

Sam Sleuth, P.I.

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Sam Sleuth, Private Investigator

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by Steve Hartford

Hi there Sam! We're really glad you've decided to open up your investigation agency here in Elmsville! You're going to be hard pressed to complete all of the mysteries- but you're going to love doing it!

SYSTEM REQUIRED

To play Sam Sleuth, you will need a 64K Color Computer with Extended Color Basic, a mouse or joystick, and a cassette player or disk drive depending on which version of the game you have. Plug your mouse or joystick into the RIGHT JOYSTICK port on the back of the computer.

GETTING STARTED

To load Sam Sleuth from cassette, insert the tape and press the PLAY button. Type CLOADM"SLEUTH" and press ENTER. To load from diskette, insert the diskette into drive 0 and type LOADM"SLEUTH". The game will load, auto-execute, and you're ready to play.

After loading, the title screen will appear. Check to make sure the colors are as shown on the screen. If the box marked BLUE is red, press the RESET button on the back of the computer until the box is blue. If you have a white case Color Computer, you may also have to adjust the TINT control on your television to get the desired colors. Press the mouse or joystick button to continue.

Now choose the skill level. Use the joystick or mouse to move the blue box around the skill level and case you wish to play, and press the button. Throughout the game, this is the way you will choose what you want to do.

The playscreen is now on your screen. The two lines right below the words SAM SLEUTH tell your current location. Below that is where you will be asked questions about what you want to do. Here also you will be told what happens as a result. Pay close attention to these lines during game play. In the middle of the screen is a picture of where you currently are. At the bottom of the screen is the current menu of options. Now it is showing the "main" menu. To choose any option, just move the blue box around the option using the mouse or joystick, and press the button.

MAIN MENU OPTIONS

GET SOMETHING

To pick up or buy something, choose this option. When you choose it, a list of all objects you see clearly is displayed. Choose an object to pick up or buy, and press the button. If you are at the gas station, picking the GAS option will make the gas attendant fill your car with gas, and you will be charged an appropriate amount. If you are at the market or the clothing store and buy something, you will also be charged.

DROP SOMETHING

To drop something, just choose this option and then choose what you want to drop. Note that if you drop something in an empty field, you will not be able to find and GET it again. You may also use this option as a way of keeping inventory. Just choose this option to see a list of what you are carrying, and then choose the "nothing" option.

