

MURDER BY THE DOZEN

DETECTIVE MANUAL

MURDER IS THE NAME OF THE GAME!

Something is rotten in the city of Micropolis. Folks have been turning up dead in the strangest places and under the oddest sets of circumstances. As the top Homicide Detective on the force, it's up to you to find out who's been committing these crimes and why. And you'd better hurry before we have to change the name of this program to *Murder by the Baker's Dozen!*

The Mystery Master Crime Computer is at your complete disposal. It'll provide you with Case Histories and help you ferret out clues, obtain autopsies and lab reports and aid in constructing a profile of each stiff...er, victim. Before attempting to crack the first case, though, be sure to familiarize yourself with the official rules and procedures to be followed throughout each investigation. After all, we don't want to be accused of violating anybody's rights!

OFFICIAL RULES

AN INVESTIGATING OFFICER SHOULD ENDEAVOR TO BEGIN AT THE BEGINNING.

MURDER BY THE DOZEN™ contains Case Histories for twelve murder mysteries. Each case is investigated separately and counts as a single game. The object of each game is to be the first detective on the Micropolis Police Department's Homicide Squad to solve the case in question.

A GOOD DETECTIVE TAKES NOTES.

Each detective on a case should use a Mystery Master 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. All twelve Case Histories are repeated in the back of this manual. You may review them at any time during the course of play or before starting.

After the Case History is given, the Crime Computer will ask how many detectives are to be assigned to the case. Up to four players may try to solve each case and we strongly suggest the formation of detective teams for larger groups. After entering the number of detectives, participants will be asked to enter their names. The Crime Computer will not accept any name longer than Sherlock Holmes.

As the case proceeds, detectives begin to accrue time on their game clocks. The detective with the least amount of elapsed time on the game clock at the end of each turn will be the next to go. In the event that two or more detectives have an equal amount of time (as in the beginning of play when everyone has zero) on their game clocks, the detective whose name was entered first will go next.

FINDING CLUES—A MATTER OF TIME AND LEGWORK.

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

INTERVIEW PEOPLE

Choices 1, 2 and 3 involve interviewing people at your present location. If you select one of these options, the Crime Computer will give you a group of numbers that correspond to clues printed in the CLUES book. **Only the detective at play should look up the clues and should 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 numbers will correspond to "No clue." These represent conversations that used up time, but provided no useful or new information. For each number shown on the Crime Computer, **three minutes** will be added to the game clock of the detective 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

Choices 4, 5 and 6 involve examining physical evidence at your present location. If you select one of these options, you will again be given a group of numbers that correspond to clues printed in the CLUES book. For each of these numbers, **five minutes** will be added to the game clock of the detective at play.

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

GO TO ANOTHER LOCATION

Choice 7 allows you to move to another location on the game map. After selecting this option, the Crime Computer will give you a choice of either looking at the game map with its lettered locations or of going directly to the location of your choice without looking at the map. The game map is also printed on your worksheet.

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

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 game 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 (It is possible, however, to do **too** thorough a job).

Should you select to solve the case, you will have to explain your solution to your fellow sleuths and then check the official solution in the SOLUTIONS book. **Be sure that all the points asked for in the Case History have been covered before checking.** Look up the case number in the SOLUTIONS book 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 case and are out of the game. The other detectives will continue playing until one of them deduces the correct solution.

If your solution is correct **in every detail**, you have successfully closed the case and should 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 case and how professional a job of detective work you performed. Explanations of Sleuth Ratings follow the Case Histories in the back of this manual.

TIPS FOR CONDUCTING SUCCESSFUL MYSTERY MASTER INVESTIGATIONS

- 1. The Micropolis Police Department 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 detectives working that shift. When you report to work the next morning, their findings will be available to you. In such a case, both the autopsy and lab reports will probably be ready for you as well.
- 2. Play The Cases In Order.** The first case is just as complicated as later ones and just as difficult to solve. However, certain elements are included in later cases that are not found in earlier ones, such as time delays for access to certain information. Familiarizing yourself with the procedures to be followed on the early cases will give you an edge in coping with some of the subtleties of the 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 Police Station "within an hour," the chances are good that you won't be able to get that information until about 45 minutes or more have passed on your game 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 master bedroom and find a shoe under the bed, information about that shoe will be contained in the lab report you pick up later. If you neglect to search the master bedroom, you will not have found the shoe and your lab report will contain no information about it.
- 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 locations in Micropolis, each letter-coded. When deciding where to go next, check the map in the Crime Computer or on your Worksheet 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. You Can't Win 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 uncover. 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 their own self interest.

