

SAM DIAMOND, P.I.

The Case of the Switchblade Slasher

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The sequence of events that you are about to encounter are real. Nothing has been changed to alter the facts as they occurred.

Not long ago in a seedy tavern of a popular resort, we accidentally met an interesting fellow telling incredible stories. The tavern was normally a raucous place, but the stranger's tales had the patrons hushed, his audience spellbound. It was in this unusual manner that the details of the Switchblade Slasher case were revealed. The storyteller, as it turned out, was Sam Diamond the famous private investigator.

What follows is his account of the case of the Switchblade Slasher. You will begin the case in the same improbable manner as Sam Diamond did. You will have access to the same clues. You will encounter the same dangers.

To set the scene.....

Recently a coastal city was terrorized by a clever and exceedingly evil killer. This killer attacked his victims at random. Ironically, the latest victim was a free lance photographer who had accepted an assignment to photograph the slasher for the Central City Tabloid Press.

Citizens were afraid to venture outside their dwellings for fear of becoming the next victim. The city was close to panic. Streets were nearly deserted and traffic sparse. Merchants reported a severe drop in retail sales. Pressure was mounting on the police to solve the crimes, yet the police were baffled. Finally, in desperation, the civic leaders met to discuss the problem. After lengthy and acrimonious debate, they decided to hire the world famous Sam Diamond, private investigator. The city offered to pay Diamond his normal fee and a bonus if the case were promptly solved.

Now Sam Diamond is not your ordinary private investigator. Diamond has a reputation of being cunning but extremely eccentric. He considers himself a lady's man and according to some sources he is. His choice of attire is not fashionable by conventional standards. Diamond also has a reputation for drinking excessively, even while working. However, alcohol seems to have no effect on his incredibly logical mind. It is rumored that Diamond is most lucid after consuming the products of distilled corn-mash.

We are digressing from our objective. We want you to know the background of our intrepid detective so you can have more insight into this puzzling case. Yes, Sam Diamond did a remarkable job solving the case and he did it quickly. Your challenge is to solve the case of the Switchblade Slasher.

Good Luck!

GETTING READY TO PLAY

Place the program disk in drive 0. Type and enter the command LOADM"CRIME". If the program does not execute automatically, type and enter the command EXEC.

Note the color of the high resolution screen when it appears. If it is not blue, press the RESET button located in the rear of your computer until it is blue. Then press the ENTER key for the title screen. Press ENTER again to begin the game. After the sun rise scene, press any key to begin entering commands.

COMMANDS

To move in a direction simply press the first letter of the direction you wish to go. AN EXAMPLE: If you want to go north just press 'N' and hit the ENTER key. You can also type GO NORTH if you wish.

Use two word commands when playing the game such as: GET something, PUT something, or LOOK something. You can also refer to the HELP commands embeded in the game. You may use the LEFT ARROW key to erase an erroneously typed command and retype the command.

At any time you may press the RESET button to restart the game. Type INVENTORY and you can see what you are carrying.

SAVING OR LOADING

SAVING A GAME: You can save a game in progress at any point by typing SAVE.

LOADING A GAME: To load a previously saved game type LOAD at any point in the game. You will begin play at the exact place you saved the previous game.

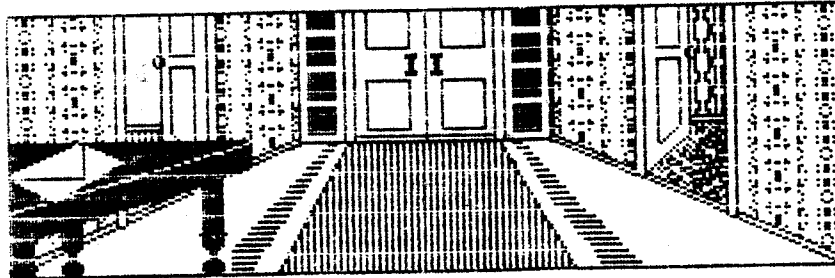
FINALLY

If you become thoroughly frustrated, a solution is available. Contact Moreton Bay Software, 316 Castillo Send a stamped, self addressed envelope to:

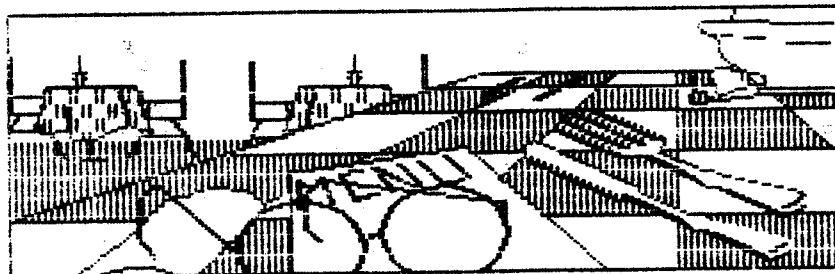
MORETON BAY SOFTWARE
316 CASTILLO STREET
SANTA BARBARA, CA 93101

for a complete noun list, verb list, adventure map and sample solution.

