



VOLUME

I



Sherlock Holmes

CONSULTING DETECTIVE



Sherlock Holmes, Consulting Detective

Volume I

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The Mummy's Curse

12 April, 1889

The Times started it all—calling the killings the outworkings of an ancient Egyptian curse. I accused the tabloid of capitalizing on the superstitions of the populace.

Yet, four men were dead, with the wrappings of a 4000-year old mummy binding their fates together. Were the deaths the result of a curse or a cover-up?

The Case of the Mystified Murderess

4 July, 1888

Her suitor was infuriated: his kind lady had been charged with the murder of a scoundrel, a fortune-squandering bounder, a true cad.

Rumours were that she had favoured the young fellow, but he had frolicked with her sister. It is said that three makes a crowd. In this case, it was a corpse.

The Case of the Tin Soldier

10 June, 1890

An initiate of high society. An officer. The collector of treasures *sans pareil*. He had traveled many pathways throughout his lifetime. This time, he crossed the wrong one.

Case Controls

The *Sherlock Holmes, Consulting Detective Compact Disc*
This compact disc allows you to access Holmes and Watson's introductions to the cases, as well as all of the resources available during the time of the original inquiries. To use it:

1. Turn your VIS™ player on.
2. Place the *Sherlock Holmes, Consulting Detective CD* into the CD drive of your VIS player.
3. If you wish to be able to save cases while trying to solve them, insert the Save-It Cartridge™ into the cartridge slot of your VIS player.

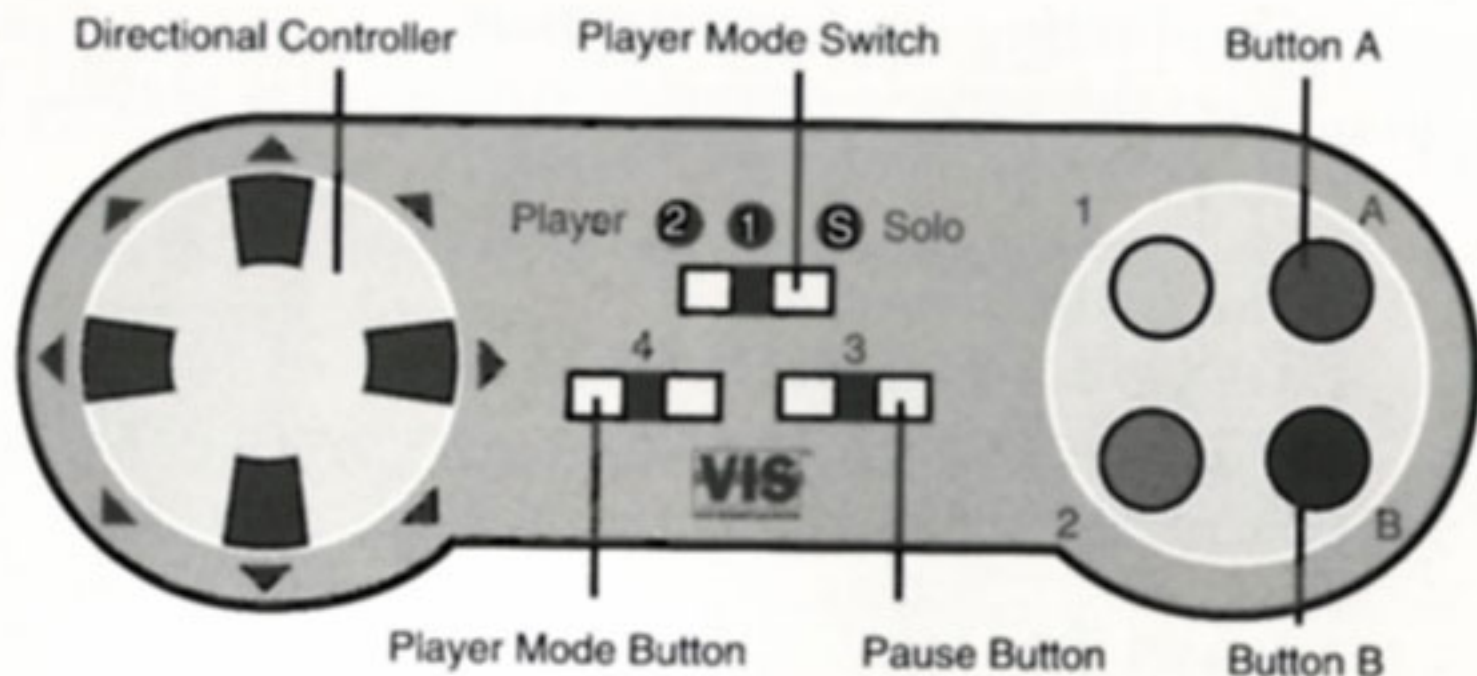
The VIS logo will appear and start playing the *Sherlock CD*. Within 15 seconds, the ICOM Simulations, Inc. logo of will appear. Then, the game's opening sequence will play.

4. If you have any difficulty with these instructions, please refer to your VIS manual.

The VIS Hand Controller

This device controls the way you make your way through the game and manipulate the game's investigative tools.

