 'MISSING TABLET OF KNOSSOS

Sgt. Haskill took the call that came into the Huxley Police Station at 11:45 A.M., Sunday, May 5th. Dr. Mervyn H. Bownes, Chairman of the Archaeology Department of Huxley College (D), was rambling incoherently about the theft of the Tablet of Knossos from his office. Once Sgt. Haskill calmed him down, Dr. Bownes explained.

Two years earlier, Bownes had led a dig at Knossos, the ancient center of the Minoan Empire on the island of Crete. While excavating the site of a mansion which had burned to the ground in a fire over 3,000 years ago, Bownes' assistant, Roland Fournier, unearthed a clay tablet.

The tablet was a very important find because of the two languages inscribed on it: Egyptian, and the as-yet-untranslated written language of the earliest Minoans, Linear A. The later Minoan language, Linear B, had been deciphered in 1953 and was shown to have much in common with the Greek language of its day. Using the Egyptian characters as a guide, it became clear that the earlier Linear A was related to Babylonian. This raised interesting possibilities about the original inhabitants of Crete. Fournier, who was working toward his doctorate in epigraphy, the study of written systems using durable materials, was able to verify the authenticity of the tablet.

Bownes' call was interrupted at this point by another call from Mayor McHugh, who was trying to reach Police Chief Thomas Sabellico. Thaddeus Bownes, Dr. Bownes' father, had called McHugh. The elder Bownes is the leading citizen of Huxley, founded by his great-grandfather, Edgar Huxley, in 1875. Thaddeus Bownes is Chairman of the Board of Regents of Huxley College, Chairman of the Board of Westron Mall Corporation, and owns most of the town's prime real estate.

Thaddeus Bownes called to tell Mayor McHugh that he wants his son's missing tablet found, and before the last train leaves for New York at 5 P.M.

To win, you must:

1. Discover who stole the tablet.
2. Explain the motive for the theft.
3. Locate the tablet.

All players start at Huxley College (D) at 12:10 PM.

CASE 2

THE GARROTED PHOTOGRAPHER

Sgt. Haskill had five minutes left on his lunch break. It was 1:55 PM. and he was reading about the latest Egyptian-Jordanian peace accord in the New York Times when a call came into the Station. He decided to donate his five minutes to the town and picked up the phone. Bari Sue Marsden, the owner and day manager of the Coachman Motel (H), called to report a man murdered in Room 203. The victim, Richard Jecko, was discovered by the chambermaid, Mary Tully, when she went in to change the sheets.

Jecko had been a regular guest at the Coachman over the last six years. He was a portrait photographer for Family Foto, Inc., based in Atlanta. Jecko's territory included Rockland and Westchester counties and he passed through Huxley every six months or so. Whenever he was in town, he would book adjoining Rooms 203 and 204, sleeping in 203, where he was found. He used Room 204 to take family portraits and as an office for showing proofs and taking orders.

You were taking your first look around the murder scene when Dr. Nizer, Huxley's coroner, arrived. Richard Jecko was lying face down on the rug near the middle of the room. He had been killed with a length of fine wire pulled tightly around his neck from behind. The wire had been left embedded in his neck, and his head had been partially severed. There was a pool of blood on the floor, soaking into the carpet.

Teddy Bayer and Zeke Shields, the lab boys, arrived with the ambulance. Dr. Niir and the lab boys promise to have their preliminary reports waiting for you at the Police Station (I) within the hour.

To win, you must:

1. Discover who killed Richard Jecko.
2. Give three sets of clues with matching evidence that support your conclusion, showing the method, opportunity and/or motive for the murder.

All players start at the Coachman Motel (H) at 2:05 PM.

Note: An example of a clue with matching evidence would be finding a crowbar with traces of brown paint in the suspect's car, knowing that the freshly painted brown door at the scene of the crime had been forced open with a crowbar.

CASE 3 DEATH OF A FRONT

Sgt. Haskill was alone in the Station House at 9:15 A.M. on a bright and warm Tuesday, May 21st. Chief Sabellico was at 1 Planters Lane (Z) with most of the force. Yesterday, an anonymous caller tipped them off to a corpse lying behind 1 Planters Lane, a building undergoing renovation.

The victim, identified as Charlie "The Torch" Delacourt, was suspected of working for "Crazy" Cassie France, Huxley's alleged underworld kingpin. Charlie "The Torch" had been arrested three times on arson charges, but had never been convicted. "Crazy" Cassie was suspected of taking arson "contracts" from desperate businessmen and Charlie would fulfill them by burning down their places of business.