If you enjoy this program, look for the next Sam Diamond Adventure, the Case of the Missing Heiress, available soon from Moreton Bay Software or your local software dealer.



**You are in the front hall of the
Lawson Mansion.**



**You are in an elegant French
restaurant.**

THE CASE OF THE MISSING HEIRESS

THE CASE OF THE SWITCHBLADE SLASHER

"VERB" OR FIRST COMMAND WORD LIST

BOARD	HANG	SAVE
BREAK	HELLO	SHOW
BUY	HELP	SOUTH (S)
CALL	INSERT	STEAL
CHOP	INVENTORY (INVE)	TAKE
CLIMB	LIGHT	TALK
CLOSE	LOAD	TURN
DOWN (D)	LOOK	UNLIGHT
DROP	MOVE	UP (U)
EAST (E)	NO	WALK
EAT	NORTH (N)	WEAR
ENTER	OPEN	WEST (W)
EXAMINE	PAY	YES
FEED	PLACE	
GET	PURCHASE	
GIVE	PUT	
GO	READ	
GOOD	REMOVE	
HACK	REPLACE	
HANDCUFF	RIDE	

"NOUN" OR SECOND COMMAND WORD LIST

AXE	EAST	NEWSPAPER
BENCH	FILM	NORTH
BLACK	FISH	OFF
BOARDS	FLASHLIGHT	ON
BOAT	FOOD	ORANGE
BOOTH	FRIES	PAPER
BURGER	GARBAGE (CANS)	PARTITION
BUS	HANDCUFFS	PHOTO
BYE	HOLE	POLICE
CABINET	INVENTORY	RATS
CITY	JACKET	ROSIE
COIN	JOE	ROSIES
COUNTER	JOES	SIGN
CREDIT (CARD)	JOHNS	SOUTH
DEAD	KILLER	SUIT
DESK	KNIFE	TELEPHONE
DOOR	LADDER	TICKET
DOWN	LANTERN	TOKEN
DRESS	LAUNDRY	TRAP
DUMPSTER	MONEY	TRIPOD
UP	WAREHOUSE	WEST
WINDOW		

The following sequence of commands is a sample solution to the Case of the Switchblade Slasher Adventure. Certain aspects of the solution are essential, such as buying a ticket to board the bus. Other aspects of the solution are arbitrary. Some commands are synonymous such as get and take or buy and purchase. Each of these one or two word commands must be followed by pressing the ENTER key.

- | | | |
|-----------------------|-------------------------|------------------------|
| 1. SOUTH | 28. CLIMB WINDOW | 55. SOUTH |
| 2. LOOK BENCH | 29. GET KNIFE | 56. SOUTH |
| 3. GET COIN | 30. WEST | 57. SOUTH |
| 4. BUY TICKET | 31. WEST | 58. TURN ON FLASHLIGHT |
| 5. GET TICKET | 32. WEST | 59. DOWN |
| 6. RIDE BUS | 33. WEST | 60. NORTH |
| 7. EAST (FROM JOE'S) | 34. WEST | 61. FEED RATS |
| 8. NORTH | 35. WEST | 62. NORTH |
| 9. OPEN CABINET | 36. DROP CREDIT CARD | 63. NORTH |
| 10. GET PHOTO | 37. DROP AXE | 64. UNLIGHT FLASHLIGHT |
| 11. SOUTH | 38. NORTH | 65. EAST |
| 12. EAST | 39. NORTH | 66. GET LADDER |
| 13. CLIMB DUMPSTER | 40. GET JACKET | 67. WEST |
| 14. NORTH | 41. SOUTH | 68. LIGHT FLASHLIGHT |
| 15. NORTH | 42. SOUTH | 69. SOUTH |
| 16. NORTH | 43. SOUTH | 70. PLACE LADDER |
| 17. GET CREDIT (CARD) | 44. WEST | 71. UP |
| 18. SOUTH | 45. MOVE GARBAGE (CANS) | 72. NORTH |
| 19. SOUTH | 46. GET MONEY | 75. EAST |
| 20. SOUTH | 47. EAST | 76. GET HANDCUFFS |
| 21. BUY FLASHLIGHT | 48. NORTH | 77. WEST |
| 22. GET FLASHLIGHT | 49. EAST | 78. WEST |
| 23. BUY AXE | 50. NORTH | 79. GO PARTITION |
| 24. GET AXE | 51. BUY BURGER | 80. HANDCUFF KILLER |
| 25. NORTH | 52. GET FOOD | 81. NORTH |
| 26. NORTH | 53. SOUTH | 82. SHOW PHOTO |
| 27. BREAK WINDOW | 54. WEST | |

