

# 221 B BAKER St.®



# Datasoft®

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"As he spoke, he whipped a tape measure and a large round magnifying glass from his pocket. With these two implements he trotted noiselessly about the room, sometimes stopping, occasionally kneeling, and once lying flat upon his face. So engrossed was he with his occupation that he appeared to have forgotten our presence . . . as I watched him I was irresistibly reminded of a pure-blooded, well-trained foxhound as it dashes backwards and forwards through the covert, whining in its eagerness, until it comes across the lost scent!" - A Study In Scarlet

Based on the board game created by Jay Moriarty.

Computer version developed by Pacific Softech, Inc.  
in association with IntelliCreations, Inc.

Designed by Steven Duboff, Jeff Harth, and John P. Sohl.

Commodore graphics by Todd Camasta.\* Apple graphics by  
Russ Wolvek and Todd Camasta. Atari graphics by Russ Wolvek.

Speech synthesis by Software Speech™ (C) (P) 1984,  
Electronic Speech Systems of Santa Clara, CA.

Documentation by Thomas J. Clement

&

Sir Arthur Conan Doyle.

\*Courtesy of Interplay Productions.

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Apple II is a registered trademark of Apple Computer, Inc.

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In keeping with the flavour of 221 B Baker St., English spellings are used.

"Give me problems, give me work, give me the most obscure cryptogram or the most intricate analysis and I am in my own proper atmosphere...the last and highest court of appeal in detection!" - The Sign Of The Four

"There's the scarlet thread of murder running through the colourless skein of life, and our duty is to unravel it, and isolate it, and expose every inch of it!" - A Study In Scarlet

**REQUIREMENTS - COMMODORE 64/128™:** "All this is amusing, though rather elementary..." - A Case Of Identity

- Commodore 64/128 computer
- 1541/1571 disk drive
- Video monitor or TV
- Joystick (optional)
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library (an optional purchase)
- A Deductive Mind

**REQUIREMENTS - APPLE II® SERIES:** Draw your chair up and hand me my violin...!" - The Adventure Of The Noble Bachelor

- Apple II Series computer (64k)
- Compatible disk drive
- Video monitor
- Joystick (optional)
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library (an optional purchase)
- A Deductive Mind

**REQUIREMENTS - ATARI® HOME COMPUTERS:** "I'll light my spirit lamp and give you a cup of coffee before we start!" - The Adventure Of The Golden Pince-Nez

- Atari home computer (64k)
- Compatible disk drive
- Video monitor or TV
- Joystick (optional)
- 221 B BAKER ST. Game disk
- 221 B BAKER ST. Case Library (an optional purchase)
- A Deductive Mind

**OPTIONS FOR ALL COMPUTERS:** "I have my eye on a suite in Baker Street!" - A Study In Scarlet

- Deerstalker cap
- Magnifying glass
- Calabash pipe
- Plenty of fog and gas light

**LOADING THE GAME:** "Come, Watson, come...the game is afoot!" - The Adventure of the Abbey Grange

**Commodore 64/128:** "A collection of my trifling experiences would certainly be incomplete which contained no account of this very singular business!" - The Musgrave Ritual

1. Turn off computer and connect Joystick to Port Two.
2. Turn on monitor or TV, disk drive, and computer (with C-128, hold down Commodore key while turning on computer).

3. Insert 221 B BAKER ST. disk into drive and close the door.
4. When *READY* appears on the screen, type **LOAD\*\*",8,1** and press RETURN. The game loads and runs. Leave disk in drive during play.

**Note:** If program fails to load, try disconnecting any peripherals (except the disk drive).

**Apple and Atari:** *"So strange in its inception and so dramatic in its details...!"*

- The Adventure Of The Engineer's Thumb

1. Turn off computer (remove all Atari cartridges). Connect Joystick.
2. Turn on power to monitor or TV (and Atari disk drive).
3. Insert 221 B BAKER ST. disk into drive, close the door, and turn on computer. The game loads and runs. Leave disk in drive during play.

**Exit Game:** press F3 (Commodore), ESC (Apple), START (Atari).

**PREPARING TO PLAY:** *"Every link is now in place and the chain is complete!"* - The Problem of Thor Bridge

**HOW MANY PLAYERS OR TEAMS (1-4)?** Select the number of players or teams. You're then prompted to *ENTER PLAYER OR TEAM NAME* (up to 10 characters). Press RETURN after typing each name.

