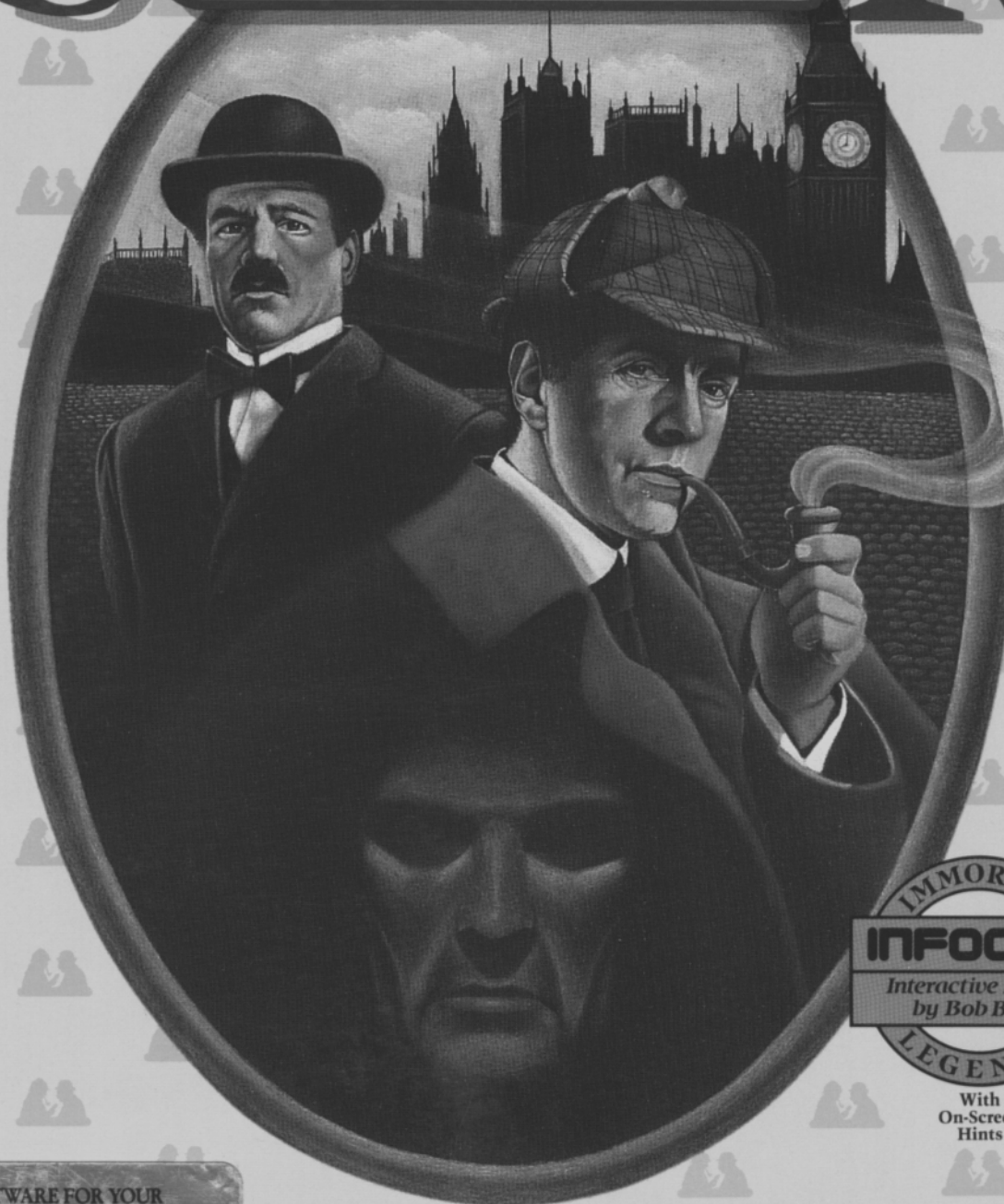


SHERLOCK

The Riddle of the Crown Jewels™



With
On-Screen
Hints

SOFTWARE FOR YOUR
COMMODORE 64/128
(1541/1571 drive; 5 1/4" disk)



Instruction Manual

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. But if you're an experienced Infocom game player, just read Section I: About *The Riddle of the Crown Jewels*.

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SECTION I: ABOUT THE RIDDLE OF THE CROWN JEWELS

Preface to the Story

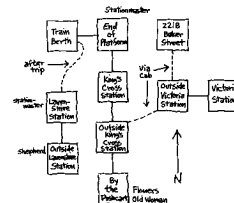
In *The Riddle of the Crown Jewels*, you play the role of Doctor Watson. You have received an urgent summons to the rooms of your good friend Sherlock Holmes by his landlady, Mrs. Hudson. Normally you are not up and about so early on a Saturday. But here you are, outside the Baker Street residence, and not a moment too soon; for the fog has thickened and traveling is difficult since you can't see more than a few feet in front of you.

Hints

The Riddle of the Crown Jewels is partly a story for you to read and partly puzzles for you to solve. If you feel stuck on any puzzle in *The Riddle of the Crown Jewels*, you can type HINT and press the RETURN (or ENTER) key. Then follow the instructions on your screen. Most of the hints are nudges in the right direction; the last hint in a sequence is usually a complete answer.

Sample Transcript and Map

This transcript is not from *The Riddle of the Crown Jewels*, but it does show many of the usual things you can do in the story. It shows a few simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's commands appear in capital letters after each prompt (>). The map shows the layout of the rooms in the sample transcript as you might have drawn it.



"Well, Doctor, it seems that I shall have the honour of providing you with more material with which you may exaggerate and glorify my most elementary deductions. What do you make of this?" Holmes hands you a piece of paper.

>READ THE PAPER

"A thorny problem, a maiden's name, A cheeky colour, 'tis all the same. In Lavenshire he's heard of sheep. A stone's throw away fore'er you'll sleep."

Holmes hands you your hat and coat and ushers you outside. "Let us go to Lavenshire at once. Here's the train schedule," he says, pressing it into your hand. "Lead the way, Watson, so that I may reflect upon the riddle." Holmes furrows his brow and half closes his eyes in concentration.

221B Baker Street
You are standing outside Holmes's residence on Baker Street. The door to the house is to the west. The street continues north and south. Holmes stands nearby, deep in thought.

>INVENTORY
You are carrying a whistle, a train schedule, a riddle, a pound note, a shilling, and your hat and coat.

The cool damp air makes your bones shiver.

>LOOK AT THE TRAIN SCHEDULE

MORNING DEPARTURES FROM VICTORIA STATION

Leaving Victoria Station	Arriving (Place & Time)
6:40	Wellfleet 7:20, Muttontown 7:40, Simpson 9:00, Leominster 9:20, Pallis 9:45, Everett 10:15
9:55	Herringdale 10:25, Elmsford 10:40, Lavenshire 11:00, Farmington 11:20, Great Meadows 11:45, Cotsworth 12:10
11:20	South Torrington 11:40, North Torrington 11:55, Bateshire 12:20, Gladtree 12:45, The Firs 1:05

Save sixpence - Buy your ticket in advance from the Stationmaster. Schedule subject to change without notice.

The cool damp air makes your bones shiver again.

>TIME
It is 9:45 a.m. [In *The Riddle of the Crown Jewels*, the date and the time of day in the story are always displayed at the top of your screen, so you don't actually need to type TIME when you play.]

Your teeth are beginning to chatter from the cold.

>PUT ON THE COAT
You put on the coat and immediately feel a little more comfortable.