7. **Develop Your Investigation Skills.** There is more to successful detective 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 in and out of this game!

CASE HISTORIES

CASE # 1 — OTTO TELCHER, INDUSTRIALIST

A call comes into Homicide at 7:35 A.M. A man, identified as Otto Telcher, the president of Telcher Chemicals, was found dead in the company parking lot (U).

When you arrive at the scene, the lab boys are just finishing up. They tell you he died as a result of being run over by a car. They show you where the car's tires left rubber as it stopped, reversed and ran over him a second time. A partial track was left by a tire next to a pool of blood. Time of death was between 10 P.M. and midnight of the night before.

To win, you must:

1. Identify the murderer.
2. Explain the motive.

All players start at the Telcher House (C), shortly after Telcher's wife and son have learned of his death.

CASE # 2 — WALLY SNARK, SUSPECTED DRUG DEALER

A call comes into Homicide from John Frolick, the principal of the High School (D). When Doris Kenner, a physical education teacher, went to open the Gym at a little before nine this morning, she found a dead man tied by his wrists to the gymnastic rings.

When you arrive at the scene, you see the body, a wooden ladder near the rings, obviously used to tie the body to the rings, and "Crucify Pushers, not our kids" written in red spray paint on the floor.

You tell the ambulance attendants they can take the body now. It's heavy and there's a bit of a struggle as two of them work together to bring him down. After a quick examination, the coroner, Dr. Coswell, shows you a large bump on the back of the head. He tells you that while it's not likely to be the cause of death, it probably would have caused unconsciousness. He tells you he'll try to have a preliminary autopsy report for you in an hour. He'll leave it for you at the Police Station (N).

The lab people tell you the victim's wallet identifies him as Wally Snark. They'll leave their lab report at the Police Station (N) as well.

To win, you must:

1. Identify the murderer.
2. Give four sets of clues with matching evidence which prove your case.

All players start at the High School (D).

(* Footnote: An example of a clue with matching evidence would be, "The victim has traces of black and white cat hairs on his clothes. The accused owns a black and white cat, while the victim did not.")

CASE # 3 — MICHAEL BRENNER, COMPUTER PROGRAMMER

A call comes into Homicide at 10:55 P.M. Friday. There had been an apparent robbery which ended in a shooting in the Restaurant on the Park's parking lot (R). The victim, a white male between twenty-five and thirty, had been shot three times in the chest and had died before any police units arrived at the scene. The victim's wallet was missing and there was no other form of identification on the body.

On Saturday afternoon, you had received the autopsy report stating that the "John Doe" had died of gunshot wounds inflicted by a .22 caliber handgun. He had eaten a large meal within a half hour of his death.

Monday morning, at 11:15, a call comes in from Missing Persons. Michael Brenner, a computer programmer at the Associated Bank (E), is missing, along with roughly two million dollars in bank funds. His fingerprints, supplied by bank security, match those found on your John Doe.

The bank has spent all morning tracking down its money. Apparently, Mr. Brenner managed to crack the Bank's computer security program and transferred small amounts of daily interest from inactive accounts to an unopened, unnumbered account of his own. After eight months, he had accumulated a nice nest egg. On Friday, he electronically transferred all the money to a New York bank, then used it to buy negotiable bonds, using a false name.

To win, you must:

1. Discover who murdered Michael Brenner.
2. Locate the missing two million dollars.

All players start at the Associated Bank (E) shortly after the discovery of the theft.

CASE # 4 — ADRIENNE BISHOP, HIGH FASHION MODEL

A call comes into Homicide at 10:45 in the morning. Dispatch tells you a man called to report a dead woman at the Sinclair Towers (Y), apartment 15G.