EXAMINE SOMETHING

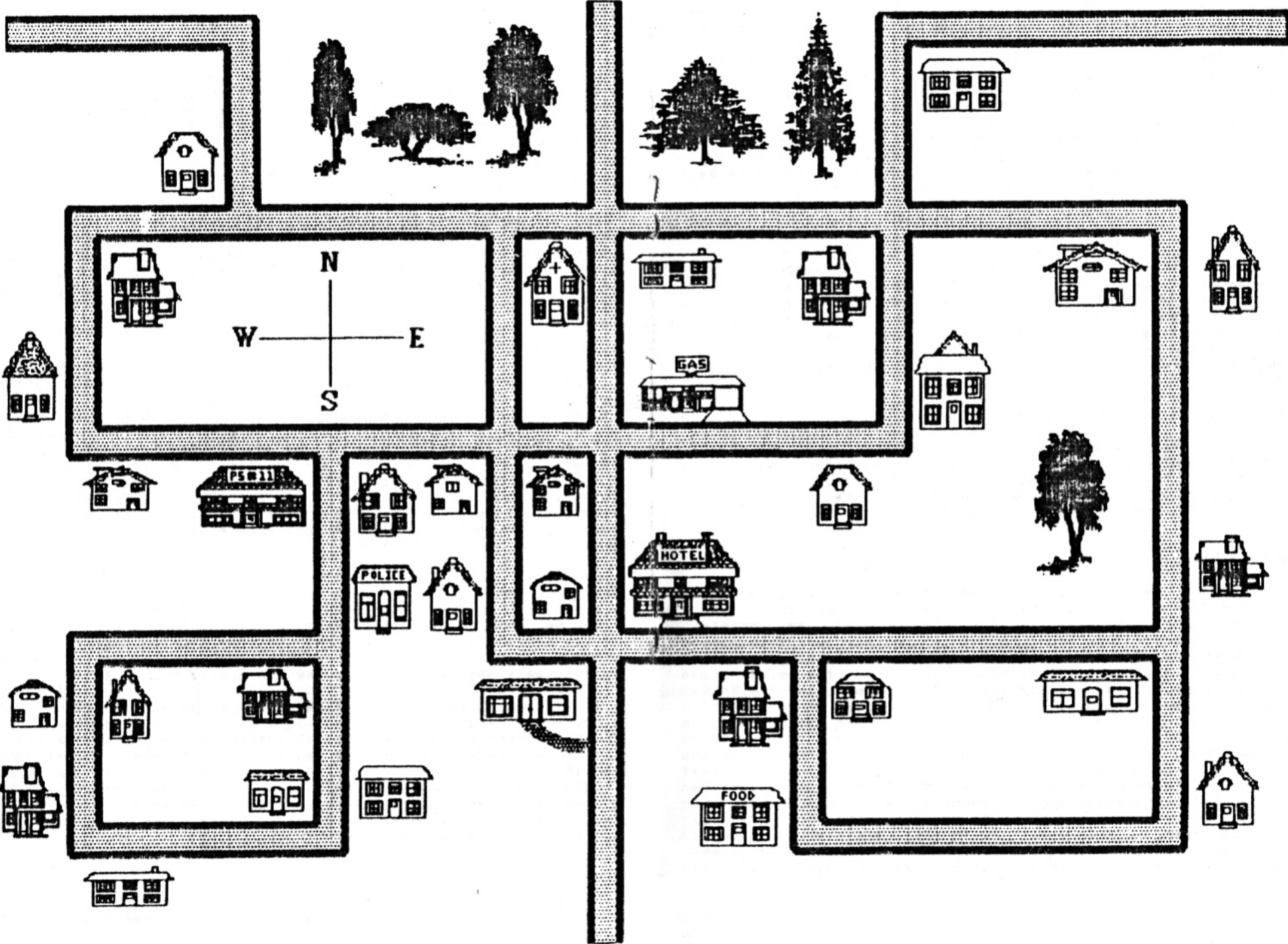
You can examine anything by choosing this option. Notice that you do not have to GET an object before examining it. One of the things you can always examine is the grounds. This involves just looking around the building or field for anything out of the ordinary. Some things are hidden, and must be found in this way. You may further examine something after finding it by examining it after you pick it up. Make sure not to miss any possible clues during the course of the game by forgetting to examine things! When you pick this option, all of the objects you are carrying as well as the objects you can plainly see are shown.

WALK SOMEWHERE

Use this option to get inside your car and drive it. Also if you are at your office, the police station, or the gas station, you can walk to a phone and call people. If you do not want to walk anywhere, just choose the option "nowhere".

If you desire to call somebody, just choose "phone". A picture of the phone and a phone book will be displayed. Move the joystick left and right to flip through the phone book until the number you wish to call is showing. Then, move the joystick to the center and press the button. You will hear the phone ringing, and if someone answers, you may ask them a question. If it is busy or nobody answers the phone, you will be told so at the upper two lines above the picture of the phone. You may only ask one question at a time over the phone.

Elmsville Visitors Guide



To drive to other locations, choose "car". You are now looking down onto a part of the town of Elmsville. By moving the joystick or mouse up, down, left, and right you can control the direction of your red sedan. When you drive off one side of the visible section of town, the next section is displayed. Refer to your visitor's guide and its map of the entire town to see where you are going. All of the cases are solved without leaving the town, and it is a long drive to other towns. Your fuel gauge is shown at the bottom of the screen while you are driving. Watch it because your old car is a gas guzzler and if you run out of gas, you are stuck! Also, be careful when turning corners as it is possible to crash your car and end up in the hospital! To park your car, press the button. Park as close as you can to the building or field you want to go to. When you park, you will be shown the building or field closest to where you parked.

SHOOT

If you have a gun and it is loaded with bullets, you will be shown all the people at your current location. Choose who you want to shoot and fire. Do this only if you have to, as the sheriff will not hesitate to put anyone who commits a crime in jail. If you hit, you may kill that person. If they have a gun, they may also fire back at you. If you choose this option and the person's name is not displayed, then they have left the building.

(RE)LOADING YOUR GUN

If you have bullets and your gun is not full, you may load your gun with this option. After doing so, the bullets you have left and the bullets on your person are displayed. It is not necessary to shoot people to solve the cases. Criminals, on the other hand, may shoot at you to guard their safety.

