
SLEUTH HANDBOOK FOR

Moriarty's ™
REVENGE

• A GAME OF GLOBAL PURSUIT •

By James Richard Harvey

**BULL CITY
SOFTWARE**

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SOFTWARE

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Quick Start

*These instructions are sufficient for play,
but hardly sufficient for winning.*

Start Play Make certain your system is operating in Finder Mode and that the *Moriarty's Revenge* disk is unlocked (you cannot see through the tab). 1) Insert the *Moriarty's Revenge* disk. 2) **Open** the *Moriarty's Revenge* folder, if not already open. 3) **Open** the *Moriarty's Revenge* application. 4) Become a registered agent by clicking "Join the Irregulars." Provide all the requested information and press **Return**. 5) Click on **Ready for a Case** once you are registered. 6) Click on the file card tab labeled with your name to select yourself as the field agent. 7) Click on **Team Assembled** and your assignment begins.

Objectives Find and capture international criminals.

Procedures Find the suspect by pursuing him from city to city using clues left behind. The clues relate to either the city or the country to which the suspect has gone from the city you are in. Find clues by visiting locations within a city.

- To visit a location, click on the location in a city window.
- To see a clue, click on the CLUE icon after the location window opens.

You have three cities from which to choose in order to pursue the suspect. The return flight (to be used when you lose the trail) is always furthest to the left.

- To fly to the city you want to investigate, click on the button for that city.

Winning the Game Arrest the suspect by catching up with him in a city at a location he is visiting. Solve the case by linking him to one of the international criminal gangs (see "Gang Profiles"). Information linking the suspect to a gang is obtained by questioning knowledgeable bystanders at the location within a city which was also visited by the suspect.

Helpful Hints

- The suspect will visit one location in each city.
- Each location within a city is associated with a specific physical trait.
- The suspect will go to a location consistent with a true physical trait (even if the trait is disguised).
- The chance of getting gang related information, when at the location visited by the suspect, is dependent on how accurately you have described the physical traits of the suspect in your bulletins.
- Information about the physical traits of the suspect is obtained by questioning bystanders at locations within a city. Click on a bystander icon in an open location window to question him. The bystanders either always lie or always tell the truth. Bystanders with gang-related information appear with an open mouth.
- You have a limited amount of time to solve a case before your visa runs out. Traveling from city to city takes one day, visiting a location within a city takes one-half day, and interviewing a bystander takes one-quarter day...**GOOD LUCK!**

The Challenge of Moriarty's Revenge

During a business trip to London, you have stumbled upon a mysterious international detective organization. Established by the British Government and funded by a secret account, the organization is dedicated to the pursuit and capture of the world's most diabolical criminals. Headquartered near Scotland Yard, the agents affectionately refer to themselves as the Scotland Yard Irregulars.

You're tempted to join the agency after learning an incredible secret—that the world of crime is ruled by ten secret societies whose sins loosen the very mortar of our civilization. As you understand it, the infamous Moriarty plays a guiding role in this world of crime. As an agent you will traverse the globe untangling puzzling evidence in the pursuit of these arch-villains. It is dangerous and you will need all your wits about you. If successful, however, you will be patching the very mortar of civilization!

Presented here is background material for your new job.

Getting Started

Make certain that the Moriarty's Revenge disk is unlocked (you cannot see through the tab) and that your system is in the Finder, rather than the MultiFinder Mode. Insert the Moriarty's Revenge diskette into the internal disk drive of your Macintosh computer. Double-click on the Moriarty's Revenge folder to open it, if not already open. Double-click on the Moriarty's Revenge icon to start the game.

Hard-Disk Users: If you encounter any system-related problems, please use the Moriarty's Revenge disk as the start-up disk. To do this, turn off your Macintosh, insert the disk into the internal disk drive, and turn the power switch on. The program can be copied onto a hard disk, but you will be asked to insert the master disk before the game will open from the hard disk. The entire contents of the Moriarty's Revenge Folder, including the Data and Agent files, must be copied to the hard disk for operation from the hard disk.

