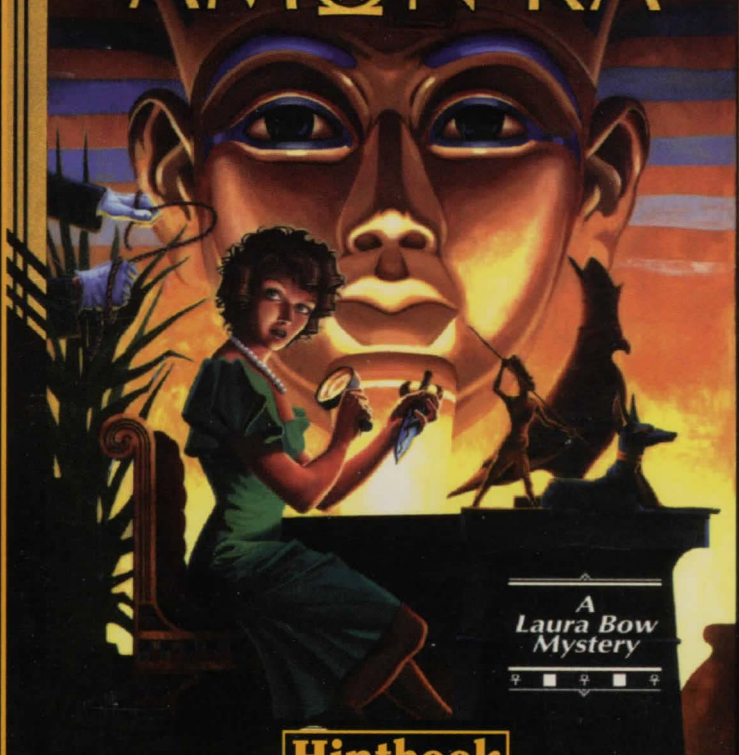
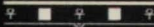