Now, Charlie was dead in a gangland-style execution. His hands had been tied behind his back, he had been branded on the chest and shot once through the left eye. His body had been left behind 1 Planters Lane. Charlie may have been linked to a fire of suspicious origin there two days earlier. The house had a recently-installed fire control system that kept the fire contained until the Fire Department arrived. As a result, the house sustained very little damage.

Sgt. Haskill was looking through his Burpee Catalogue. Having planted his garden this past weekend, he wanted to be sure he hadn't forgotten anything. Then the phone rang. A muffled voice said, "You'll find Julian Bookbinder dead on his boat, **Blind Lady, over** at the Marina (AA)." Then the line went dead. Sgt. Haskill immediately called the Chief at 1 Planters Lane.

To win, you must:

1. Discover who was responsible for the death of Julian Bookbinder.
2. Explain two facets of the motive behind the murder.

All players start at 1 Planters Lane (Z) at 9:25 A.M.

CASE 4 THE RETIREMENT OF FRANKIE FINGER

It was 11:08 PM. on a cool, quiet Tuesday, June 11. A cold front had passed through Huxley that morning, bringing rain along with it and a break in a week-old heat wave. Officer McAleavy was patrolling Station Drive, between Westron Drive and Main Street, his car windows open to take advantage of the break in the weather, when he heard four shots. They seemed to come from Groton Street, on the other side of Main Street.

Turning on his flashers, he made a left onto Main Street. As he approached Groton Street, he saw two cars. One continued straight on Groton, the other turned onto Main Street and passed Officer McAleavy. McAleavy turned right onto Groton, slowly proceeding up the street. As he drew alongside Dewberry's Wines and Spirits, he saw something dark and bulky in the parking lot. Ten minutes later, Frankie Finger was pronounced dead at the scene.

Chief Sabellico was in a not-so-quiet fury when you arrived at the Station House at 9:00 A.M., Wednesday, June 12th. He called a meeting in his office. "There are only two possibilities in this Finger murder. One, Frankie was killed for personal or not-so-personal reasons, Two, Frankie was killed because Cassie Franco found out he was talking to us

"If Frankie was killed for private reasons, I want you to find out who did it and nail his hide to the wall. I want at least three solid pieces of evidence.

"If 'Crazy' Cassie ordered Frankie's 'retirement,' I want you to find out who took the contract and get enough evidence on that clown to put him away forever. And I mean forever! Then, offer him a deal: Testify against 'Crazy' Cassie and we give him immunity from prosecution and a new identity. Quit before you get that deal, and you'll wish you never joined this force. Now, get out!"

To win, you must:

1. Satisfy Chief Sabellico's conditions.

All players start at Huxley Police Station (I) at 9:15 A.M.

CASE 5 THE STAINED GLASS VANDAL

It was 7:45 A.M. on a quiet, overcast Sunday, June 23. Sgt. Haskill was reading an update on the recent Egyptian-Jordanian accord in his Sunday New York Times. All sorts of speculation had arisen because Jordan announced it was considering a peace treaty with Israel. One current rumor had Egypt, Jordan and Israel forming an economic coalition with the U.S., supplying increased technological and financial aid to all three nations when the agreements were ratified. The P.L.O. was outraged and swore to destroy everyone involved.

Sgt. Haskill's reading was interrupted by a call from Rabbi Joseph Moscovitz, who reported that someone had thrown several bricks through the newly-installed stained glass windows at Beth El Jewish Center (Y). He said the vandalism must have occurred sometime between 11:00 P.M. last night when the Teen Dance ended and 7:30 A.M. this morning when Pat Murphy, the maintenance man, opened the Center.

When you reported for duty at 9:00 A.M., Chief Sabellico asked to see you in his office. "As long as I'm Police Chief of Huxley," he said, "I will not tolerate attacks on any minority groups, Jews, Catholics, Blacks, Hispanics, Orientals or Martians! You find the yo-yos who threw those bricks and I'll make them wish they'd never seen Huxley

"Check our computer for local troublemakers, check the F.B.I. on national reaction to this new Mideast agreement Check the Beth El people and see if they've received any threatening letters. You know the routine. Now, beat it"

To win, you must:

1. Discover who threw the bricks.
2. Explain the motive for the vandalism.
3. Find one piece of physical evidence that supports your case.

All players start at Huxley Police Station (I) at 9:10 A.M.