>BLOW THE WHISTLE
Tweeeeee!

>WEAR HAT
You don your hat and immediately feel much more comfortable.

A growler cab pulls up beside you.

>GET IN THE CAB
You get into the cab. Holmes climbs in next to you.

"Where to, guv'nor?" asks the cabbie.

>VICTORIA STATION
"Victoria Station it is, guv'nor." The cab deftly maneuvers through the narrow twisty streets. After awhile, the cab stops in front of Victoria Station.

>GET OUT OF THE CAB
You get out of the cab, and Holmes follows you. The cab drives away and disappears.

Outside Victoria Station
The entrance to Victoria Station is to the east. Streets lead off to the north, south, and southwest.

>GO EAST
Victoria Station
This large train station is usually a hubbub of activity. At the moment, however, the platform is deserted, and the tracks are empty.

>TIME
It is 10:00.

Holmes snaps out of his trance-like concentration and looks around. He sighs, smiles wanly, and says kindly, "My dear Watson, it seems we have missed the train to Lavenshire. No train, no case; and no case, no story for you. The next time you use your whistle, blow it twice, and a hansom cab shall arrive. Hansom cabs are vastly more reliable than growlers, and they are hardly any less comfortable."

>I
You are carrying a whistle, a train schedule, a riddle, a pound note, and a shilling. You are wearing your hat and coat.

>TURN OVER THE TRAIN SCHEDULE.
READ IT
You turn over the train schedule.

MORNING DEPARTURES FROM KING'S CROSS STATION

Leaving King's Cross Station	Arriving (Place & Time)
7:15	Hartley 7:35, Reeve 7:50, Cushing 8:10, Upper Tadworth 8:30, Tadworth 8:45, Selfridge 9:10
10:40	Bellington 11:05, Westwood 11:20, Lavenshire 11:40, Farmington 11:55, Great Meadows 12:25, Cotsworth 1:10
11:40	Galley Hill 12:00, Richmond 12:15, Sutton Green 12:35, Plainview 12:55, Elk's Way 1:20, Upton 1:40

Save sixpence - Buy your ticket in advance from the Stationmaster. Schedule subject to change without notice.

>W
Outside Victoria Station
Holmes ambles along behind you, shaking his head.

>BLOW THE WHISTLE
Tweeeeee!

>AGAIN
Tweeeeee!

Holmes looks at you expectantly.

>LOOK AT HOLMES
Holmes is wearing his cape and deerstalker cap. He is watching you carefully, as if he expects you to surprise him.

A hansom cab pulls up beside you.

>GET IN HANSOM CAB
You get into the cab. Holmes seats himself next to you.

"Where to, guv'nor?" asks the driver.

>KING'S CROSS STATION
"King's Cross Station it is, then," says the driver. You are thrown to the back of your seat as the cab races through the streets, and moments later, you find yourself outside King's Cross Station.

Holmes is clearly pleased. "Good show, Watson! We'll get to Lavenshire yet." He immediately furrows his brow again and thinks of the case that lies ahead, meditating with such concentration that he appears to be in a near-hypnotic state.

>GET OUT OF THE CAB
You get out of the cab, and Holmes follows. The cab drives away and disappears.

Outside King's Cross Station
Streets head off to the east and west, and the entrance to King's Cross Station lies to the north. Across the street to the south, an old woman with a pushcart sells flowers.

>TIME
It is 10:25.

>S
Holmes follows you across the street.

By the Pushcart
A dirty woman dressed all in grey stands here next to her wooden pushcart, which is full of bright and beautiful flowers. "Buy some flowers, gentlemen? For your wives or lady friends?"

>LOOK AT THE FLOWERS
The pushcart is covered with carnations, roses, tulips, verbenas, irises, lobelia, chrysanthemums, and daisies.

>BUY ROSES

"Ah, lovely, lovely. That'll be two shillings for a dozen, then."

Holmes nods at you appreciatively. "A thorny problem, a maiden's name, a cheeky colour, 'tis all the same." Roses! Good show, Watson!"

>HAGGLE WITH THE WOMAN

The old woman frowns. "But sir, these roses are good enough for the Queen herself. All right, then, one shilling six."

>AGAIN

"But sir, look at the color, the rich ruby red. Look at the stems, sir, long, beautiful, tapered stems. The finest roses in all of England, and you, a gentleman, want to steal them from me? Impossible, sir, impossible for me to settle for anything less than a shilling."

>GIVE SHILLING TO WOMAN

The woman takes the coin, shoving it into the folds of her clothing, then hands you a dozen roses. "Anything for you, sir?" she asks Holmes. But Holmes, again lost in thought, does not reply.

>N.N

Holmes follows you across the street.

Outside King's Cross Station

Holmes follows you into the station.

King's Cross Station

Unlike Victoria Station at this hour, King's Cross Station is bustling with activity. To the west, a train on the platform hisses impatiently as porters assist passengers and load baggage. Families give their tearful farewells to loved ones, and children run amid the crowds and columns. Beggars shake their tin cups at top-hatted gentlemen and perfumed ladies. At the northern end of the platform, a uniformed station-master watches over all, occasionally checking the watch he holds in his hand. The station may be exited to the south.

>TIME

It is 10:35.

>GO NORTH

Holmes follows you.

End of Platform

The platform is less crowded here. The stationmaster barely glances at you, then looks at his watch and studies the pandemonium behind you.

>BUY TWO TICKETS TO LAVENSHERE

The stationmaster pulls a large pad from a deep pocket, rips two tickets from it, and with an efficiency acquired from years of practice, punches them to show date, point of departure, destination, and price. He hands you the tickets and says, "One pound, sir."

>GIVE POUND NOTE TO THE STATIONMASTER

"Thank you, sir."

>BOARD THE TRAIN

You find an empty compartment toward the front of the train, and you and Holmes settle yourselves. Holmes is still lost deep in thought.

Train Berth

You are sitting in a small but comfortable berth. You may exit the train via the door to the east, or enter the train's corridor to the west. Holmes sits opposite you, his eyes now completely shut in intense concentration.

Outside you hear the stationmaster shout "All aboard!"

>WAIT UNTIL 11:40

Time passes ...

The train pulls out of the station.

A conductor enters the berth, checks your tickets, and leaves.

Time passes ...

The train slows down and pulls into a station. A voice outside shouts "Bellingdon!"

Do you wish to keep waiting? >Y

Outside you hear a voice shout "All aboard!" Moments later, the train pulls out of the station.

Time passes ...

The train slows down and pulls into a station. A voice outside yells "Westwood!" Do you wish to keep waiting? >Y

Outside you hear a voice shout "All aboard!" Moments later, the train pulls out of the station.

Time passes ...

The train slows down and pulls into a station. A voice outside yells "Laversham!"

It is now 11:40.

>WEST

You step out of the train, and Holmes follows you.

Laversham Station

The air here, as anywhere in the English countryside, seems remarkably pure compared to London's. A stationmaster, somewhat older and frailer than the one at King's Cross, stands lookout to the north. The train hisses on the western track. The station may be exited to the south.

>S

Holmes follows you outside the station.

Outside Laversham Station

You are in the quiet English countryside. The Laversham train station lies to the north, and a small road runs east to west. A bearded shepherd stands alone nearby, holding his staff.

Holmes whispers to you, "Odd, is it not, Watson, that the shepherd has no flock? Perhaps 'heard of sheep' is our punster's way of referring to a shepherd. Perhaps this fellow might provide us with some guidance."