When you arrive, you find a dazed Calvin Burr sitting in the living room. In the bedroom, a beautiful woman dressed in jeans and a blouse lies dead on the bed, fingermarks and dark bruises on her throat. The lab boys come in as you go talk to Calvin Burr in the living room. He appears to be in a state of shock, but under careful questioning he is able to give you information. The dead woman was Adrienne Bishop, his fiancée. She was a high fashion photographic model. He was supposed to pick her up at ten this morning and accompany her to a photo session in the Park (S). From there they were going to have lunch at the Restaurant on the Park (R). When he arrived to pick her up, the door was open and Adrienne was dead.

Her three best friends were Janet McAfry, Phyllis Purdie and Roberta Donner. Janet and Phyllis work at Martha's Boutique (M) while Roberta works at the Library (H). The four of them grew up together.

By this time, Calvin's family physician, Dr. Reznick, has arrived. He suggests you finish talking to Calvin later and starts to take him back to his apartment, also in the Sinclair Towers (Y) (apartment 10C). On their way out, you ask the doctor if he took care of both Miss Bishop and Calvin. He says yes and adds that if you want to talk to him further, he'll be returning to his office (P) as he gets Cal settled.

A search of the apartment turns up an appointment book with three entries for today's date. One—photo session in the Park and lunch with Cal. Two—see Roland Williams of Sloan and Williams Law Office (T). Three—see Vincent Guancial at his bar (AA). You also find her diary. The last entry reads, "I spoke to Janet and Phyllis yesterday. I told them about the photographs and the blackmail letters. They were full of good advice, but they don't know Cal's family the way I do. Maybe I'll talk to Cal about it at lunch tomorrow." In her pocketbook, there is a bank book for a joint account of Adrienne and Cal. There is also a fifty thousand dollar check made payable to Vincent Guancial. The bank book shows a balance of \$350,000 after a \$50,000 withdrawal yesterday.

The lab boys leave, promising to get a lab report to your desk within the next hour or so. Dr. Coswell tells the ambulance attendants to take her body to the morgue. He confirms that she died of manual strangulation and tells you there is skin under several of her nails. Obviously, she struggled with her killer. A preliminary autopsy will be on your desk as soon as he can get it there.

To win, you must:

1. Identify the murderer.
2. Explain the motive or give one piece of physical evidence to support your case.

All players start at Martha's Boutique (M).

CASE # 5 — CLAUDE FINLEY, CITY CLERK

A call comes into Homicide at 12:30 in the afternoon. At noon, Claude Finley, a clerk at the Municipal Building (I), left for lunch. At about 12:15, as he was crossing the street in front of the building, he was run down and killed by a green Ford. Three witnesses claim that the hit-and-run was deliberate. They say the Ford was standing by the curb alongside the Warehouse (V) across from the Library (H). When Finley was a little more than halfway across the street, it suddenly accelerated and aimed right for him. The Ford has been found illegally parked in front of the Church Cemetery (BB). A check of the Hot Sheet* shows that it had been reported stolen yesterday.

When you arrive at the scene, Patrolman Leary tells you that Claude Finley worked in City Councilman Peter Johnson's office. He gives you the names of the three witnesses and where they can be found. They are Dory Smith and Roberta Donner, both of whom work in the Library (H) and Freddy Belman, owner of Belman's Gas Station (W). You are called to your car radio. The dispatcher reports a call from Frank Connors, a reporter on the News Herald (O), who claims to have important information about the case.

To win, you must:

1. Identify the murderer.
2. Give one piece of solid evidence that ties that person to the crime.

All players start at the Municipal Building (I).

(* Footnote: The Hot Sheet is a constantly updated listing of stolen cars by make, color and license plate number. It is maintained by the police to help locate and recover stolen vehicles.)

CASE # 6 — LISA FENTON, RUNAWAY HOUSEWIFE

A call comes into Homicide at 8:05 A.M. Lisa Fenton has been found dead in the family pool at 19 North Street (B) by her husband, Dr. Sheldon Fenton.