After the ICOM logo appears and the opening sequence has played, a small picture of a magnifying glass or pipe will appear on your screen. This is your cursor. You will use it whenever you make a selection. Make sure the glass or mouthpiece of the pipe is over the item so you can select it.



Directional Controller

Press this control in the direction you wish to move the magnifying glass or pipe cursor, so that it is positioned over the item you wish to select.

***Player Mode Switch
Playing Mode Button***

These controls are not used in this game and may be set to any position.

Pause Button

This button functions in a manner similar to that of a VCR's pause button. Press this button to pause a video scene briefly. Press it again to continue.

Button A

Press this button to enter a selection.

Button B

Press this button to put a tool away.

Conducting the Investigation

After the game's opening sequence has played, Holmes' Book opens to the Table of Contents:

The Instructions

To give you a better idea of what tools you will use to conduct your investigations, choose this item from the Table of Contents.

1. Use the Directional Controller to position the cursor over **The Instructions**.
2. Press Button A to enter the selection.
3. Using the Directional Controller and Button A, select the picture of a tool for more information.
4. When you know about each of the tools, select Holmes' Book to return to the Table of Contents.

Holmes' Introduction

To get better acquainted with those individuals and institutions that may assist you, choose this item from the Table of Contents.

1. Using the Directional Controller and Button A, select **Holmes' Introduction** and view a cinema-like introduction for the Baker Street Regulars.

The controls for watching this video and all other video segments is similar to that of a VCR, with these additions:

- ◆ The Scroll Bar below the control buttons advances or rewinds the scene.
 - ◆ The Pause button of the Hand Controller and the double-bar Pause button on the screen alternatively pauses and plays a video sequence.
2. When the video sequence is complete, select the hollow square Stop button on the screen. This closes the video scene and brings you to a collection of pictures.
 3. Select the picture of the person or place for information.
 4. When you know about each person and place, select Holmes' Book to return to the Table of Contents.

Choosing a Case

To begin your investigation, select one of the three cases listed (see "Case Log" on page 3 for Watson's description of the cases). A short video introduces you to the case.

Continuing a Case

After you have finished viewing the case introduction and picked up the starting clues, select the hollow square Stop button on the screen. This closes the video scene and opens the Map.

Collecting Case Clues

The Map displays eight pictures called *icons*. Each icon represents an investigative tool you may use in gathering evidence.



- 1—Holmes' Book
- 2—Notebook
- 3—Directory
- 4—Newspaper

- 5—Horse and Carriage
- 6—Holmes' Files
- 7—Baker Street Irregulars
- 8—Scoring and Trial

To use a tool, just select its icon. Just remember your goal: get the most information using the tools as few times as possible.

Selecting a Person or Place

To go see or get information on a person or place, you must first select its name in either the Notebook or Directory.

For example, if you want to visit Inspector Lestrade, you would use the following steps:

1. Select the Notebook icon to open it.
2. Select the *L* tab to open a list of names beginning with that letter.
3. Select the name “Inspector Lestrade.”

Seeing a Person or Place

Once a name is selected, the icons for the following tools—Horse and Carriage, Holmes’ Files, and the Baker Street Irregulars—are available for your selection. Just select the icon to use its tool.

Switching Tools

To close a tool and open another one, select the icon of the tool you wish to use (the following section “Tools of the Trade” on page 10 gives specific instructions on using these tools).

Remember that your goal is to get the most information using the tools as few times as possible.

Convincing the Court

When you think you’ve gathered enough evidence, select the Scoring and Trial icon to enter the courtroom (see “Scoring and Trial” on page 14 for more information).

Tools of the Trade

Eight investigative tools are available for your use. Each of these is represented here and on the Map by a picture called an icon.

A small magnifying glass or pipe cursor also appears on-screen. You will use it whenever you choose or use a tool. Be sure that the glass or mouthpiece of the pipe is over the item so you can select it.

- ◆ To select a tool, click its tool icon.
- ◆ To put a tool away, do any of the following:
 - ❖ press Button B
 - ❖ select the square Close button
 - ❖ select another tool



Holmes' Book

To stop a game, save a game, load a game, or select another mystery, return to the game's Table of Contents by selecting this icon. If you happen to see this book lying on a table or mantle, selecting it also returns you to the game's Table of Contents.



Notebook

Copy the names of people and places you want to check out into this handy reminder.

- ◆ To select a person or place in the Notebook, click its name.

- ◆ To copy a name into the Notebook, choose an entry from the Directory, then select the Notebook icon.
- ◆ To page through the Notebook:
 - ❖ Forward, select the *lower right* corner of the next page
 - ❖ Backward, select the *lower right* corner of the current page

Directory

Look in this reference for the people and places of Holmes' London. Or, place your selection in the Notebook for future reference.

- ◆ To select a name in the Directory:
 1. Select the tab with the initial of the person's last name
 2. Select the name of your choice
- ◆ To page through the Directory:
 - ❖ Forward, select the *right* arrow tab on the lower right edge of the Directory
 - ❖ Backward, select the *left* arrow tab on the lower left edge of the Directory
- ◆ If you select the Directory icon when it is closed, the Directory opens to the page listing the name that was last selected.