>I

You are carrying a whistle, a train schedule, a riddle, a dozen roses, and two train tickets. You are wearing your hat and coat.

>SHOW THE RIDDLE TO THE SHEPHERD

Warily, the shepherd looks at the riddle. As he reads it, his eyes grow wide and his face turns white. Then he notices what you're carrying. "Blood-red roses!" he croaks. He drops his staff, clutches his heart, and cries "Moriarty! He swore he'd find me!" Then he falls to the ground.

>LOOK AT THE SHEPHERD

He is quite dead of fright, his face twisted grotesquely. His left hand clutches a small stone.

>TAKE THE SMALL STONE

You pry the stone from the dead man's grip.

>LOOK AT IT

The stone has a small symbol scratched onto its surface.

>GIVE THE STONE TO HOLMES

Holmes studies the stone with his magnifying glass for a few seconds, then stares intensely at the horizon. "Watson, we are in great danger. I have been a fool, and this man is dead because of it. Come! We haven't a moment to lose!" Holmes dashes down the road to the east.

About the Author

Bob Bates, a native of Greenbelt, Maryland, is a disgruntled graduate of Georgetown University and a grunted employee of Challenge, Inc. He bewilders his fellow workers by wearing ties to work and by singing unaccompanied four-part harmony at odd times of the day. He seizes any excuse to read all night, and when he can't find an excuse, he does it anyway.

About the Others

The author thanks everyone who helped create this product, especially senior programmer Frederick Wilt and programmers Duane Beck and Mark Poesch. So many Info-people made major contributions—from the testers to the packagers and marketers—that it would be unfair to single out just a few. Consequently, the author gratefully acknowledges the help of Stu Galley and Chris Reeve, and he hopes that all the others will be content with the large cash payment they will be receiving any day now. Special thanks are also due to Dave Wilt and Anne Mortimer at Challenge, and to Peggy Oriani, who not only married the author, but stayed with him through thin and thick.

We gratefully acknowledge The Times of London for their kind permission to reproduce their nameplate and selected stories from their edition of June 17, 1887.

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview

Interactive fiction is a story in which you are the main character. Each interactive story, such as *The Riddle of the Crown Jewels*, tells you about a series of places, things, people, and events. You can move from place to place, use the things you find, and interact with the other people, to affect the outcome of the story.

An important element of interactive fiction is puzzle-solving. If you find a locked door or a watchdog, don't think of it as an obstacle; it's just a puzzle to be tackled. (Find the key that unlocks the door, or figure out how to fool or get around the dog.) Often the best way to solve a puzzle is to find a certain thing in the story, bring it with you, and use it the right way.

When you play *The Riddle of the Crown Jewels*, the story goes on only from the time you press the RETURN (or ENTER) key until you see the next prompt (>). Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can think and plan your turns as slowly and carefully as you want.

Starting and Stopping

Starting the story: To start *The Riddle of the Crown Jewels*, follow the instructions on the Reference Card in your package. The computer will display the title of the story and ask you to press any key to begin the story. Then the computer will describe the place where the story begins: on Baker Street, outside Sherlock Holmes's residence. Finally the prompt (>) will appear, which means that the computer is ready for your command.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to press the RETURN (or ENTER) key.

>INVENTORY
>LOOK AT THE BLACK BAG
>KNOCK ON THE DOOR
>OPEN THE BAG

Saving and restoring: You will probably have many hours of fun before you finish *The Riddle of the Crown Jewels*. If you use the SAVE command, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. The SAVE command puts a "snapshot" of your place in the story onto another disk. You can also save your place before (or after) trying something dangerous or tricky. That way, you can go back to that point later, even if you get lost or "killed" in the story.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions on your Reference Card for saving and restoring. Some computers require a blank disk, initialized and formatted, for saving your place. If you use a disk with other data on it (not counting other saved places), the data may be destroyed. You can save your place as often as you like, if you use more blank disks.

You can restore a saved place any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than "booting up" again.) Just to make sure, the computer will ask if you really want to start over. If you do, type Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, the computer will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to this point again, you must first use the SAVE command.

Communicating with Infocom's Interactive Fiction

In *The Riddle of the Crown Jewels*, you type your commands in plain English each time you see the prompt (>). The computer usually acts as if your commands begin with "I want to..." although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; the computer doesn't care either way.

When you have finished typing a command, press the RETURN (or ENTER) key. The computer will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

The computer looks at only the first nine letters of each of your words, and it ignores any letters after the ninth. For example, the computer would think COUNTERFEIT, COUNTERFEITER, and COUNTERFEITED are all the same word.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. Remember that IN and OUT will also work in certain places. You don't need to walk around or turn around in a place.

The computer recognizes many different kinds of sentences. Here are several examples. (Some of these things do not actually appear in the story.)

>WALK NORTHEAST
>DOWN
>ROW WEST
>TAKE THE GUN
>OPEN BAG
>LOOK AT THE HAIR THROUGH THE MICROSCOPE
>HOLD THE FRYING PAN OVER THE FIRE
>READ PLAQUE
>EXAMINE THE WATCH WITH THE MAGNIFYING GLASS
>PUT ON THE GLOVES
>KNOCK ON DOOR

>UNLOCK BOX WITH KEY
>RUB THE CHICKEN WITH THE GARLIC
>BLOW THE WHISTLE
>HIT THE BALL WITH THE MALLET
>PUT CARD ON TRAY

If you want to TAKE, DROP, or PUT more than one thing, you can do it in one command if you separate the things with a comma or the word AND. Here are some examples:

>TAKE THE NEWSPAPER AND THE KNIFE
>DROP BAG, CARNATION, AND HAT
>PUT THE PIPE AND THE TOBACCO IN THE BAG

You can type several sentences on one line if you separate them with a period or the word THEN. (Each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of these sentences at once, before pressing the RETURN (or ENTER) key:

>TURN ON THE LAMP. GO NORTH
THEN CLIMB THE LADDER. READ THE NOTE

Remember, use AND only to connect two direct objects. Use THEN or a period to connect two sentences.

If the computer doesn't understand one of your sentences, or if something unusual happens, it will ignore the rest of your input line (see "Common Complaints" on page 13).

The words IT and ALL can be very useful. For example:

>TAKE THE NEWSPAPER. READ IT. PUT IT ON THE TABLE
>CLOSE THE HEAVY METAL DOOR. LOCK IT
>TAKE THE TRENCH COAT. PUT IT ON
>TAKE ALL
>TAKE ALL EXCEPT THE WET EGG AND THE KEY
>TAKE ALL FROM BAG
>DROP ALL BUT THE RING

The word ALL refers to every visible thing except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

You will meet many interesting people in the story, and you can "talk" to them and give them commands. There are some simple rules to follow when "talking" to people. To "talk" to a person, type the person's name, then a comma, then whatever you want them to do. For example:

>HOLMES, TELL ME ABOUT THE NOTE
>WIGGINS, FOLLOW ME
>SHERMAN, GIVE ME THE BIRD

You can ask questions by typing ASK (someone) ABOUT (someone or something). For instance:

>ASK MYCROFT ABOUT WIGGINS
>ASK HOLMES ABOUT THE RUBY

However, most people in the story don't care for idle chatter. Your deeds will speak louder than your words.

The computer will try to guess what you really mean if you don't give it enough information. For example, if you say that you want to do something, but not what you want to do it to or with, the computer may decide that there is only one possible thing that you could mean. When it does so, it will tell you. For example:

>UNLOCK THE DOOR
(with the key)
The door is now unlocked.