When you arrive at the scene, the lab boys are fishing a young-looking woman out of the pool, dressed in black lingerie. You guess her age at between twenty-five and thirty. Her husband tells you she was thirty-eight. He takes you through the glass door off the patio and into the living room. With a resigned sigh, he begins telling you about his wife.

Two months ago, she ran off with Rip Thornton, a country and western singer who had been in town for a week. Three days ago, she came home claiming she'd had enough running around and was ready to settle down for good. Before she had run off, she'd had a series of lovers stretching back almost ten years. Her latest, before the cowboy, was Keith Sculley, a chemist who worked under Fenton at Telcher Chemical (U). Fenton had never really blamed Lisa for her behaviour. He had married Lisa when she was very young, and there was a seventeen year difference in their ages. He stated that Lisa had seemed pretty shook up when she split up with Thornton and that she had been visiting their family doctor, Dr. Reznick (P), regularly since she returned home.

Sharon, Fenton's eighteen-year-old daughter, comes in and sits next to him, taking his hand in hers. You go back out to the pool. Dr. Coswell has sent the body off to the morgue. He tells you that there was no sign of violence on the body. His preliminary autopsy report will be on your desk as soon as he can get it there.

To win, you must:

1. Discover whether Lisa Fenton committed suicide, died accidentally, or was murdered.
2.
 - a) If it was suicide, explain her reason.
 - b) If it was accidental, describe the surrounding circumstances.
 - c) If it was murder, name the murderer and give the motive.

All players start at the Fenton House (B).

CASE # 7 — THEO DEMARCUS, UNDERCOVER COP

A call comes into Homicide at 11:10 in the morning. Theo Demarcus, an undercover cop working out of Robbery, has been stabbed to death in a confessional at the Church of St. Peter (BB).

To win, you must:

1. Name the murderer.
2. Give the motive.
3. Give one piece of evidence that proves your case.

All players start at the Church of St. Peter (BB) as the police photographer begins taking pictures of the murder scene.

CASE # 8 — WALTER KENT, GANGSTER

A call came into Homicide at 10:45 last night. A man, identified as Walter Kent, had been found shot to death in the Twin Cinema Theaters (X). Notes left by the Night Shift contain the following facts:

Walter Kent had recently been released from prison. He had been sent up by then Sgt. Raphael Sotomayer, who was promoted to Lieutenant following the conviction. According to Kent's associates (bodyguards), Kent had a weakness for gangster films, so when the theater had a special showing of James Cagney's "White Heat," he was there, alone. He had refused to let his associates (bodyguards) come to the movie with him. Sometime around 9 P.M., during a noisy, running gun battle scene, someone shot four bullets into Kent, one of which shattered his watch.

The projectionist confirmed that there was a loud gunfight on screen at nine. No one was aware that Kent had been killed until after the theater had emptied out.

Both the lab and Dr. Coswell promised to have their reports ready to read as soon as possible.

To win, you must name Kent's murderer.

All players start at the Police Station (N) the following morning.

CASE # 9 — WENDY FLETCHER, BARMAID

A call came into Homicide at 1:10 A.M. Wendy Fletcher, barmaid at Guancial's Bar (AA), was on her way home after the bar had closed. When she started her car, it exploded, killing her. When the detectives working the Night Shift arrived at the scene, they found that Guancial had received a note, slipped under the door of the bar, that said, "Vince, sooner or later everyone thinks about retiring, even bookies. Think about it. Remember, it could have been you."

To win, you must identify the murderer.

All players start at the Police Station (N) the following morning.

CASE # 10 — JEREMY TODD, LOSER

A call comes into Homicide at 2:15 P.M. Scott Long, the delivery boy for Stone's Drug Store (F), was attempting to deliver sleeping pills to Jeremy Todd at his apartment in the Sinclair Towers (Y). When he arrived, the door was ajar and Jeremy Todd lay dead in the kitchen, a large chef's knife in his chest.

When you arrive at the scene, you see that the victim appeared to be making his lunch when he died. There is bread on the table, and some sandwich meat partially sliced on a board. The wall phone is off the hook, its receiver on the floor, possibly grabbed and dropped by the victim while trying to call for help. Upon questioning, Scott says he didn't touch the phone, that it was like that when he arrived. When he found the body, he ran downstairs to the doorman who called the police.