Newspaper




Scan *The London Times* for start-up clues of the case.

Using Hard Copy

- ◆ To locate articles:
 1. Select the issue of your choice
 2. Flip through the issue until you see the article you need

Using CD Copy

- ◆ To open a newspaper:
 1. Choose the Newspaper icon bringing up a dated index of relevant issues
 2. Choose a date to see the illustrated issue
- ◆ To page through the Newspaper, select the *upper right* corner of the page
- ◆ To locate articles:
 1. Refer to the hard copy for the page, column, and article numbers of the article
 2. Return to the CD copy and select the corresponding location
- ◆ To move from article to article:
 -  Forward, select the Next Article button
 -  Backward, select the Previous Article button

- ◆ To move within an article:
 -  Down, line-by-line, select the Scroll Down button
 -  Up, line-by-line, select the Scroll Up button
 -  To close the article and return to the newspaper issue, press the B button or select the Circle button.
- ◆ To return to the Index, select the Return Arrow icon at the top left of the paper, near the *T* of the paper's title.



Horse and Carriage

Hop in your horse and carriage to view actual cinema-like, or video, interviews with witnesses, suspects, and other leads.

The controls for watching the video scenes is similar to that of a VCR. Use the scroll bar below the control buttons to advance or rewind the scene.



Holmes' Files

Pull up background information and notes of interest. There is a file on almost every name listed in the London Directory.



Baker Street Irregulars

Gather inside information on the people and places of London from Sherlock's special group of street watchers.

Please remember that the options for the Horse and Carriage, Holmes' Files, and the Baker Street Irregulars are available only *after* selecting the name of a person or place in either the Notebook or Directory.



Scoring and Trial

As an aspiring detective, there are three qualities you must cultivate: 1) the power of observation, 2) the power of deduction, and 3) a broad base of precise knowledge.

So, to test your skills of detection, you will be given an undisclosed number of points for each new clue you uncover. The fewer resources you use, the lower your score. Your objective is to gain the most information from the least number of resources.

When you think that you've solved the case:

1. Select the Trial button to enter the Courtroom. If you have not collected all of the critical clues you will find yourself back at the Map to continue your investigation.
2. Listen carefully to the Judge's questions and answer them according to the following instructions:
 - ◆ To answer a question that requires the name of a person or place, open the Notebook or the Directory. Select the name of your choice. Then, select the Confirm Answer button.
 - ◆ To answer a multiple choice question, select the option of your choice. Then, select the Confirm Answer button.

- ◆ To leave the courtroom, select the Map icon. You can continue your investigation and retry your case when you have more clues. Just remember that you will have to re-answer each of the Judge's questions when you return to the courtroom.
3. If you answer all of the questions correctly, you will be able to match your score against the master sleuth's. Then, you may select the option of viewing a video of Holmes' strategy and solution to the case.

Save and Load

During the course of your investigation, you may be called to attend to other matters. At such times, you have the options of filing your strategy and score and reopening them at another time. You will only be able to save or load one version of each mystery at a time.

Saving a Game

1. Select Holmes' Book to return to the game's Table of Contents.
2. Check to make sure that a Save-It Cartridge is installed.
3. Select the **Save Game** heading.
 - ◆ If you have not previously saved the case, the currently running version will be saved automatically.

- ◆ If you have previously saved a version of the same case, you will be asked to confirm the save process:
 - ❖ Select **Cancel** to cancel the saving process and return to the game's Table of Contents.
 - ❖ Select **Save** to save the game. Remember that this will write over the last saved version of the mystery.

Loading a Game

1. Select **Holmes' Book** to return to the game's Table of Contents.
2. Select the **Load Game** heading.
3. Select the name of the case you wish to load.
 - ◆ If there is a game saved for a case, that case's name will be available for you to select and load.
 - ◆ If the currently running case has not been saved, you will be prompted as to whether you want to end the current game before loading a saved mystery. If the current case is not saved, it will be lost.

Quitting the Game

1. Select **Holmes' Book** to return to the game's Table of Contents.
2. Select the **Quit** heading.

You're not just playing a game, you're *in* the game with Sherlock Holmes, Consulting Detective Vol. 2

Come experience the excitement of interactive video movies
as you crack three *new* mysteries:

The Two Lions

It was a case of interest.

One, a senseless murder of circus animals.

The other, a simple mugging of a man.

But were the double deaths of lions and Lyons connected
or merely coincidental?

The Pilfered Paintings

Summer Solstice and *The Blue Unicorn*.

Achievements of an able, though obscure artist.

Articles of cultural consequence.

Now, the criminal appropriation of an unnamed thief.

Who would want to take the paintings? And why?

The Murdered Ammunition Magnate

A scribbled message. A missing file.

The butt of a cigarette discarded.

Signatures of a back alley murder.

What was the motive?

Financial acquisition, political advantage, or vengeance for fidelity betrayed?



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