**ARE YOU USING A JOYSTICK - Y/N?** If you wish to play with a Joystick, type Y (the Joystick fire button can be used anywhere you'd normally press RETURN or where you want to answer NO). For a Keyboard only game, type N.

**DO YOU WANT CODED Clues - Y/N?** This lets you choose whether or not to receive game Clues in a secret Code known only to you.

**OPTION SUMMARY** If the options you've picked are to your satisfaction, hit Y. If not, strike N and reselect.

**CODED CLUE ASSIGNMENT:** *"I am fairly familiar with all forms of secret writings . . . but I confess that this is entirely new to me. The object of those who invented the system has apparently been to conceal that these characters convey a message . . . !"* - The Adventure Of The Dancing Men

Open this booklet to its centre. There are 20 Clue Codes, arranged in four **Code groups** (A, B, C, D) of five **Code numbers** each. If you decide to play the game using Clue Codes, the computer assigns you your own Code group (unchangeable for the entire game). From this, you're given a Code number (changeable during the game).

**Example:** The computer assigns you A3; this means you are playing the whole game in Code group "A" and starting off with the Code number of "3" (which you can change later).

Clues appear "scrambled" on the screen. These scrambled letters correspond with the **Alphabet Line** (in bold letters) at the left of the Code groups. The column of letters beneath your Code number is used to "decode" the scrambled letters from the Alphabet Line.

**Example:** If you've been assigned A1 to play the game and your Clue Code is EINKL, the letters across from EINKL spell ADLER (Irene's last name).

The other players may break your Code (the bounders!). This means that while you're deciphering your Clue, they'll be trying to figure it out as well. If it seems that these cunning Code-crackers are on to you, throw them off your scent by picking a new Code number (this is done at the Carriage Depot). There's no limit to how often you may do this.

**Note:** Perforation marks separate the four Code groups. We recommend that you photocopy this page several times; this way, you'll always have the original intact in the documentation. Cut the copies apart and give each player his assigned Code group.

Further, we suggest you keep quill and paper handy to jot down pertinent facts or suspicious events (lemon juice, by the by, makes an ideal "invisible" ink; if you don't wish to be so secretive, any common variety writing medium -- pencil or pen -- should prove adequate to the task).

**CHARACTER SELECTION SCREEN:** *"You would have made an actor, and a rare one!"* - The Sign Of The Four

Players may choose whom they want to portray: Sherlock Holmes, Dr. Watson, Irene Adler, or Inspector Lestrade (if you want the computer to call you by your character name, type that instead of your own at the beginning of the game). Press RETURN after donning the character disguise of your choice.

**STARTING A CASE:** *"We approached the case with an absolutely blank mind, which is always an advantage!"* - The Cardboard Box

The first 30 Cases are on the back of the Game disk. You're prompted to turn the disk over or insert a Case Library disk (two additional Case Libraries are available). Choose the Case by number, then press RETURN. Once you've chosen, you're prompted to reinsert Side One of the Game disk and again press RETURN.

**CASE BOOK & SOLUTION CHECKLIST:** *"Lestrade took out his official notebook and refreshed his memory from its pages!"* - The Adventure Of The Six Napoleons

You simply cannot play 221 B BAKER ST. without reading the Case Book. Every game's Case history has vital background information necessary for solving each abominable atrocity. There are no limits on how often players may refer to the Case Book.

If your experience with the English environs is wanting, jot down your travels on the Solution Checklist. Use the Checklist to catalogue Clues, plan strategies, and to remember where you've been (this way, you won't be embarrassed by your companions' shouts of, *"Stop! where are you going?"* - The Adventure Of The Three Gables).