CASE 6 THE KINGFISHER THEFT

It was only 10:15 A.M., but it was already 92 degrees on what promised to be a hot and steamy Friday, July 12th. Sgt. Haskill had spent his first hour at the Station House cursing the broken air conditioner and fantasizing about floating on Woodley Lake, when the phone rang, snapping him back to reality,

Ms Jan Hu, cashier at the Fragrant Jade Restaurant(N), was calling to report a theft. The Fragrant Jade's owner, Su Li Chen, also owned a collection of exquisite carved jade sculptures Last night, Mr. Chen had held a small family gathering in his home above the restaurant in honor of his nephew, Tom Chu, who had just been accepted to Huxley College. The other guests included his nephews, David Lee and Hyung Lee, and his niece, Judy Chen. During the party, someone stole The Kingfisher, the finest sculpture in Mr. Chen's collection.,

While Sgt. Haskill sat in a semi-stupor from the heat, Ms. Hu went on to give the following information on each of the people at the party,

Tom Chu had been raised by his uncle, Su Li. Tom's father, Ku Ming Chu, had immigrated to the U.S. from Hong Kong with Tom's mother. Both were killed in an automobile accident. Tom is very upset because he had been accepted to M.I.T.'s engineering program, but Uncle Su Li is insisting that he go to Huxley College (D). Tom is head waiter at The Fragrant Jade.

David Lee also had lived with Ku Ming Chu, his uncle, and moved in with his other uncle, Su Li, when Ku Ming Chu was killed. Su Li loaned David money to open Computer Mall, a computer store in the Westron Mall (L). However, David is clearing next to nothing from the store, after the loan repayments to his uncle Su Li.

Hyung Lee, David's brother, was left in China when Ku Ming Chu came to New York. Hyung is studying at Huxley College, because the Chinese Communists want United States-trained professionals, and they prefer that he be near family while studying.

Judy Chen's father, Tak San Chen, was Su Li's older brother and should have inherited the family jade collection, However, in 1948, when the Communists took over the village where the Chen's had their land holding, Tak San was in England, studying medicine. Su Li stole away with the family treasure in order to keep the Communist Party from taking or destroying it

When the brothers met years later in the U.S., Su Li refused to give up the jade collection, saying he rescued it and thus earned the right to keep it. Judy is still bitter about that.

To win, you must:

1. Identify the thief.
2. Explain the motive behind the theft.
3. Locate the missing Kingfisher, or tell where it can be found.

All players start at the Fragrant Jade Restaurant (N) at 10:45 A.M.

CASE 7 THE KILLING OF SAM FERRY

It was 10:00 A.M. on a glorious Wednesday, July 24th. The humidity was down and the temperature looked like it was going to stay in the low 80's. Sgt. Haskill was reading a New York Times editorial praising the P.L.O. for its restraint in the face of the United States-sponsored pact between Jordan, Egypt and Israel. The Times accused the U.S. of destabilizing the entire Mideast region in its bumbling attempts to force the various governments in the area to accept a peace with Israel.

Sgt. Haskill's reading was interrupted by a call from Tyler Bishop, manager of the Woodley Lake Country Club(B). Mr. Bishop was calling to report the murder of a club member, Sam Ferry, a dentist whose office was in the Hampton Court Professional Building (E).

To win, you must:

1. Name the murderer of Sam Ferry.
2. Explain the murderer's motive.
3. Describe the one piece of physical evidence that supports your case.

All players start at the Woodley Lake Country Club (B) at 10:30 A.M.

CASE 8 QUEEN BEA

Your home phone rang at 11:10 P.M., Tuesday, July 30th, waking you from a light sleep. You were dozing to the 11 o'clock news. Chief Sabellico called to tell you Jo Anne Whittaker, the President of Bea Goodbody Fitness Centers, Inc. and a close personal friend of the Chief, had been murdered

Bea Goodbody, Inc. had been holding a convention at the Coachman Motel(H) in Huxley Earlier in the evening, there had been an awards dinner. Jo Anne had made a little speech after dinner and by 8:30 P.M., the program had concluded.

Jo Anne told her Vice President, Al Marx, that she was going over to the Goodbody Center in Westron Mall (L) to use the hot tub and sauna. At 10:30 P.M., James Bailey, one of the security guards at the Mall, was making his rounds when he noticed lights on in the Center. He was surprised because the Center is closed on Tuesday and Thursday nights during the summer. It was also a half hour past the Mall's closing time.

When he investigated the light, he found Jo Anne Whittaker dead in the sauna. She had been stabbed repeatedly with a stiletto which was still embedded in her body. The stiletto had been taken from a weapons display case which had been jimmied open in the Karate Room.