Roberta Williams' Laura Bow in
**THE DAGGER OF
AMON RA**



A
*Laura Bow
Mystery*



Hintbook

 **SIERRA**



L A U R A B O W

♁

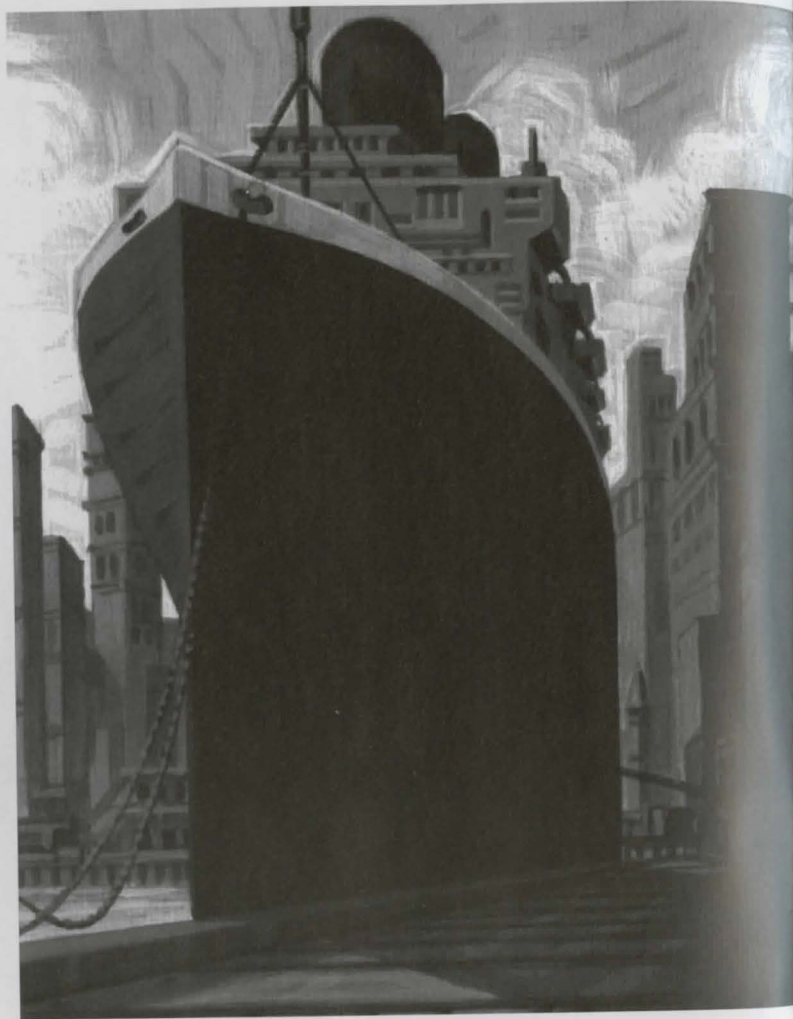
I N

♁

THE DAGGER OF
AMON RA



H I N T B O O K



C O N T E N T S

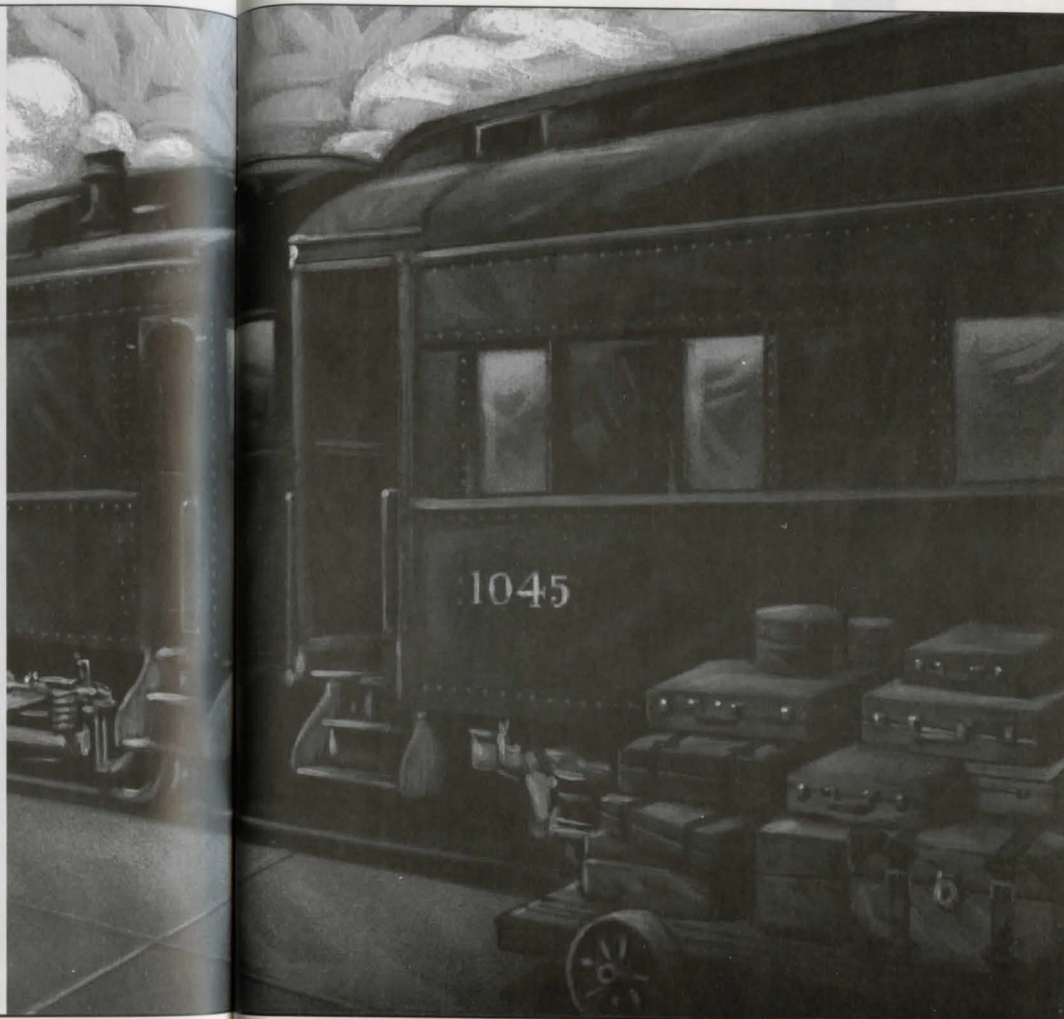
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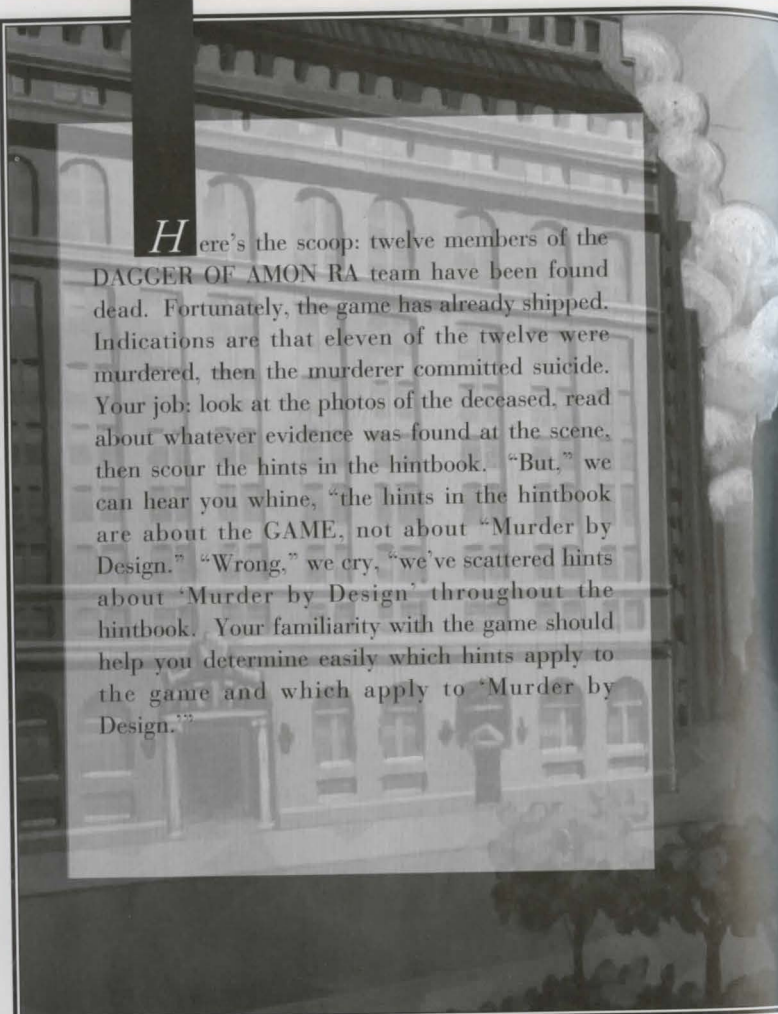