If your command is not clear enough, the computer will ask what you really mean. You can answer by typing the missing information, not the entire sentence again. You can do this only at the very next prompt. For example:

>OPEN THE DOOR
Which door do you mean, the front door or the parlour door?

>FRONT
You open the front door, but no one is there.

or

>TAKE THE BUTTERFLY
Which butterfly do you mean, the delicate magenta butterfly or the fat yellow butterfly?

>DELICATE
The delicate magenta butterfly flutters away as you reach for it.

The computer recognizes over 1400 words, nearly all that you are likely to use in your commands. However, there are many words in the story's descriptions that the computer will not recognize in your sentences. For example, you might read, "The fog swirls around you, and the sound of your footsteps seem amplified on the empty cobblestone street." If the computer doesn't recognize the words FOG or FOOTSTEPS when you type them, then you know that you don't need them to finish the story; they just give you a more vivid description of where you are or what is going on.

Special Commands

This is a list of useful one-word commands and their explanations. You can use them whenever you want. Some count as a turn, others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - The computer will act as if you had typed your previous command again. For instance, typing BLOW THE WHISTLE then typing AGAIN would be like blowing the whistle twice in a row. You can abbreviate AGAIN to G.

BRIEF - After this command, the computer will tell you all about a place or a thing only the first time you see it. If you see it again later, the computer will tell you only that it is there. This is the normal way that the computer will act, unless you use the VERBOSE or SUPERBRIEF command. SUPERBRIEF tells the computer to tell you only the name of a place you have entered, even the first time you see it. Of course, you can always type LOOK to get a description of a place, and the things there. In SUPERBRIEF mode, there is no blank line between turns. SUPERBRIEF is for players who are already very familiar with the story. VERBOSE tells the computer to tell you all about a place or a thing every time you see it.

HINT - If you have difficulty while playing the story, and you can't figure out what to do next, just type HINT. You will see a list of questions you can ask. Just follow the directions at the top of your screen to see the hint of your choice.

INVENTORY - The computer will tell you what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK - This tells the computer to describe your location in full detail. You can abbreviate LOOK to L.

OOPS - If you accidentally misspell a word, and the computer doesn't recognize it, you can fix it at the next prompt (>) by typing OOPS and the correct word. For example, if you typed GIVE THE MANGIFYING GLASS TO HOLMES and were told "[I don't know the word 'mangifying']," you could type OOPS MAGNIFYING instead of typing the whole sentence again.

QUIT - This lets you stop. If you want to save your place before stopping, follow the instructions in the "Starting and Stopping" section on page 8. You can abbreviate QUIT to Q.

RESTART - This stops the story and starts it over from the beginning.

RESTORE - This lets you continue from any point where you used the SAVE command. See "Starting and Stopping" on page 8 for more details.

SAVE - This puts a "snapshot" of your place in the story onto a storage disk. You can use the RESTORE command at a later time to continue from the same place. See "Starting and Stopping" on page 8 for more details.

SCORE - The computer will give you your current score in the story.

SCRIPT - This command tells your printer to begin making a transcript of the story as you play. A transcript may help you remember things, but you don't need it to play. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF - See BRIEF above.

UNDO - You can use this command to "back up" one move. Note that this command works only on certain computers with enough memory.

UNSCRIPT - This commands your printer to stop making a transcript.

VERBOSE - See BRIEF above.

VERSION - The computer responds by showing you the release number and the serial number of your copy of the story. Please send us this information if you ever report a "bug" in the story.

WAIT - This will make time pass in the story while you do nothing. For example, if you get in a boat, you might WAIT to see where it will take you; or if you meet someone, you might WAIT to see what will happen. You can also wait a specified number of minutes; for instance, you can WAIT FOR 15 MINUTES or WAIT FOR 40 MINUTES. You can abbreviate WAIT to Z.

WAIT UNTIL (time) - This causes time to pass until the desired time arrives. For instance, you can WAIT UNTIL 12 or WAIT UNTIL 3:35. If anything interesting happens during this time, you will have a chance to stop waiting.

Tips for Novices

1. Draw a map showing each location and the directions connecting it to adjoining locations. When you find yourself in a new location, make a note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page 3.) There are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story. You can abbreviate EXAMINE to X.

3. If you find an object that you think you can use, TAKE IT. Some objects will help you solve some of the puzzles.

4. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 9 for instructions.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of - even strange or dangerous actions may provide clues, and might prove to be fun! You can

always save your position first if you want. Here's a silly example:

>GIVE THE RUBBER DUCK TO THE
GUARD DOG

The guard dog isn't interested in a rubber bone, let alone a rubber duck. He continues to growl and stare at your throat.

Here you have a clue that maybe giving something else to the guard dog (like a steak) would be better.

7. Unlike other "adventure games" you may have played, there are many possible routes to the end of the story. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. You may find it helpful to go through the story with another person. Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the directions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript on page 3 to get a feel for how Infocom's interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to take a black bag, you could type in any of the following:

>GET BAG
>TAKE THE BAG
>PICK UP THE BLACK BAG

If you type in a sentence that the computer doesn't understand, try rewording the sentence or using synonyms. If the computer still doesn't recognize your sentence, you are almost certainly trying to do something that you don't need to do.

Common Complaints

The computer will complain if you type a command that confuses it completely. It will then ignore the rest of the input line if there are any more commands. (Certain events, such as being attacked or walking into something, may also cause the computer to ignore the rest of your commands, since the event may have changed your situation drastically.) Some of the computer's complaints:

This story cannot understand the word "_____," when you use it that way.

The computer knows the word you typed, but couldn't understand it in that sense. Usually this is because the computer knows the word as a different part of speech. For example, if you typed DROP THE OPEN BAG, you are using OPEN as an adjective, but the computer might know OPEN only as a verb, as in OPEN THE WINDOW.

There are not any verbs in that sentence. Unless you are answering a question or typing a compass direction, each sentence must have a verb (or one of the special commands).

There are not enough nouns in that sentence. This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE

There are too many nouns in that sentence. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than the computer can digest in a single action.

What? You pressed the RETURN (or ENTER) key without typing anything.

You cannot see that here. The thing in your sentence was not visible. It may be somewhere else, or inside a closed container.

You cannot refer to more than one object at a time with “_____”. You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. You can’t use more than one object with most verbs, like EXAMINE; you can’t EXAMINE ALL or EXAMINE THE MATCH AND THE CIGARETTE.

Please try to express that another way. The computer thought the sentence you typed was nonsense, such as GIVE SHERLOCK WITH NEWSPAPER. Or you may have typed a reasonable sentence but used a syntax that the computer does not recognize, such as WAVE OVER THE FENCE. Try rephrasing the sentence.

You Have Technical Problems

You can call the Infocom Technical Support Team to report “bugs” and technical problems, but not for hints to solve puzzles, at (617) 576-3190. If your disk develops a problem within ninety (90) days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of \$5 (U.S. funds). If you call to report a bug, please provide your release number, which you can find by typing VERSION. Please return your registration card if you’d like to be on our mailing list and receive our newsletter.

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Sherlock: The Riddle of the Crown Jewels and Immortal

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Quick Reference Guide

1. To start the story (“boot up”), see the separate Reference Card in your package.

2. When you see the prompt (>) on your screen, the computer is waiting for your command. There are four kinds of sentences or commands that the computer recognizes:

A. Direction commands: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT.

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE MICROSCOPE or HOLD THE FRYING PAN OVER THE FIRE. Once you’re familiar with simple commands, you’ll want to use more complex ones as described in “Communicating with Infocom’s Interactive Fiction” on page 9.