Signing In

If this is your first day, be advised that the personnel department requires all agents to have a file on record. You must 'Join The Irregulars.' Please provide each piece of information requested and press **Return**.

If you are already on file then you may proceed to case assignment. Click on **Ready for a Case**.

Click on the file card tab with your name on it to select yourself as the field agent. If you have any assistants, who will also get credit for any cases solved, click on the file card tabs with their names on them to add them to your team. Click on **Team Assembled** to get started.

Your Assignment

The game is afoot! You're off on an attempt to apprehend one of the most devious, cunning, and illusive criminals in the history of crime.

Tracking the Suspect

Travel:

As you chase your prey from city to city, you can make connecting flights to three other cities plus return to where you came from—in case you lose the trail. The return flight is always furthest to the left. Your ticket has been taken care of by Scotland Yard. You travel first class.

Investigating:

Within each city you can visit a number of different locations. To visit a location, click on the window for that location (See Exhibit One). Visiting any spot is strictly for investigating and not for pleasure (i.e. no drinking in any of the nightspots, all business in the massage parlor should be yours and no one else's, etc.). You may investigate as many or

as few locations as you wish. You can even return to the same location, where people will be different.

The criminals you'll be hunting down are notorious. If they have recently been in the city,

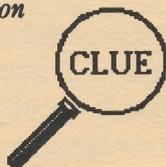
Exhibit One: City Window

Click here to
visit Boutique



you will know it. If there is no sign of them, return to the previous city and try again. They are also so perversely self-confident that they leave clues as to their whereabouts. Each one gets great pleasure in watching their pursuer's hopes build in a game of 'cat and mouse' before finally slipping away at the last moment. The clues may refer either to the city itself or the country in which the city is located. Click on the CLUE icon within an open location window to see a clue (See Exhibit Two).

Exhibit Two: Clue Icon



Use any and all reference material in evaluating these clues as to where the suspect was headed. A genuine Rand McNally Pocket World Atlas is included to assist you in your assignment.

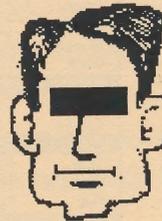
Along the way you will meet many people who have access to inside information. You may question any or all of these 'innocent bystanders' by clicking on their icons in an open location window. One of the reasons you stumbled upon the Scotland Yard Irregulars is your extraordinary ability to evaluate people. Those whom you perceive as honest always tell the truth; those you perceive as less than honest, always lie. However, sometimes people aren't completely certain as to their facts. They will, nevertheless, follow their innate inclinations as best they can.

Your keen powers of observation make it clear to you that some bystanders have actually seen the suspect and, therefore, have information about a suspect's gang affiliation. They appear a little different when you visit a location (See Exhibit Three). The chance that someone has seen the suspect is increased when you issue accurate bulletins about the suspect's appearance. (See "Issuing Bulletins" section.)

Exhibit Three: Bystander Icons



*Typical bystander
with gang information*



*Typical bystander
with other information*

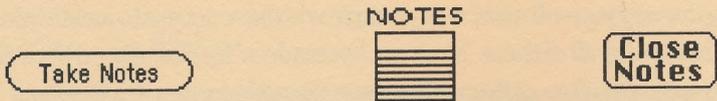
Keeping Notes:

You have been provided with a special detective's notebook by Scotland Yard. You can keep track of the information you get from interviewing bystanders in this notebook. Open the notebook by clicking on the **Notes** or **Take Notes** button (See Exhibit Four).

MORIARTY'S REVENGE

The notebook allows you to keep information about the suspect's physical traits and gang affiliation (See Exhibit Five).

Exhibit Four: Notes Buttons



The notebook lists each possible physical characteristic and provides space for recording the location that relates to that characteristic. Once you think you know the location that is related to a characteristic, replace the three question marks with the location name, as has already been done for the Fat characteristic.