CODE GROUP A

	1	2	3	4	5
A	S	R	E	S	N
B	P	O	R	C	Y
C	H	I	A	X	D
D	J	M	Z	D	X
E	A	C	U	O	L
F	U	V	N	W	Q
G	W	P	J	H	T
H	B	N	T	J	Z
I	D	D	S	L	R
J	C	G	G	B	C
K	E	Q	M	E	S
L	R	U	P	T	G
M	M	S	I	K	O
N	L	X	Y	V	K
O	X	J	W	P	J
P	Z	W	H	F	M
Q	K	Y	V	Z	A
R	O	H	X	G	W
S	V	K	B	Y	I
T	N	F	Q	I	V
U	Q	B	D	M	B
V	Y	A	F	Q	U
W	I	Z	L	A	E
X	T	E	K	N	F
Y	G	L	C	R	H
Z	F	T	O	U	P

CODE GROUP B

	1	2	3	4	5
A	C	J	Y	T	F
B	I	G	R	M	N
C	E	I	J	Z	E
D	O	K	O	Y	U
E	Y	M	U	U	R
F	G	Q	F	S	H
G	L	B	H	I	O
H	B	X	Q	O	B
I	J	S	S	F	P
J	D	C	A	P	V
K	Z	E	P	W	W
L	T	P	V	B	L
M	P	L	Z	V	X
N	V	U	X	N	Y
O	K	A	M	H	S
P	F	T	W	Q	Q
Q	R	O	N	E	A
R	S	V	E	L	Z
S	N	Y	G	D	T
T	M	F	C	C	J
U	X	Z	K	J	M
V	Q	N	T	R	I
W	W	D	B	G	D
X	U	H	L	K	K
Y	H	R	D	A	C
Z	A	W	I	X	G

CODE GROUP C

	1	2	3	4	5
A	D	G	X	Y	Q
B	R	E	C	N	O
C	W	I	O	U	G
D	O	L	B	O	X
E	H	V	U	P	M
F	S	M	A	C	E
G	V	U	S	G	W
H	M	J	R	V	J
I	P	K	K	D	K
J	J	W	I	Q	Z
K	T	S	Z	H	S
L	X	A	P	W	N
M	U	Y	G	I	Y
N	C	B	W	J	D
O	A	D	H	X	U
P	K	X	E	K	A
Q	F	T	T	R	P
R	G	C	Y	B	F
S	Y	H	Q	E	V
T	Q	F	N	L	R
U	Z	R	L	Z	I
V	B	P	V	S	H
W	E	Z	F	A	B
X	L	Q	M	M	C
Y	N	O	D	F	T
Z	I	N	J	T	L

CODE GROUP D

	1	2	3	4	5
A	L	V	Y	I	P
B	Z	Q	G	O	X
C	Q	T	M	M	V
D	D	B	H	Z	T
E	B	D	T	C	R
F	G	C	N	A	M
G	O	I	X	X	B
H	N	G	E	L	D
I	E	F	K	P	E
J	J	L	L	W	N
K	S	R	V	V	I
L	U	H	C	T	Y
M	C	K	J	E	S
N	R	N	U	Y	W
O	H	A	F	K	U
P	V	S	Q	B	F
Q	M	O	R	J	L
R	X	E	S	R	H
S	F	U	Z	F	A
T	A	J	W	G	K
U	K	W	A	Q	J
V	Y	P	D	U	O
W	W	M	B	D	Z
X	P	Z	I	N	Q
Y	I	Y	P	S	C
Z	T	X	O	H	G

0	5	4	4	2	6
1	9	6	8	5	7
2	3	2	1	0	4
3	6	9	9	9	0
4	0	8	2	8	9
5	8	7	3	6	3
6	7	0	5	3	1
7	1	5	0	7	8
8	2	3	6	1	2
9	4	1	7	4	5

0	9	5	1	9	7
1	5	4	8	2	5
2	8	1	0	1	6
3	4	8	6	7	2
4	2	7	5	5	3
5	1	2	9	0	1
6	0	9	4	6	9
7	6	6	2	4	8
8	3	0	3	3	0
9	7	3	7	8	4

0	3	3	6	5	6
1	1	5	2	4	0
2	2	1	1	8	7
3	0	9	7	0	5
4	5	2	3	7	4
5	4	7	8	9	8
6	7	8	4	6	3
7	8	6	0	3	2
8	9	0	9	2	9
9	6	4	5	1	1

0	9	3	9	9	1
1	0	4	7	7	0
2	5	8	1	4	4
3	7	2	4	8	7
4	4	5	8	5	8
5	8	0	6	3	3
6	3	1	2	6	9
7	1	6	5	1	6
8	2	9	3	0	2
9	6	7	0	2	5

**DIE:** *"Aye, there's the genius and the wonder of the thing!"* - The Final Problem

Roll the Die to determine how far you can move each turn. With the C-64 and Atari, hold down the SPACE BAR, releasing it to stop the Die (any Joystick fire button may also be used). On the Apple, tap the SPACE BAR once to roll, once more to stop; or use the second button on the Joystick.