C. Commands given to people: To talk to characters in the story, type their name, then a comma, then what you want them to do. For example: HOLMES, TELL ME ABOUT THE NOTE or WIGGINS, GIVE ME THE SAPPHIRE.

D. Special commands: Some commands, such as INVENTORY or SUPERBRIEF, give you specific information or affect your output. A list of these appears in the “Special Commands” section on page 11.

3. After typing your sentence or command, you must press the RETURN (or ENTER) key before the computer will respond.

4. Your location in the story and the day and time are displayed at the top of your screen on a special line called the status line.

5. You can pick up and carry many of the items you’ll find in the story. For example, if you type TAKE THE FLASK, you will be carrying it. Type INVENTORY to see a list of the things you are carrying.

6. When you want to stop, save your place for later, or start over, read the “Starting and Stopping” section on page 8.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

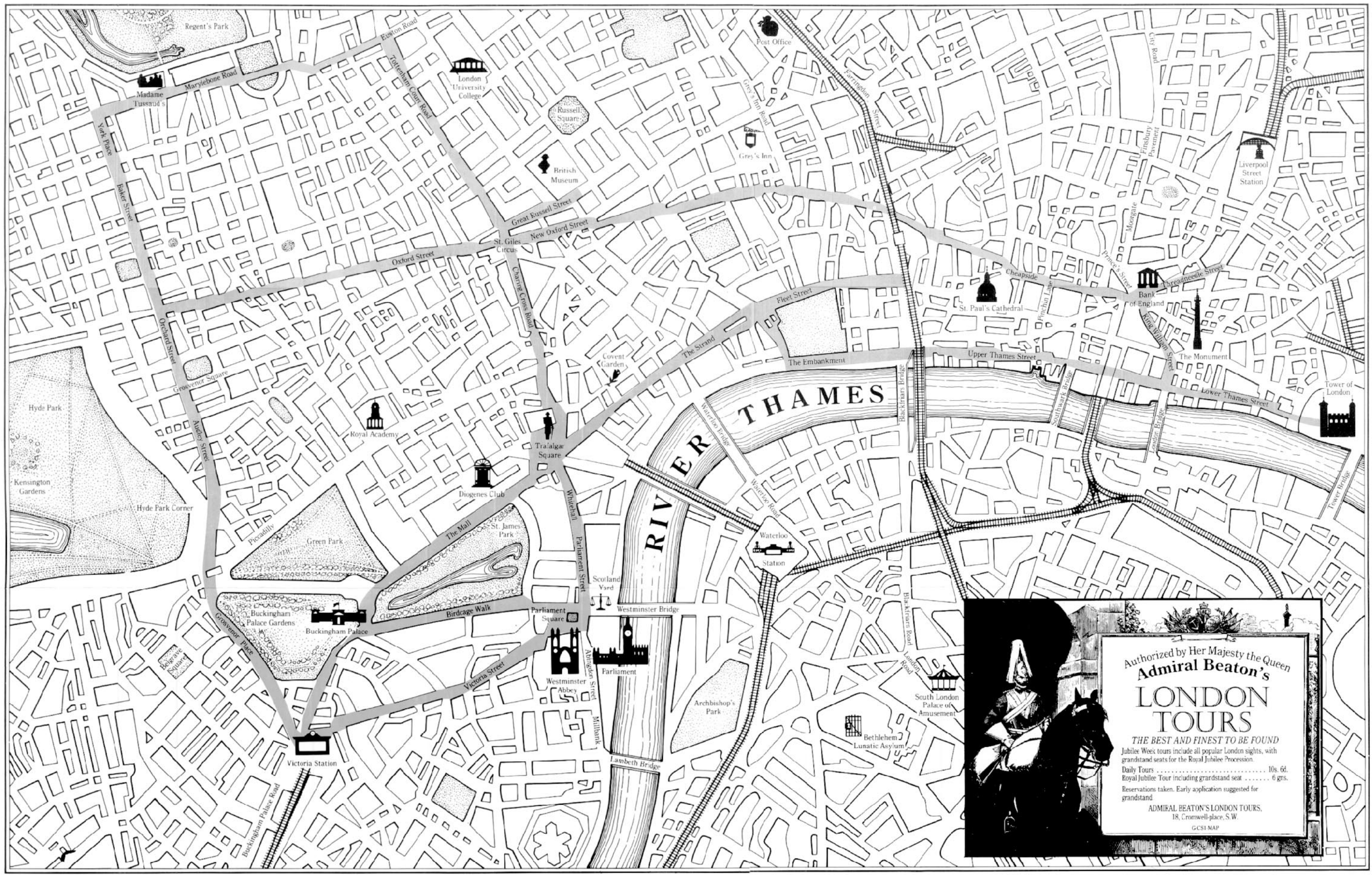
We’re Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they’re “out the door,” we’re constantly improving, honing, and perfecting them.

Your input is important. No matter how much teasing we do, it seems some “bugs” never crawl into view until thousands of you begin doing all those wild and crazy things to the story. If you find a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, or if you’d just like to tell us your opinion of the story, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Mircroft





Authorized by Her Majesty the Queen
Admiral Beaton's
LONDON TOURS

THE BEST AND FINEST TO BE FOUND

Jubilee Week tours include all popular London sights, with grandstand seats for the Royal Jubilee Procession.

Daily Tours 10s. 6d.
Royal Jubilee Tour including grandstand seat 6 gns.

Reservations taken. Early application suggested for grandstand

ADMIRAL BEATON'S LONDON TOURS,
18, Cromwell-place, S.W.

GCSI MAP

BIRTHS.
On Saturday, the 11th June, at Hughsley Manor, MARCHIONESS MERESCUE-ROCK, of a daughter.

On the 12th June, at Wellington-road, the wife of the REV. TIMOTHY SOLOMON, of twins, a daughter and a son.

On Tuesday, the 14th June, at Russell-square, the wife of CARL C. GENAT, of a son.

On the 15th inst., at Belgrave-square, LADY LISBETH NORRIS, of a son.

On Wednesday, the 15th June, at Holmesly, the wife of ARTHUR THEODORE, of a daughter.

MARRIAGES.
On the 7th May, at Hongkong, STUART KIRK, of Formosa (formerly of Chipworth), to STELLA, daughter of COL. HARVEY SUTHERLAND, of Trowbridge.

On the 5th June, at St. Matthews, Croyden, by the Rev. G. W. Lawson, ALBERT LLOYD, of Kelingor-avenue, Streatham Hill, to SARAH (KITTY), daughter of the late THOMAS COLGAN. No cards.

On the 5th June, at 6, Stafford Street, Edinburgh, by the Rev. W. T. Rice, Minister of United Presbyterian Church, GREGORY J. SKILLMAN, to KAREN, daughter of CARL SWANSON, of Peakham.

On the 9th inst., at Christchurch, Lancaster-gate, by the Rev. Michael Foulkes, assisted by the Rev. F. J. Strong, THOMAS VELDRAN, of Lincolnshire, to LISA, eldest daughter of LEON BERGER, of Derbyshire. Derbyshire papers, please copy.

On the 12th June, at the Church of St. George the Martyr, Queen-square, by the Rev. Nevison Smith, DONALD KEISER, of Hopkinton, to CAROL MAY, only daughter of CAPT. FREDERICK ESLER.