Exhibit Five: Notebook

Close Notes		Criminal Identification Chart				
	Associated Locales	The Suspect: Appears	Is		The Suspect: Appears Is	
AGE (disguised <input type="checkbox"/>)			OTHER DISTINGUISHING CHARACTERISTICS			
Young	???	_____	_____	Tattooed	disguised <input type="checkbox"/> _____	
Middle Aged	???	_____	_____	Attractive	disguised <input type="checkbox"/> _____	
Old	???	_____	_____	Besppectacled	disguised <input type="checkbox"/> _____	
RACE (disguised <input type="checkbox"/>)			Scarred <input type="checkbox"/> _____			
White	???	_____	_____	NONE of above	disguised <input type="checkbox"/> _____	
Black	???	_____	_____	International Criminal Gangs The Holy Plague _____ The Know Nothings _____ Subclause of Power _____ d'Buggers _____ Stomp-o-matics _____ The Shining Self _____ Campus Delicti _____ Übermenschkins _____ The Lullaby League _____ Moriarty _____		
Hispanic	???	_____	_____			
Asian	???	_____	_____			
SEX (disguised <input type="checkbox"/>)						
Male	???	_____	_____			
Female	???	_____	_____			
WEIGHT (disguised <input type="checkbox"/>)						
Thin	???	_____	_____			
Well Built	???	_____	_____			
Fat	Bakery	_____	_____			
HEIGHT (disguised <input type="checkbox"/>)						
Tall	???	_____	_____			
Medium	???	_____	_____			
Short	???	_____	_____			

The notebook provides three blanks for recording the suspect's appearance. To track the suspect's apparent physical characteristics, click in a blank to toggle to a "P" for Probable, "I" for Improbable, "Y" for a certain Yes, and "N" for a certain No. The notebook provides a fourth blank to record the suspect's true physical characteristics, since he might be

disguised. Click the fourth blank beside a characteristic to record either "Y" for Yes or "N" for No.

There are a number of distinguishing characteristics, such as tattooed, scarred, or attractive, for which there is no related location. You will find out about these characteristics through your investigation into the suspect's other characteristics. The notebook provides blanks for recording these. These blanks operate like the blanks for all other characteristics.

The notebook also has a section for tracking the suspect's gang affiliation. Once you are certain whether or not a suspect is affiliated with a specific gang, click in the blank to toggle to a "Y" for Yes or a "N" for No.

Click on **Close Notes** in the upper left hand corner of the Notebook when you are done taking notes.

Issuing Bulletins:

You will learn about the appearance of the suspect through the statements of bystanders. When you think you know a trait, issue a world-wide bulletin. If the bulletin is correct, the public will have a better chance of spotting the suspect. This is important since you must find witnesses who have actually seen the suspect and learned some fact about his or her gang. (See the "Criminal Behavior" section.)

Remember: In order for people to recognize the suspect, bulletins must describe how he or she currently appears. That is, if a suspect is really thin, but is disguised to appear fat, you should describe him as fat in your bulletin.

On the other hand, if you issue a bulletin with false information, the public is confused and the chance of anyone seeing the suspect will be reduced.

Time and Money

Time:

You have a limited amount of time to find the suspect. Each flight takes one day. Each visit to a location within a city takes half a day; each interview within a location, one-quarter day. Time also passes (albeit slowly) while you're figuring out clues.

You can save one-half day by taking an SST when you fly, but it costs \$100; likewise, a taxi within the city saves one-quarter day but costs \$50.

Money:

You have been given \$50 by Scotland Yard to start your work. You may earn additional money by correctly describing a suspect when you arrest him. Note that you will be penalized, i.e. fined, for providing incorrect information. Money is valuable for bribing informants or for speeding pursuit through the use of a Taxi or SST when traveling. (See the "Bribes" and "Time" sections.)

Bribes:

At your discretion, you may pay off informants who, for a price, will disclose one trait about the real appearance of the criminal. Unfortunately, informants are shrewd. They will take any money you offer them, but they will give information only if they think the amount of the bribe covers the risk of talking. All informants talk for \$100, half of them for \$50, two-thirds for \$67, and so on.

Criminal Behavior

You will be pursuing suspects from ten notorious international gangs. The crimes of these gangs are so catastrophic that linking your suspect to a gang ensures conviction. (See “Gang Profiles” section.)