To the faint of heart, we apologize that the singular for Dice has such a chilling and final sound to it!

**MOVING:** *"The thief or the murderer could roam London on such a day as the tiger does the jungle: unseen until he pounces, and then evident only to his victim!"*

- The Adventure of the Bruce-Partington Plans

You can travel through London using either the Joystick or the Keyboard. Push up on the Joystick to move Up the screen (I on Keyboard), pull down to move Down (K); push the Joystick left to walk Left (J), right to walk Right (L).

As you perambulate the fog-shrouded streets, the number of moves you make registers on the lower left of the screen. If you make a wrong turn, happen up a blind alley, or get too close to the chilly Thames, simply retrace your steps. You can do this as long as you haven't moved the total allotment of steps; in other words, if you rolled six and have only gone five steps, you can double back. If you have gone six steps, however, your position is locked in and your turn is over (the Die disappears).

**Note:** Whenever you enter a location, the computer counts that entrance as a "Clue received." This affects your game Rating (see Rating Screen section). For this reason, it's an extremely good idea to slow down when you approach a location. Your momentum may cause you to lose your footing, slip, and enter a place you didn't want to enter; this is ESPECIALLY true near Hyde Park and The Dock (which are very "slippery when wet" locales).

**MAP SCREEN:** *"Let us try to reconstruct the situation," said he, as we drove swiftly past the Houses of Parliament and over Westminster Bridge!"* - The Disappearance of Lady Frances Carfax

When M is pressed, you're shown a helium-balloon view of London, your position given as a flashing square (humiliating, but effective). The other players are also visible, appearing as different colours on the Map (initials show who is whom: IA--Irene Adler; LS--Inspector Lestrade; JW--Dr. John Watson; SH--Sherlock Holmes). The Map may be viewed at any time during your turn (Apple users can also access the Map by pressing the top button on the Joystick). To exit, press any key or the Joystick button.

**GAME PLAY OBJECTIVE:** *"You see, my dear Watson, it is not really difficult to construct a series of inferences, each dependent on its predecessors and each simple in itself!"* - The Adventure Of The Dancing Men

The game begins at 221 B Baker St. The object is to solve the mystery before your opponents. It should be remembered that these "opponents" are also your friends (you're not fighting that Napoleon of Crime, Professor Moriarty, on this one). Hence, a good amount of Victorian civility should be used as you try to beat the trousers off the other players.

**BADGES:** *"I have been down to see Lestrade at the Yard. There may be an occasional want of imaginative intuition down there, but they lead the world for thoroughness and method!"* - The Three Garridebs

Players receive detective badges at Scotland Yard. Badges lock locations, preventing opponents from just walking in after you've acquired the valuable Clues you need (blue badges mark which locations have been locked). Only one badge can be carried at a time. You may not lock three locations: 221 B Baker Street, Scotland Yard, or the Locksmith Shop.

**Note:** You must have a badge when you return to 221 B Baker St. to give your solution of the crime.

**KEYS:** *"How came you to leave the key in the door?"* - The Adventure of the Three Students

Players start each game with one key. Keys are needed to unlock locations and to enter Secret Tunnels. Once a key is used, it's lost. You can get new ones from (where else?) the Locksmith Shop. Ah, but you can only possess one key at a time.

**GAME PLAY STRATEGY:** *"It must be an exceedingly delicate and complex affair from your point of view!"* - The Adventure Of The Sussex Vampire

You don't want to muck about, plodding through the game while your opponents logically, deftly, and skillfully patch the proliferous puzzle together! Be on your toes, keep your eyes wide, and deduce, deduce, deduce.

You'll develop your own strategic sense as the games progress, but here are a few hints. Use badges and keys wisely (is it worth locking a location right near the Locksmith Shop?). You don't have to let the other players see your Clues on the screen (a clever opponent may learn too much from watching you play!). Keep track of how many Clues you've gotten (if you can win a game with an "Inspector" rather than a "Constable" rating, all the better).