MURDER BY DESIGN

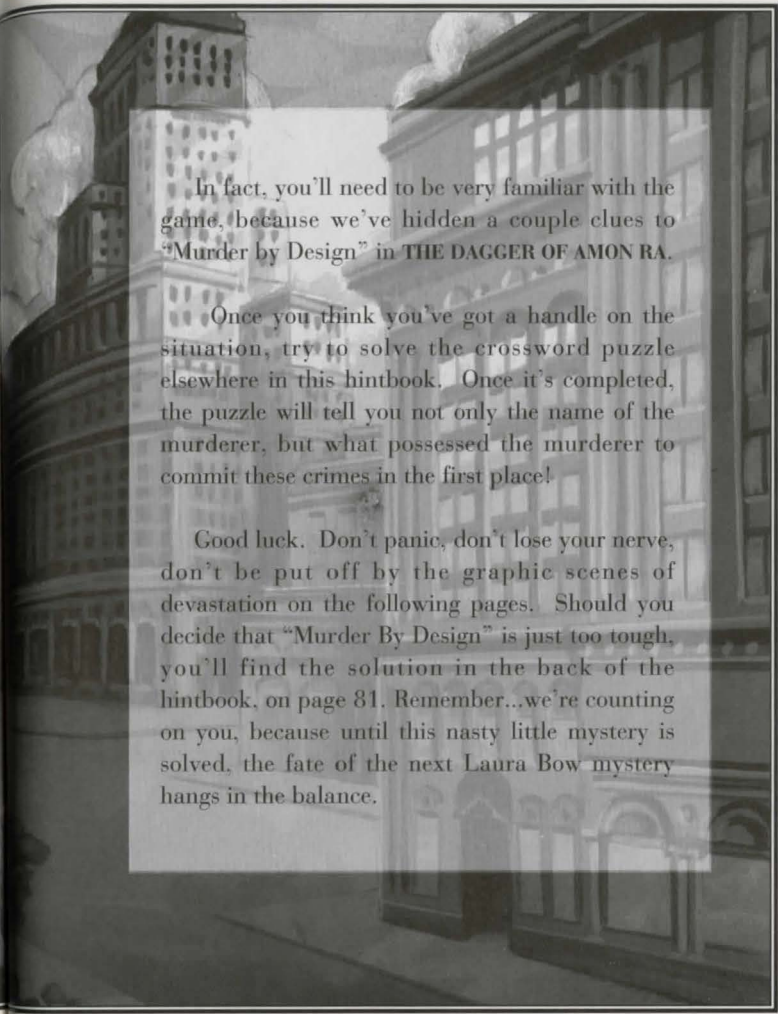
Think you've got the makings of a great amateur detective? Of course you do, otherwise you wouldn't be playing **LAURA BOW: THE DAGGER OF AMON RA**. Then again, here you are reading the hintbook, so maybe those amateur detective skills are NOT quite all they're cracked up to be.