DEATHS.
On the 10th inst., at North Wood, Upper Norwood, ARTHUR, eldest surviving son of the late JOHN GUILLUM SCOOT, Esquire, of Sutherland, Hunts, and of Clapham-rise, Surrey, in the 73rd year of his life.

On the 14th June, at The Retreat, South-road, Twickenham, AMELIA, wife of JOSEPH JONES (formerly of Kensington), in her 32nd year. Friends will kindly accept this (the only) intimation.

On the 15th inst., at Bournemouth, GEORGE HARRISON SPURGIN, B.A. of Christ's College, Cambridge, third and youngest son of the Rev. John Spurgin, B.D. Vicar of Great and Little Hockham, Norfolk.

On the 16th June, 1887, at No. 17, Southwold road, Clapton, WILLIAM JAMES, the beloved eldest son of WILLIAM HIND and LOUISA J. K. DISS, of Evering Road, Clapton, aged 39 years.

IN MEMORIAM.

On the 17th June, 1885, at Chislehurst, FRANCES CHARLOTTE, eldest daughter of the late Sir Thomas Duffus Hardy, D.C.L., &c., Deputy Keeper of the Public Records, and widow of the late ALFRED J. HORWOOD, Barrister-at-law. (In memoriam.)

On the 17th June, 1886, in the county of Dublin, in his 51st year, EDMUND HAVILAND BURKE, Esq., only son of the late Thomas William Aston Haviland Burke, Esq., and great grandnephew of the Right Hon. Edmund Burke, of Beaconsfield. He was Barrister at law and for some years Member for Christchurch, Hampshire. (In loving memory)

FUNERAL REFORM. -- Everyone interested in the reform of Funeral Abuses should read the brochure published by the London Necropolis Company. It can be had gratis of the Secretary, 2, Lancaster-place, Strand, W.C.

THE QUEEN'S JUBILEE: COMMEMORATIVE CHURCH OFFERINGS. Designs and estimates free. -- FRANK SMITH and Co.

HATCHMENTS and MEMORIAL PANELS of imperishable crystallized plate glass, gilded by precipitation of gold. Most brilliant and beautiful. Inscriptions ever legible. More durable and considerably less expensive than brasses. The patented gilding process of the GLASS DECORATION COMPANY, 82, Hatton-garden, London, E.C. Particulars and specimens on application.

MISCELLANEOUS.
MR. FRANK L. NIOIR. Professor of voice Production. All communications to be addressed to his residence, 33, Goldhurst-terrace, N.W.

TENTH ANNUAL TOUR. -- A lady (linguist and ciccone) starting with a select limited party of friends July 4 for Tyrol, Lombardy, Enga-dine, finest European tour, would like another LADY to JOIN her. -- Helvetia, Mr. Thimm's, Librarian, 24 Brook-street, W.

FOR SALE, a full-sized VENETIAN GONDOLA, in good condition, just repainted. Brass winged horses and elaborately-carved appointments; carpets, cushions, awning, and iron framework, &c. Price 100 guineas. Apply to Arthur Morgan, Esq., 64, Albert-hall-mansions, Kensington-gore.

MASSAGE, in skilled hands, invaluable treatment for the liver, neuralgia, obesity, eczema, nervous exhaustion, &c. Thorough knowledge of children's diseases. Special baths most efficacious for rheumatism. -- Apply to Mrs. Mallard, 6, Grosvenor street, London, W. Lessons in massage. Full references on request. Addressed envelope for replies.

PERSONAL, &c.

TOWER OF LONDON. -- Notice is hereby given that the TOWER will be CLOSED from Friday, the 17th, to Saturday, the 25th inst., both inclusive, due to increased need for security on the occasion of Her Majesty's Jubilee.

WILL B. W., Midland counties, kindly inform J. M. of the exact proportions and way of making his remedy for eczema?-- Miss Moneur, 3 Russell-street, Bath.

AL, COME HOME. All is forgiven. -- Vicki.

NEXT-of-KIN. -- Hudson. The NEXT-of KIN of CLARA HUDSON, late of No. 84, Ledbury-road, Bayswater, in the county of Middlesex, widow, deceased, who died there on the 3rd November, 1886, are requested to APPLY to the Solicitor for the Affairs of her Majesty's Treasury, Whitehall, London. -- 16th June, 1887.

TWO POUNDS REWARD. -- LOST, HOST I GOLDEN DAFFODILS. Return to W. Wdswth. No questions asked.

NO JUBILEE COLLECTION, but No Want of Loyalty. The Board of Management of the BRITISH HOME for INCURABLES, Clapham, most gratefully ACKNOWLEDGE the RECEIPT of five guineas from Miss Greenbalgh, and 7s. 6d., found in the boxes at the Home. This medical charity is not allowed to participate in the Hospital Sunday or Saturday Funds, as generally supposed. R. G. Salmond, Secretary 73, Cheapside, K.C.

JUBILEE DONATIONS. -- Friendless and Fallen. --The Committee of the LONDON FEMALE PREVENTIVE and REFORMATORY INSTITUTION very gratefully ACKNOWLEDGE £5, J. G. G, £2, Mrs. M. A. W., in aid of the New Preventive Home for Young Girls Reclaimed from Dangerous Surroundings, and extension of Open All Night Refuge, for the Reclamation of the most Forlorn and Outcast. EDWARD W. THOMAS, Sec., 200, Euston-road, N. W.

CHANGE of NAME-- I, JAMES CHISHOLM GOODEN, of 33, Tavistock-square, in the County of Middlesex, Esquire, by and with the license of the Lord Lynn King of Arms, dated the 23rd day of May, 1887, have ASSUMED and intend hereforward to use the NAME of JAMES CHISHOLM GOODEN-CHISHOLM, instead of that of James Chisholm Gooden. Dated the 15th day of June, 1887.

JAMES CHISHOLM GOODEN-CHISHOLM
Witness, Thom. P. Cobb, 41, Finsbury-circus, London, Solicitor.

UNITED KINGDOM TEA COMPANY.- Notice is hereby given, that the OFFICES and STORES will be CLOSED on TUESDAY, June. 21 st, being Her Majesty's Jubilee. F. T. PRITCHETT, Secretary

MESSRS. MERRYWEATHER and SONS, of 63, Long-acre, London, CAUTION their clients and the public generally against spurious and worthless imitations of their high-class GARDEN HOSE. The only genuine hose bears their name, Merryweather and Sons, stamped in raised letters on each length.

LITERARY MACHINE, patented, for holding a book, lamp, meals, &c., over a bed, sofa, or easy chair. Deliciously luxurious. Price from £ 1, 1 s. Drawings free -- JOHN CARTER, 6a, New Cav-endish-street, Portland-pl, London, W.

SELF-PROPELLING EASY CHAIRS, £2 2s.; walking machines, £6, 10s.; exercising chairs for indigestion, £5 5s.; go-cans, &c. Drawings put free. -- JOHN CARTER, 6a, New Cavendish-street, Portland-place, W.

ENTERTAINMENTS, &c.

MSAINT-SAENS' GRAND ORCHESTRAL CONCERT, at St. James's-hall, To-morrow afternoon, at 3 o'clock. Orchestra of 80 performers. Conductor, Mr. W. Ganz. Sofa stalls, 10s. 6d.; reserved seats, 5s.; balcony, 3s.; area, 2s.; admission 1s., at Austin's office, St. James's-hall, and usual Agents. -- N. Vert, 6, Cork-street, W.

MISS ADELAIDE DETCHON.

EVERY NIGHT, at 9 o' clock.