**BUILDINGS, THE DOCK, & HYDE PARK:** *"I should like just to remember the order of the houses here. It is a hobby of mine to have an exact knowledge of London!"* - The Red-Headed League

Crimson arrows mark the portals of several important locations. Upon entering, you'll be given a Clue! Entrance is gained by using the Joystick or by hitting a direction key on the Keyboard.

If you enter Hyde Park at one end, you'll always exit at the opposite end. If you travel to the Park from the Carriage Depot, you'll always leave the Park via the lower exit.

**Note:** Once you enter a location and receive information, your turn is over. If you had moves left on your roll of the Die, these are now gone.

**CLUES:** *"Ah, I think that what you have been good enough to tell us makes the matter fairly clear and that I can deduce all that remains!"* - The Adventure Of The Copper Beecher

Upon entering a location, you'll receive a Clue (no Clues are given at 221 B Baker St.). If this is in Code, decipher it. Remember, not all Clues are pertinent; as Holmes said, *"It is of the highest importance in the art of detection to be able to recognize out of a number of facts which are incidental and which vital!"* - The Reigate Squires.

Some Clues are in two or more parts (Motive Clues, Weapon Clues, etc.) and you must piece these together as you progress from one place to the next. Keep track of your Clues in that incredibly analytic mind of yours, or on the [Solution Checklist](#).

**SECRET TUNNELS:** *"Come this way, if you please." He led us down a passage, opened a barred door, passed down a winding stair ..."* - The Man With The Twisted Lip

If you're in the know, you're aware that the manhole covers found near the Locksmith Shop and Scotland Yard lead into "secret tunnels." Each of these peculiar paths whisks you to one of seven random areas (the Locksmith Shop tunnel has one set of seven routes; the Scotland Yard tunnel has a second set; where one tunnel takes you, the other will not!). 221 B Baker St. is the only location without secret tunnel access. Since these tunnels are always locked, a key is required.

Tunnels transport you into both unlocked and locked locations. Locked locations remain locked when you leave (downright sneaky, what?). Another tunnel travel advantage is that you don't have to walk from one place to another.

A disadvantage is that you can never be sure where you're going till you get there (an exhilarating excursion for an adventurer).

Safety Note: These tunnels may wend near one of the underground rail routes (Baker St. Station opened on 9 January 1863). There've been no game fatalities yet, but do be careful.

**CARRIAGE DEPOT:** *"A brougham was waiting with a massive driver wrapped in a dark cloak, who, the instant that I had stepped in, whipped up the horse and rattled off to Victoria Station!"* - The Final Problem

Watch your step! In the Carriage Depot you can hire a "cab" (hansoms, landaus, and broughams are all popular). The going 1890s rate is around 20 pence, but considering how often you've rescued the city from doom, you're never charged. Choose one of 14 specific routes. The only restriction is if the location you want is locked. Naturally, having a key will circumvent this encumbrance.

If you don't want to go racing over the city's colourful, cobbled roads, you may ask for a Clue or change your Code. These two options appear at the end of the Carriage destinations list.

**SOLVING THE CASE:** *"Has anything escaped me? I trust there is nothing of consequence which I have overlooked!"* - The Hound Of The Baskervilles

When you've gathered enough Clues to solve the Case, the next step is elementary: head straight away to 221 B Baker St. (don't forget that badge!). Once there, you're asked questions pertinent to the mystery's resolution. If you solve the crime, you are hailed as the winner and the entire scenario is revealed to your opponents (being the winner, you already know how you solved the crime).

If, however, you've left a stone or two unturned, you are forced to scurry back to Scotland Yard for another badge. And make haste! Your opponents may now have the upper hand.

## BEHIND THE SCREENS OF 221 B BAKER ST . . .

**SOLUTION SCREEN:** *"It is an error to argue in front of your data. You find yourself insensibly twisting them around to fit your theories!"* - The Adventure Of Wisteria Lodge

To Solve the Case, you must turn the disk over or insert a supplemental Case Library Disk (as you did to select a Case at the beginning of the game). No matter how confident you are, you'd best be advised not to let your fellow players see the questions. We don't want to give them an edge if you get something wrong, do we? If you've bungled the Case, continue the game by reinserting Side One of the Game disk.