Chief Sabellico ordered you to be at 593 Station Drive (P) at 9:00 A.M. the next morning to talk to Jo Anne's family and to express condolences on behalf of the entire force.

To win, you must:

1. Name the murderer.
2. Explain the murderer's motive.
3. Give three sets of clues with matching evidence that support your case.

All players start at the Whittaker home (P) at 9:10 A.M. the next morning.

CASE 9

THE FORBES REPORT

The Huxley Courier, a weekly and the town's only newspaper, had just been delivered on the morning of Tuesday, August 13th. Sgt. Haskill was reading the lead story on Clifford Weathers, recalling the events of six years ago, two years before Sgt. Haskill had joined the force.

Cliff Weathers had just moved into Huxley with his wife, Clarissa, and their six month old daughter, Nina. Cliff had been hired by the Union Savings and Loan to program their new computers. Soon after moving in, Weathers took out a \$100,000 term life insurance policy on Clarissa and insured the house for its full market value. A week after the policies were issued, the Weathers' home was gutted in a fire. Cliff escaped with tiny Nina in his arms, but Clarissa died in the fire.

The Fire Department proved the fire had been purposely set. Because Cliff Weathers had just taken out the two large insurance policies and perhaps because he was both black and new in town, he was convicted of premeditated murder and sentenced to life imprisonment.

Two months ago, Tom Welker, a drifter, turned himself in to the F.B.I. He confessed to setting 39 fires across the country over the past seven years, including the Weathers' fire. Cliff Weathers had just been released from jail after serving six years for a murder that he didn't commit.

Sgt. Haskill's reading was interrupted at 8:15 A.M. by a phone call from Leon Scruggs, a coach at Huxley College. Coach Scruggs was calling to report a dead body on the Huxley College athletic field (V) quarter-mile dirt track. The Coach said it looked like murder.

To win, you must:

1. Name the murderer.
2. Explain the murderer's motive.

All players start at the Huxley College athletic field (V) at 8:45 A.M.

CASE 10

MURDER AT HUXLEY STATION

Officer Phil Broad was on routine patrol at 2 A.M., Thursday, August 29th. The temperature, at 50 degrees, had turned cooler with the first hint of fall. As he slowly drove over the Groton Street tracks, heading east, Officer Broad's headlights picked up a single car in the train station's parking lot, in the corner closest to the tracks. It was too late for teenagers to be parked and too early for the first commuters, Officer Broad decided to investigate.

Your phone rings at 6 A.M. Chief Sabellico wants you over at the Huxley Station, now! Bob O'Neil, Huxley's financial comptroller, has been found dead, shot once between the eyes in the commuter parking lot. When you arrive at the Station (C) at 6:30 A.M., the body has already been removed and Chief Sabellico is heading for his car. The Chief is going to 3 Portock Street (S) to break the news to O'Neil's family. Before he leaves, he takes you aside for a little talk.

"You live in this town, so I'm sure you know Bob was being investigated by the State Attorney General's office for alleged misuse of public funds in the building of our new municipal complex. Well, I found this note in O'Neil's pocket." The Chief shows you a handwritten note with the words, "I have information which can get the State off your back. Meet me at the Huxley Station parking lot at midnight. Park in the northwest corner, nearest the tracks."

The Chief takes the note back, then continues, "Several of our leading citizens were implicated in that State investigation, so this whole thing has to be handled with kid gloves. Your job is to find out who killed Bob O'Neil without stepping on any important toes."

The Chief squeezes his bulk behind the wheel of his car, "Keep in touch, and do yourself a favor, don't offend anyone."

To win, you must:

1. Name the murderer.
2. Explain the murderer's motive.

All players start at the Huxley Station (C) at 6:45 A.M.

CASE 11 THE ROTHSTADT KIDNAPPING

It was 4: 15 P.M. on Friday, September 13th. Sgt. Haskill and Officer McAleavy were discussing the accord that had just been signed between Israel, Egypt and Jordan. Both agreed that the President had pulled off a real political coup, but McAleavy was convinced that the whole scheme was bound to fall apart. Syria and the P.L.O. both swore to retaliate. The people of the U.S. and Egypt would pay in blood! Sgt. Haskill was about to explain why he disagreed, when the phone rang. It was Nathan Rothstadt calling to speak to the Chief.