In the pages of this hintbook, we introduce you to another twisted tale of murder and mayhem: "Murder by Design." Here's an opportunity for you to assemble the clues, examine the evidence, and solve a most grisly and unfortunate crime based on ACTUAL events. Loosely based on actual events. Well, all right, based on events that could just as well have been actual, had they, in fact, actually happened, which they have not. Yet.





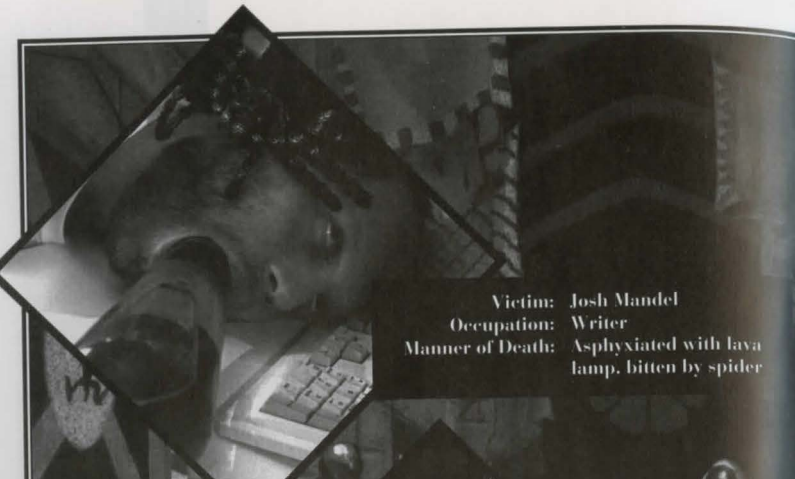
Here's the scoop: twelve members of the DAGGER OF AMON RA team have been found dead. Fortunately, the game has already shipped. Indications are that eleven of the twelve were murdered, then the murderer committed suicide. Your job: look at the photos of the deceased, read about whatever evidence was found at the scene, then scour the hints in the hintbook. "But," we can hear you whine, "the hints in the hintbook are about the GAME, not about "Murder by Design." "Wrong," we cry, "we've scattered hints about 'Murder by Design' throughout the hintbook. Your familiarity with the game should help you determine easily which hints apply to the game and which apply to 'Murder by Design.'"



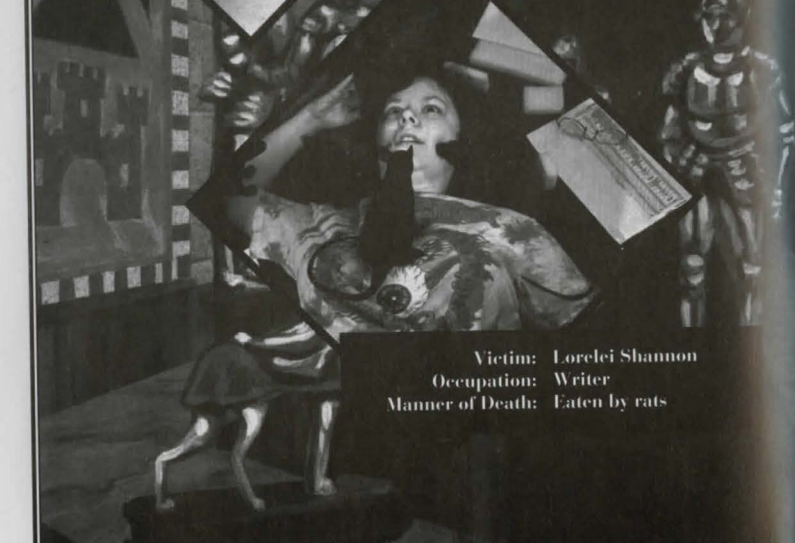
In fact, you'll need to be very familiar with the game, because we've hidden a couple clues to "Murder by Design" in THE DAGGER OF AMON RA.