MISS ADELAIDE DETCHON, at Prince's hall, Piccadilly, appears every evening at 9 o'clock in her charming and unique Dramatic and Musical Recitals. Prices 7s. 6d., 3s., 2s., and 1s.

HER MAJESTY the QUEEN having commanded the pupils of the Royal College of Music to attend at Windsor Castle on the 25th inst., Signore GUSTAVE GARCIA'S CONCERT, announced for that date, will be POSTPONED to Saturday evening, July 2nd. For ticket, &c., apply to usual agents, or 5, Corn-street, W.

JAPANESE VILLAGE, Hyde-park--QUEEN'S JUBILEE HOSPITAL.

GRAND BAZAAR in AID of the FUNDS of the above Institution, at 11 a.m. THIS DAY (Friday).

JAPANESE VILLAGE, Hyde-park. -- GRAND BAZAAR THIS DAY. Stalls will be held by Misses Ellen Terry, Marion Terry, Lilian Nordica, Mrs. Brown Potter, and the leading members of the aristocracy.

MADAME PATEY will attend the VILLAGE IS DAY.

JAPANESE VILLAGE, Hyde-park. -- FISH POND. Regular TACKLE and large stock of live FISH. A novel amusement, a feature never before introduced at any bazaar.

MR. JOHN L. TOOLE will SERVE at the BELGRAVIA DAIRY COMPANY'S STALL THIS DAY, at the GRAND BAZAAR at the JAPANESE VILLAGE.

MDLLE. CLOTILDE KLEEBERG will PLAY Fantasia in C minor (Mozart) and Variations in C minor (Beethoven) at her Second Pianoforte Recital, Prince's-hall. TO-DAY, at 3.

ROYAL MILITARY TOURNAMENT, THIS DAY. Royal Agricultural-hall. Patron --"Her Most Gracious MAJESTY the QUEEN. For the Benefit of the Fund for Old and Disabled Soldiers.

AMERICAN EXHIBITION, Earl's-court, West Kensington and West Brompton -- Open daily. Admission 1s., from 10:30a.m. to 10:30p.m.; Saturdays 11 a.m. to 11 p.m. Wednesdays, 2s. 6d. from 11 a.m. to 11 p.m. Including Buffalo Bill's Wild West 3 p.m. and 8 p.m. Grenadier Guards Band Afternoon and Evening.

AMERICAN EXHIBITION of the Arts, Inventions, Manufacturer's Products, and Re: sources of the United States. -- Earl's-court, West Brompton, and West Kensington, London. Daily. -- The first exclusively American Exhibition held in Europe.

AMERICAN HUNTING TROPHIES, from the Rocky Mountains.

MACHINERY in MOTION.

ARTICLES in PROCESS of MANUFACTURE.

DIORAMA of NEW YORK HARBOUR and BARTHOLDI'S STATUE of LIBERTY.

SWITCHBACK RAILWAY and TOBOGGAN SLIDE.

INDIAN ENCAMPMENT.

AMERICAN EXHIBITION. -- The Saturday Review says: -- "It bids fair to take the place of the great Exhibitions at South. Kensington."

CRYSTAL PALACE. -- NEW TOWER BRIDGE. -- Grand Illuminations, Open-air Ballet, &c. daily. "Vast and artistic... New Tower Bridge, superbly illuminated, presented a splendid appearance... The Palace, with its fairy-like beauty and noble proportions, gleamed with illuminations... Charming dances fascinated not only the sleeping sculptor, but many thousands of spectators... Only the weather should be wanting to render them a favourite attraction by Londoners." - Daily News.

CRYSTAL PALACE. -- NEW TOWER BRIDGE. -- Grand Illuminations, Open-air Ballet &c. daily. "Grounds resplendent with coloured lights... A scene of enchantment which simply beggars description The effect of the bridge of fire is magnificent. Nothing more chaste I and spirit-like than the dances under the pale rays of l the electric light." -- Daily Chronicle.

CRYSTAL PALACE. -- Tuesday, June 21st. -- FIREWORKS on unprecedented scale, by C. T. Brock and Co. Great Device, A Nation's Thanks. Transformation Device, Roses, Shamrocks, and Thistles, changing to Portraits of Her Majesty the Queen and T.R.H. the Prince and Princess of Wales. Royal Salutes, Jubilee Rockets, and other magnificent features. One shilling day.

CRYSTAL PALACE.--Madame ALBANI will SING in Special Ode and in Hymn of Praise, on Wednesday, June 22nd.

CRYSTAL PALACE. -- Jubilee Festival, Tuesday, June 21st. --PUBLIC HOLIDAY FETE. Fireworks, Illuminations, Ballet, and other Popular Attractions, and other entertainments on unprecedented scale. One shilling day.

ALEXANDRA PALACE. -- THIS DAY only. RAND SHOW of CATS and RABBITS. Cats from Abyssinia, Siam, Persia, &c. Free.

ORCHID EXHIBITION. -- NOW OPEN.

ORCHID EXHIBITION. -- Must be seento be believed.

ORCHID EXHIBITON. -- Will be CLOSED on Tuesday, Jubilee Day.

ORCHID EXHIBITION. -- Astonishing.

ORCHID EXHIBITION. -- Worth going any distance to see, at Mr. WILLIAM BULL'S establishment, 34, Kings-road, London, N.W. Admission 1 s., 6d.

ART EXHIBITIONS.

HENRY MOORE, A.R.A. -- A collection of 90 PICTURES and DRAWINGS recently made [by this artist whilst Afloat and Ashore, is now ON I VIEW. Admission to this and the collection of drawings by Mr. G. Du Maurier, 1s. --The FINE ART SOCIETY, 148, New Bond-street.

DORE'S GREAT PICTURE.-- THE VALE OF TEARS. Now ON VIEW at the Dore Gallery, No. 35, New Bond-street..

AN altogether exceptional and pathetic interest attaches to the latest addition, to the Dore Gallery -- The VALE of TEARS -- the last work produced by the vanished hand of the great Alskatin. It is a rendering of Come unto Me: all ye that travail and are heavy laden, and I will give you rest." The background of the picture represents The Vale of Tears, a shadowy valley flanked by an enormous crag. At the entrance stands the Saviour clothed in white, bearing a cross. The Divine figure is surrounded by a shadowy light, symbolizing 'Hope even in the Vale of Tears.

It is filled by a number of typical figures, representing the weary and heavy laden one. Every class of human suffering is represented. The king, glorious in cloth of gold, turns a wan, despairing, beseeching face to Christ. The aged and feeble, the maimed, the halt, and the blind, and the hated and despised leper, all look to Christ for the rest which earth denies them. It is a beautiful and touching subject to have been the outcome of the great artist's very last thoughts. -- Society. ON VIEW at the Dore Gallery, No. 35, New Bond-street, with his other celebrated pictures, 10 to 6. Admission 1s.

JOSE FRAPPE GALLERY, 48, Pall-mall. -- Exhibition of Paintings by Jose Frappe. -- NOW ON VIEW, GENERAL GORDON'S LAST MOMENT in KHARTOUM. Open every day from 10 1 a.m. to 10 p.m. Admission, 1s.; Friday, 2s. 6d.

THE GOUPEL GALLERY. -- Now ON VIEW, FORTY LANDSCAPES in oil, by Mr. PEPPERCORN; and Mr. Tucker's Drawings of the Highland Home of Her Majesty. -- 116 and 117, New Bond-street, W. Admission, 1s.