To win, you must:

1. Identify the murderer.
2. Give four pieces of evidence to support your case.

All players start at the Sinclair Towers (Y) shortly after the call from the doorman.

CASE # 11 — LEONORA TIBBET, SOCIALITE

A call came into Homicide at 7:30 P.M. Miss Leonora Tibbet, eighty-two year old patient at City Hospital (Z), was apparently murdered in her room.

The detectives on the Night Shift did a preliminary investigation and left you their report. When they arrived at the scene, they found an elderly woman dead on her hospital bed. The sheets were pushed all over the bed and the pillow was crumpled against her side. She'd apparently been beaten on the head with a hard object, probably the dented metal bedpan lying on the floor near the wall.

The detectives questioned all the patients and nurses on the floor but no one remembered seeing anyone suspicious either enter or leave the room around the time the body was discovered and the alarm was raised.

The detectives spoke to Franklyn Cleaver, the orderly who had brought Miss Tibbet a fresh bedpan that afternoon. Cleaver told them that the bedpan had been thoroughly washed and sterilized before he brought it to the victim's room. He also explained that he had an allergy to the disinfectant used by the hospital (it gave him a severe rash) so he always wore rubber gloves while working.

To win, you must:

1. Identify the murderer.
2. Name the action, or piece of evidence which supports your case.

All players start at the City Hospital (Z) the following morning.

CASE # 12 — JOSH GIGGLE, PRESS ROOM FOREMAN

A call came into Homicide at 7:45 P.M. A man was found dead in the Park (S), his head bashed in. He was discovered by Hugh Lathem, one of the park workers.

The night detectives left their preliminary report which includes the following:

- a) The man's wallet identified him as Joshua Giggie.
- b) His union card identified him as working in the press room of the News Herald (O).
- c) Ink spots on his hands seem to verify the above.

To win, you must:

1. Identify the murderer.
2. Explain the motive.
3. Give two pieces of evidence which support your case.

All players begin in the Park (S) the following morning.

SLEUTH RATINGS

1. **LUCKY GUESSER** — You took so little time solving this case, you'll be lucky if your fellow players don't decide to lynch you for cheating.
2. **INSPIRED AMATEUR** — You solved this case in the shortest possible time. However, you were not as thorough as you might have been. This is slipshod detective work.
3. **WORLD CLASS DETECTIVE** — You solved this case in the shortest possible time while still doing a thorough job of detecting. Congratulations on a job well done, Mystery Master!
4. **FIRST RATE DETECTIVE** — You solved this case in very good time. You were thorough and methodical; a credit to the force!
5. **PROFESSIONAL DETECTIVE** — You solved this case in good time. You might have been a shade TOO thorough, but all in all, it was a good, conscientious job.
6. **AVERAGE DETECTIVE** — You took an average amount of time to solve this case. You weren't inspired to any shortcuts in solving it despite some suggestive clues, but you still got there in decent time.
7. **ROOKIE DETECTIVE** — You took longer than an experienced sleuth should have taken to solve this case. You obviously lingered too long at some of the locations. Next time, try to more carefully focus in on who you need to talk to and what you need to see.
8. **AMATEUR DETECTIVE** — You certainly took your sweet time arriving at your solution! You dallied along the way, speaking to too many people and seeing too many locations.
9. **BEFUDDLED DETECTIVE** — You took much too long to solve this case. You obviously didn't have a good grasp of who you really wanted to talk to or what exactly you were looking for.
10. **BUMBLING DETECTIVE** — You did a pretty poor job of solving this case. You followed false leads, spoke to too many unimportant people and failed to pay attention to where the clues were trying to direct you.
11. **ROTTEN DETECTIVE** — What took you so long? What were you trying to do, put in overtime? Next time, try taking better notes. Then try reading and thinking about them from time to time.
12. **INNOCENT BYSTANDER** — Inspector Clouseau's got nothing on you, pal! At least you solved the case. But you must have been playing along to have run up so much time and still have gotten a chance to solve it.

GOOD LUCK AND GOOD SLEUTHING, MYSTERY MASTER!