Within each city, suspects will go to one of five locations. These criminals, for all their cleverness, exhibit extraordinarily stereotypical behavior. They will always visit a place in the city which is consistent with one of their true physical characteristics, e.g. fat suspects will be seen at the Bakery, even when they are disguised to appear thin.

Only bystanders who have actually seen, and overheard, the suspect at one of the city locations will be able to give information relating to gang affiliation. Remember, the better you have described the suspect in your bulletins, the better the chance someone will spot him and find out a personality quirk relating to a gang.

Thus, by visiting the location frequented by the suspect (i.e. a location relating to one of his or her physical traits), you can learn of the suspect’s gang affiliation.

Solving the Case

If you catch up to the suspect, you will know immediately—the town will be buzzing. To capture your prey you must go to the location where he or she is hiding. Again, it will be consistent with a real trait of the suspect. Your chance of seeing the suspect will be, like the chance of everyone else, dependent on how well you have described him in your bulletins.

In order for the arrest to stick, you must be able to associate him with the proper gang or he goes free for lack of evidence.

Whether or not you capture the criminal, you will be given an opportunity to earn some money by describing his appearance. This will aid in either conviction or finding him the next time. Note that you should describe the real traits of the criminal.

You will receive promotions for solving cases. You start as a Claims Adjuster, and work your way up to an Inspector after solving ten cases. After you have solved twenty cases you are promoted to Detective. Finally, after you have solved thirty cases you are advanced to the rank of "Master Sleuth", and can go after the leaders of the ten gangs. Of course, as you rise in rank, your cases become more difficult.

Hints and Comments

Moriarty's Revenge is more fun when played with others. Assistants, as well as field agents, earn credit for solving cases.

Assign different tasks to different people such as, one to work the computer and one or more to research the city clues.

You don't want to catch up to the suspect until you know, or can guess, his or her gang.

Disguises (for the five main traits) are discovered only by people at the location relating to the disguise. For example, only people at the Bakery would know if the suspect was really fat or was simply disguised to appear fat.

A chance of someone discovering a disguise, like the chance of someone obtaining gang information, depends on how well you described the suspect in your bulletins.

During the chase, the suspect is clever enough not to return to a location once spotted there. But he can be captured at any location relating to one of his real traits.

Gang leaders, being cleverer than others, will frequently check post office walls. After a bulletin is issued, they will read it and will not visit the corresponding location but go to one of the other locations relating to that trait. However, if they are disguised, gang leaders will not alter their behavior after a bulletin is issued.

Sometimes 'he' or 'him' is used for convenience sake. It is not to imply the suspect is male. You may quit the game by hitting 'Q' or cmd 'Q', or by clicking on the **Quit** button. Not everything is described here. As in any endeavor, you must find out some things for yourself.

Gang Profiles

The Holy Plague

"The Holy Plague" is a fanatical religious sect whose members have been instructed by descending Angels to unleash Armageddon upon the hopelessly corrupted world. The group's minister is Noah Peale, who often receives messages directly from Angels. "Eway ustmay estroyday ethay orldway otay avesay itay," were the Angels very words. (The Angels spoke pig Latin as Noah Peale didn't understand conventional Latin.) Of course, members of "The Holy Plague" would be saved from annihilation. Many of the gang's crimes have the rippling effect of rekindling hatred among religious, national and ethnic groups in the hope they will turn on each other, hastening world destruction. The sect requires strict celibacy of its members.

The Know Nothings

Nada Nugh and her notorious nest of "Know Nothings" number as the most noisome numskulls north of Nanakuli. Not known for being notably nice, the nomadic and nocturnal "Know Nothings" are not educated and acknowledge nothing but naturalness. Neglecting needless knowledge, they nurture naïve ignorance. No need of norms, they practice nihilism. These iconoclastic notions make Nada and her "Know Nothings" nasty, nefarious and obnoxious, to say nothing of naughty.