**EXPLANATION SCREEN:** *"It is simplicity itself so absurdly simple that an explanation is superfluous; and yet it may serve to define the limits of observation and of deduction!"* - The Sign Of The Four

If you solve the caper, not only will London be able to sleep a little easier (Gentlemen, re-pocket your revolvers . . . Ladies, put away the smelling salts), but the logic of your deductions will be shown on the screen (if your line of reasoning doesn't quite match the explanation, who's to know?). England thanks you.

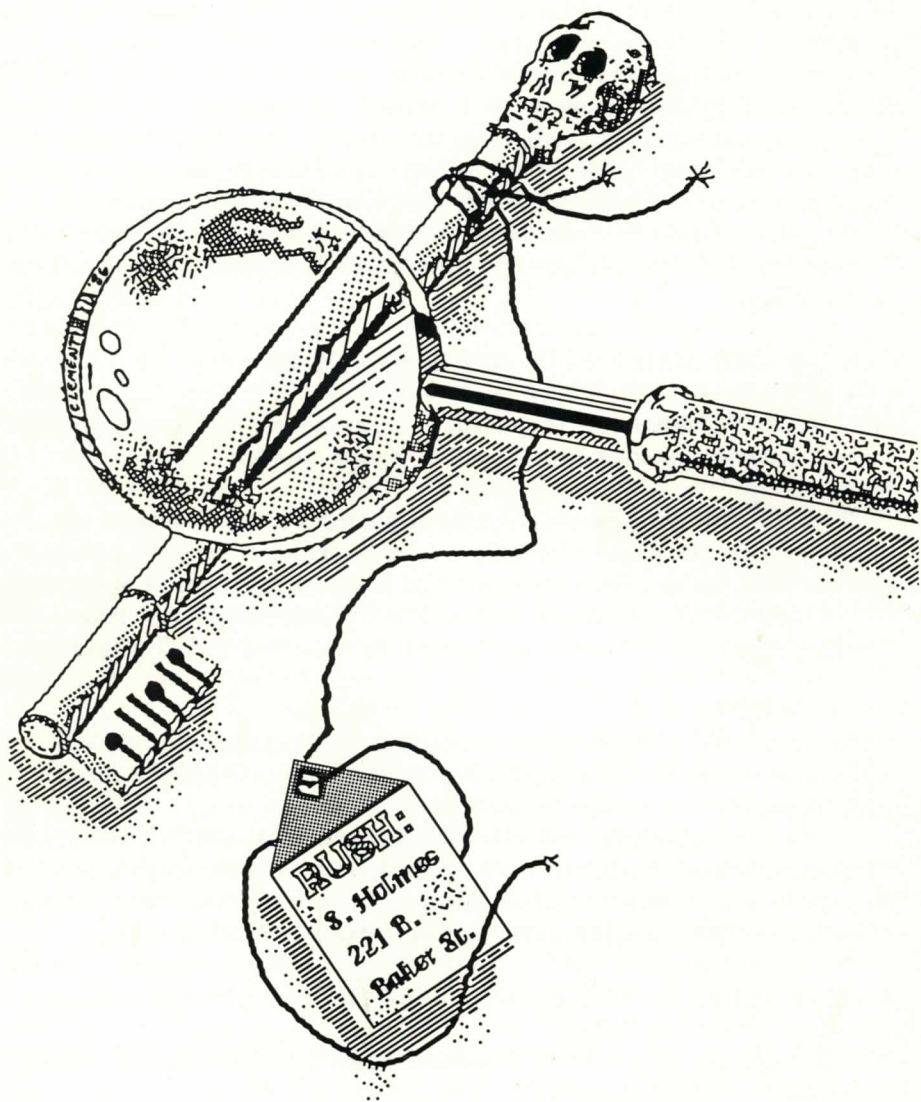
**RATING SCREEN:** *"Well Watson, you have one more specimen to add to your collection!"* - The Red Circle

You may have solved the crime, but how many Clues did it take? The fewer the Clues, the higher the Rating.

1 - 5	Clues -- Highest Rating:	Inspector
6 - 10	Clues -- Sufficient Sleuthing:	Sergeant
11 - 14	Clues -- A Tad Flat-Footed:	Constable

*"You reasoned it out beautifully...so long a chain and yet every link rings true!"* - The Red-Headed League

One ghastly crime solved . . . 29 more to go . . .



**Datascop<sup>®</sup>**

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