ASK QUESTIONS

To ask a question to someone at your current location, choose this option. You may ask about their job, the crime, or their day. Note that since this game is in real-time, people find out new information, and through the course of the game their answers may change. Don't feel frustrated that you can't ask them anything you want, because all you need to solve the cases is there. To ask questions over the phone, see the WALK phone option above.

ARREST SUSPECTS

When you are sure you have the criminal at your current location, and you have enough evidence, arrest who you think it is. If you are correct, you win! If you are wrong, you lose and must start over. It is important to make sure you have enough evidence because even if you have the correct suspect, you must find evidence of the crime to successfully win the game.

You will get three chances to correctly figure out the criminal and find enough evidence. After three false arrests, you lose the game. When you make a false arrest, the suspect will be released. You will fill out a report at the police station, and then you may proceed with your case.

END / NEW

To start a new game, or to quit playing, choose this option. If you choose it by mistake, just choose the "continue" option to continue playing the game. If you choose a new game, the game will restart. Ending will take you back to BASIC.

----> SOME INTERESTING NOTES <----

As you play, you develop a reputation with each person you encounter. The reputation is based on how often you bother them, if you shoot at them (obviously), and also just each person's personality. Not everyone is honest, and not all clues lead in the right direction! Just use your best judgment Sam, and you'll eventually solve the toughest cases. As we mentioned before, everything you need to solve the cases is in the game, you just have to look for the right thing to do. All of the cases have a certain time period for you to complete them. When time is running out, you will be told so. There are several different solutions to each case in Sam Sleuth. When you begin to play, the criminal, clues, and so on are chosen randomly. The method you use to solve a case one time might not work the next time you play. Good luck Sam, and remember the most important thing you must do is have fun!!! When you win, you will get a score based upon the number of correct clues you found, and the time it took you to solve the case.

AND NOW LET'S BEGIN.....

1 ---> Beginners level: Case of the Missing Cat

Sam, you have just opened your detective agency for business. Early one morning a young lady walks into your office, introducing herself as Shirley Uoff, a school teacher. It seems her friends went on a vacation and left her to take care of their cat. Everything was going just fine until this morning when Shirley went to feed the cat. The porch door had been left open, and the cat apparently had left during the night. Shirley's friends are coming home this afternoon, so Shirley is very anxious to get the cat back before then. She is hiring you to find the cat, and return it to her at the public school before her friends return from their vacation. You explain you generally do not do this kind of work, but Shirley points out, rightfully so, that you don't seem to have many other cases at the moment. Not wanting to create a poor image for yourself, you reluctantly accept the job. After all, how hard can it be to find a cat in this small town?...

2 ---> Average level: Mystery at the Museum

After safely returning the cat to Shirley in time, you return to your detective agency to find a message from a Mr. Richard Atherns. He is the owner of the local museum. It seems there has been a robbery of an ancient Mayan statue which was on loan from another museum. The note goes on to say he will be in your office tomorrow morning. Early the next morning he arrives at your office, obviously a bit shook up. He explains that he has just discovered that the statue was not covered by his insurance policy, and will drive him to bankruptcy if he is forced to pay for it. The other museum is demanding Mr. Atherns locate the statue and the thief before the day's end or pay the full cost. First you must find the statue. Then, arrest the thief to complete this case. Mr. Atherns pays you a rather large downpayment and begs you to solve this case before the day's end...

3 ---> Expert level: Baffling Bank Robbery

You barely manage to find the statue and arrest the thief before the sun sets. Mr. Atherns is very grateful, and you are able to pay all the bills and still have some cash left over. All is quiet for a few days, and then you get a call from Jay Walker, the town sheriff. He asks you to visit the station as soon as you can. You drive down there to find Jay talking to Rip Uoff, the bank owner. The bank was robbed yesterday and Rip, having heard such good things about you from his wife Shirley, has decided to hire you. He regrets to inform you he is still a bit shook up and remembers little. Yesterday afternoon, just when he was about ready to close the bank and the security guard had gone home, a person dressed all in black entered through the back door, put a gun to Rip's head, and made Rip give up all the money in the bank. Although Rip was left unharmed and the money was all insured, he is still fuming mad and wishes the robber arrested immediately. He gives you two days to find the robber. If you don't, then he says he is going to hire someone else. This case seems almost impossible, as there are no clues to go on, other than it must have been someone living in the town who knew when the bank was vulnerable. Good luck Sam, it looks like you're up against your toughest case yet...