Five minutes later, the Chief came out of his office. "If you two have finished solving the world's problems, maybe you'd like to do some work." The Chief turned to Sgt. Haskill. "Deek, get everyone on duty into the squad room in fifteen minutes. Daniel Rothstadt, Nathan's 14-year-old son, has been kidnapped."

At 4:35 sharp, the Chief began his briefing. "All right, everyone, listen up! At 3:30 this afternoon, Rachel Rothstadt got a call from a man claiming he had snatched her son. He demanded \$500,000 in small, unmarked bills. He told her he'd call back at 9:00 P.M. tonight with the details on how to deliver the money. She told the caller that she and her husband would only pay the ransom if they could speak directly to Daniel at 9:00 to make sure he was alive.

"As soon as the S.O.B. hung up, Mrs. Rothstadt called the Video Arcade in the Mall (L). Daniel was supposed to have met a friend there around 3:15. She spoke to the owner, Sale Rimsky, who knows Daniel Rimsky said Daniel wasn't there. Next, she called her husband at the Union Savings and Loan (M). On Fridays it normally stays open until 6:00 P.M., but now he's not sure when he'll get out."

The Chief stopped pacing and turned to the assembled officers. "Up until 9:00 tonight, it's worth \$500,000 to the kidnapper to keep Daniel alive and healthy. After 9:00, he has nothing to lose and everything to gain by killing the only person who can identify him. Therefore, we have until 9:00 tonight to find the kid alive. Now, get the hell out of here and find that kid."

To win, you must locate Daniel Rothstadt,

All players start at 1 Lakeview Drive (Q), the Rothstadt home, at 5:00 P.M.

Note: The same continues until one player locates Daniel, alive or dead.

CASE 12 THE TERRORIST

It was 8:00 A.M. on a cool Tuesday, September 17th. Sgt. Haskill was reading a news story about the P.L.O.'s U.N. representative receiving a standing ovation in the General Assembly after promising a world-wide bloodbath in response to the Israeli-Egyptian-Jordanian economic accord that had been signed last Friday.

Sgt. Haskill's reading was interrupted by an urgent call from Justin Williams of the C.I.A., who had just received a message from one of his best agents inside the P.L.O. Four radio-activated bombs have been placed in various locations around Huxley by a P.L.O. terrorist known only by the code name, "The Englishman." At 3:00 this afternoon, The Englishman will broadcast a radio signal which will detonate all four bombs.

The F.B.I. went to the New York City Bomb Squad and borrowed dogs that have been trained to sniff out explosives. The F.B.I. has two helicopters ready to fly the dogs and their handlers to Huxley as soon as they can get to the heliport.

A complete dossier is being telexed to you now and will be available in about ten minutes,

To win, you must:

1. Identify "The Englishman"
2. Locate either his transmitter or all four bombs.

All players start at Huxley Police Station (I) at 8:30 A.M.

* No player can locate a bomb without a dog to sniff it out.

- If any of the bombs go off, the game will end and there will be no winner.

*Each player is responsible for defusing all four bombs.

SLEUTH RATINGS

1. Clairvoyant Cop-Only ESP (or cheating) could explain your phenomenal success in solving this crime. Have you ever considered running for public office?
2. Inspired Investigator-You solved this crime in record time. However, you were nowhere near as thorough as you should have been. Sloppy, sloppy, sloppy!
3. First Class Detective-You've made the Academy proud by closing this case in record time. Congratulations, Mystery Master!
4. Veteran Police Officer-A job well done! You solved this crime in excellent time, while still being thorough. Take two donuts at roll call tomorrow.
5. Professional Detective-A good, but not great, effort You tended to be a little too thorough. Perhaps you'd like to take a whack at organizing our files.
6. Cop On The Beat-A few more years on the Force will give you the seasoning you need to become a first class detective. Right now, you're still too green
7. Rookie Cop-You followed too many false leads. Next time, try to be more selective. Now go hit the showers, kid.
8. Raw Recruit-Take better notes and then try reading them! Be choosy about whom you interview and what evidence you examine. And stop dribbling!
9. Cop In Training-You took too much time on everything. By the time you closed this case, World War II could have happened all over again.
10. Off Duty Cop-Next time, think about what you're trying to do. Concentrate on finding the best approach to the problem at hand. And stop playing with the siren in your squad car!
11. Unfit Investigator-Where did you come from? You may be a whiz at getting kittens out of trees and writing out parking tickets, but as a detective, you're a total washout!
12. Total Turkey-What else is there to be said?! Here's twenty bucks; run on down to the Speed Check Grocery and get us something to eat.

ALL POINTS BULLETIN!

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