Subclause of Power

This criminal society is a collection of the most complex and convoluted minds of the twentieth century. They eschew anything simple. As such, they are firm advocates of tax legislation, quantum theory, foreign currency futures accounting, and IBM PC's. Because of the incredibly complex bureaucracy required in a communist system, they are confirmed Marxists. The senior partner is Lou Pole, LL.D., who graduated first in his class because of a technicality he found in school policy. This league of lawyers specialize in intricate white collar crime. Their transgressions often go unpunished because either they have found a quirk in the law making the crime "legal" or the investigators get so bogged down in the complexity of the crime that they just give up.

d'Buggers

Rufus Leaky, founder of d'Buggers, has always been an odd ball. He naturally gravitated toward computer programming and was affectionately known as "d'(little)bugger" to his chums at school. His antics and pranks made him a legend in college. Few will forget his suit of leaves he wore to class or the closed circuit TV camera in the faculty lounge. Nothing was too sacred and no effort too difficult for his escapades. His final project at school was a computer simulation of the U.S.'s economy if the Arab countries had discovered vast reserves of silly putty instead of oil. (Oddly enough, for all his iconoclastic attitudes, he programs on an IBM.) Naturally, his anti-establishment behavior attracted similar brilliant, if warped, minds. Their "pranks" have grown into international incidents, but the d'Buggers still regard crime as fun.

Stomp-o-matics

It's more like a regiment in business suits than a criminal gang. The "Stomp-o-matics" are the most discipline, uni-directional force since the Spanish Inquisition. They are all avowed Marxists, but, from all accounts, their brand of Marxism seems to be a dictator-run police state. They love rules and laws and have a penchant for enforcing them. This 'law and order' group will dismember people for littering, playing radios in public or frisbee on the beach. They are far too disciplined to have anything to do with the opposite sex. Their general is the maniacal figure, Preston Clened.

The Shining Self

They could be called the ultimate yuppies. Their creed is greed—at any cost. They have raised narcissism to an art form. The original coiners of the phrase, 'looking out for Number One', "The Shining Self" is known for its underground folios: *Friendships into Fortunes*, *Having it all and More*, and their legal text, *Sue for Self-respect*. None have had any formal education, but they are remarkably 'street smart.' Their leader, Mimi Selphani has the amazing ability to imitate people almost immediately upon meeting them. Since people typically trust themselves, it makes them easy targets for her scams. The group is surprisingly religious. One suspects that they speak to Heaven as equals.

Campus Delicti

A few years back a group of crime experts founded a traveling college of crime known as Campus Delicti. Run by the queen of confusion, Mary Ann Derr, the school offers advanced degrees as well as refresher courses in Criminology. Many of those who you will be chasing have attended the school. Courses range from "Europe and \$500 a Day" to "Hedging on Long Term Black Market Contracts." The college uses an IBM main frame to keep statistics on various types of crimes (success ratios, rates of return, etc.). Mary Ann only hires religious, some would say superstitious, faculty members.

Übermenschkins

Creative and strongwilled as a child, Constance Truggle dropped out of society when she discovered the works of Friedrich Nietzsche in school. She stripped herself of all traditional values, morals, and rules and lives by sheer force of will. Her iconoclastic attitudes lead her to strange crimes. She and her followers, the Übermenschkins, will murder, desecrate, and perform all manner of diabolical acts solely to prove philosophically that they are above the law. The Übermenschkins are as asexual as they are amoral, and practice strict celibacy.

Lotty Dahl & The Lullaby League

Lotty is normally one of the nicest people you would want to meet, a bit simple perhaps, but very nice. She watches a lot of situation comedies on TV, listens to rap music, and thinks Bob Hope is a riot—a lot like you and me. She has but a single flaw. Somewhere, somehow, she was introduced to the concept of utopia. Her utopia is a Marxist state where all live in simple harmony. She will do anything to bring this about. Her followers and herself are so simple minded (no formal education) that they are probably the hardest of the criminal gangs to track down. Their reasoning is unfathomable.

Moriarty

No information available.

His presence is believed to be everywhere—simply open the morning paper to see his influence.

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