FORTY-THREE important ROCKY-MOUN-TAIN VIEWS on the Line of the Canadian Pacific Railway, painted by JOHN A. FRASER, C.R.A., ON VIEW, at 72, Piccadilly. Admission 1 s. Open 10 to 6.

JUBILEE.

JUBILEE WEEK. -- Ladies and gentlemen wishing to view London would do well to contact ADMIRAL BEATON, for his tours are the BEST and FINEST to be found. Royal Jubilee Tour includes all popular London sights, with grandstand seats for the Royal Jubilee Procession. Daily tours, 10s. 6d. Royal Jubilee Tour, including grandstand seat, 6 gns. Reservations taken. ADMIRAL BEATON'S LONDON TOURS, 18, Cromwell-place, S.W.

JUBILEE WEEK. -- To be LET, handsomely FURNISHED BED and SITTING ROOM combined, in fine building in Northumberland-avenue facing Hotel Metropolis, suitable to married couple wishing to view the illuminations, &c. of the week. Apply to Messrs. Martin and Purchase, Architects 11, Queen Victoria-street.

ALADY and GENTLEMAN, having taken ooms with windows in Piccadilly-circus, for the Jubilee Procession, have three or four PLACES to spare, four guineas each. Address W., care of Miss Ridge, 43, Craven-road, Hyde-park.

AUX FAMILLES DISTINGUÉES ÉTRANGERES. -- A LOUER pour la Procession Royale du Jubilé, beau SALON h deux fenêtres, dormant sur la place de Piccadilly et Regent-street. Vue splendide. Restaurant Parisien à coté. S'adresser h la Pharmacie Française, 15, Tich-borne-street, Piccadilly-circus, W.

AVENUE THEATRE. -- Jubilee Procession. --Notice, - - For the convenience of ladies and gentlemen who have booked seats to witness the Royal Procession from this building, and who must necessarily arrive at an early hour (the theatre will open at 8 a.m.), the Management has decided to place the INTERIOR of the THEATRE at their disposal. Tea, coffee, and other refreshments will be supplied. In case of inclement weather, the balcony will be covered in with a waterproof awning.

ROYAL JUBILEE PROCESSION. -- Mr. OLLIVIER has secured the covered balcony and first and second floor of 55, St. James's-street, with private entrance in Bennett-street, thus avoiding excessive crowd. Early application is recommended at Ollivier's Telegraphic and Telephonic (3,615) Ticket Agency, No. 38, Old Bond-street, Piccadilly, W.

ROYAL JUBILEE PROCESSION. -- Amber and Co., Cigar Merchants, 6, Chafing-cross (best position to view it both ways), have for DISPOSAL, in shop window, RAISED SEATS, ten seats at three guineas each, nine seats at four guineas each, eight seats at five guineas each, or the whole i 27 seats for 90 guineas. Apply at once.

ROYAL JUBILEE PROCESSION. Waterloo place. -- Messrs. Hampton and Sons are erecting (by permission of the English and Scottish Law Life Assurance Association, No. 12, Waterloo-place) a handsome and artistic STAND (the best on the entire route). All the 800 seats command a very fine view of the procession, both going to and returning from the Abbey. It will be most substantially built and completely fitted and elegantly decorated. Prices two to eight guineas. Proceeds to the Imperial Institute and London charities. Early application necessary. Apply to Hampton and Sons, 8 and 9, Pall-mall east, S. W.

JUBILEE PROCESSION. -- FORTNUM, MASON, and Co. beg to inform their numerous friends that all the available SPACE in their WAREHOUSE is already ALLOTTED, which prevents them entertaining any further applications for seats. Fortnum, Mason, and Co. wish it to be clearly understood that no portion of the upper part of the premises is in their occupation. -- 183, Piccadilly, W.

JUBILEE PROCESSION. -- Decorate your windows with MOZAMBIQUE GRASS CLOTHS, cheap, bright-coloured, and effective; useful afterwards. Size 7½ by 4ft, 3s.6d. each. TRELOAR and SONS, 69 and 70, Ludgate-hill.

JUBILEE BALLOONS. Something special Jubilee and God save the Queen in the air. Grotesque Figures and Animals. Obtainable only at CREMER, Junior's, 210, Regent-street. Fireworks Entertainments, Amusements, Presents, Souvenirs, Toys, Games, Funny Supper Table Crackers, by Cremer, 210, Regent-street.

JUBILEE. -- JOHN BULL, a real jubilee game, 62 cards, 1s., post 3d.; and a splendid variety of good things. Toys, Games, Dolls, Tern-cotta, and China, suitable as jubilee souvenirs, at the popular price, 1s. -- CREMER, 210, Regent-street.

FOR JUBILEE PARTIES. -- APOSTLE TEA SPOONS. -- Twelve charmingly exquisite and uniquely beautiful real silver. Five o'clock teas price only £2 2s. For approval address Miss Millard Teddington, Middlesex. Suitable for refined and elegant tastes.

JUBILEE ILLUMINATIONS. -- BUCKET LAMPS, wired ready for hanging, in five colours, for candles or oil, at 4s. per dozen. Orders with cash, attended to in rotation. -- Browne and Co., 136, Piccadilly, London, W.

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STEAMERS for CALCUTTA & BOMBAY.

LIVERPOOL to CALCUTTA direct.
City of Khios, Sat. June 25.
City of London, Wed. July 6.
LIVERPOOL to BOMBAY and KURRACHEE.
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Highest class speed. Splendid accommodation. Surgeon and stewardess carried. Crews entirely European.
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JAPAN-CHINA. -- OCCIDENTAL and ORI-. ENTAL STEAMSHIP COMPANY. -- STEAMERS leave San Francisco as follows: Belgie, Saturday, June 25; San Pablo, Tuesday, July 12; Oceanic, Wednesday, Aug. 3; Gaelic, Tuesday, Aug. 23. First-class accommodation. Superior table. Through bookings from England. For passage apply at 10, Water-street, Liverpool; 34, Lead-enhall-street, London; 41, Broadway, New York; 287, Broadway, New York; 339, Broadway, New York; R. R. Building, corner 4th and Townsend streets, San Francisco. --T. H. Goodman, General Passenger Agent. Leland Stanford, President.

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YOUNG HORSES. -- Advertiser, lately from Australia, would like to meet with a gentleman wanting horses either ridden or driven to quieten. Can drive four. Address G. H. Watson, 28, Queens-borough-terrace, Bayswater, W.

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NOTICE. -- ENTERTAINMENT GAZETTE.

MR. GEORGE AUG. SALA has transferred his world-known page

ECHOES OF THE WEEK, heretofore in the illustrated London News, to the

ENTERTAINMENT GAZETTE, which will appear

WEEKLY, instead fortnightly, from June 18. Kelly and Co., Publishers, 51 and 52, Great Queen-street, W. C.

ON THE SCENT. By LADY MARGARET MAJENDIE. Author of "Dita," "Once More," &c. 1 vol., 6s. "A bright and wholesome story." -- St. James's Gazette. Hurst and Blackett, Limited, 13, Great Marlborough-street.

GOD of AGES, GOD of DAYS, Jubilee Hymn, by DR. PARKER and Mr. A. RANDEGGER. This grand composition, replete with dignity and devotional feeling, musically and poetically the finest yet composed in the celebration of the Jubilee of Her Majesty the Queen, who has most graciously accepted a copy, will be performed at the Royal Albert-hall to-morrow, at 8. Clergy of all denominations should at once order copies for special Jubilee services. Post free 3d. Purcell and Co., 242, Oxford-street, W.

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