Once you think you've got a handle on the situation, try to solve the crossword puzzle elsewhere in this hintbook. Once it's completed, the puzzle will tell you not only the name of the murderer, but what possessed the murderer to commit these crimes in the first place!


Good luck. Don't panic, don't lose your nerve, don't be put off by the graphic scenes of devastation on the following pages. Should you decide that "Murder By Design" is just too tough, you'll find the solution in the back of the hintbook, on page 81. Remember...we're counting on you, because until this nasty little mystery is solved, the fate of the next Laura Bow mystery hangs in the balance.



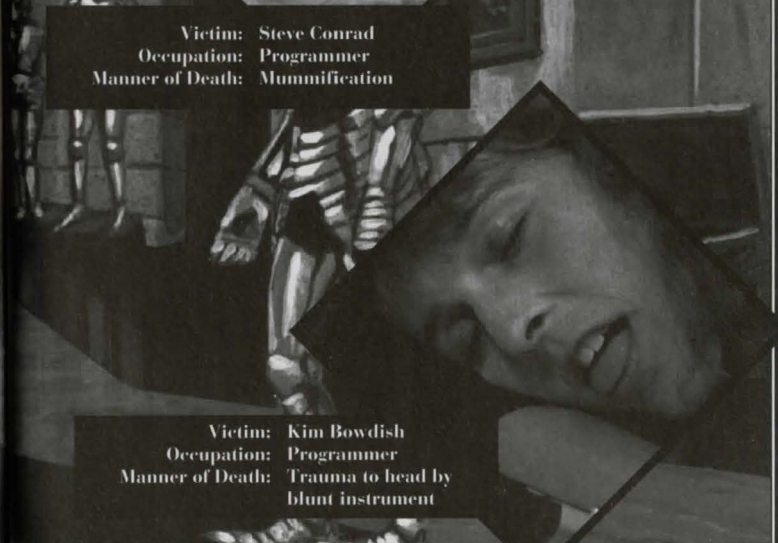
Victim: Josh Mandel
Occupation: Writer
Manner of Death: Asphyxiated with lava
lamp, bitten by spider



Victim: Lorelei Shannon
Occupation: Writer
Manner of Death: Eaten by rats



Victim: Steve Conrad
Occupation: Programmer
Manner of Death: Mummification



Victim: Kim Bowdish
Occupation: Programmer
Manner of Death: Trauma to head by
blunt instrument



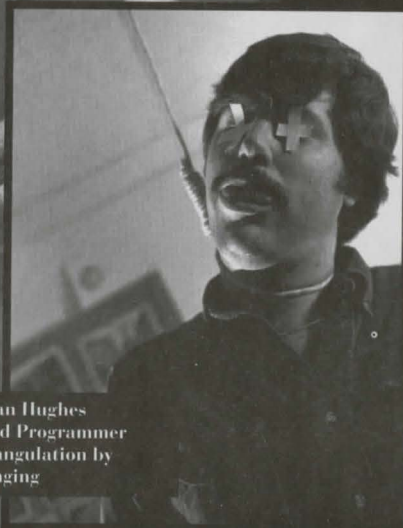
Victim: Bruce Balfour
Occupation: Designer/Director
Manner of Death: Trauma inflicted by major stab wound



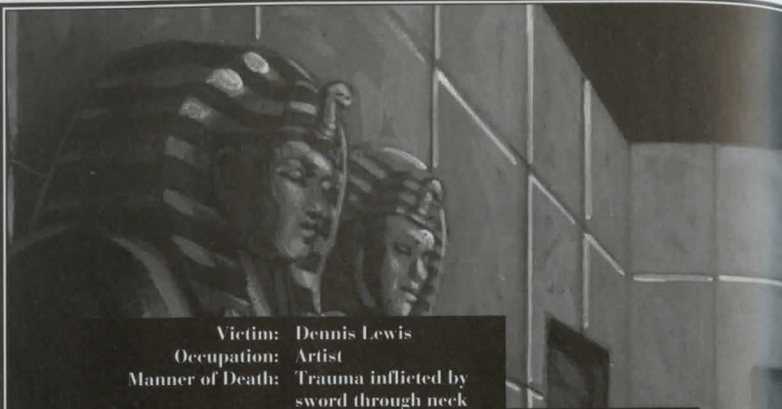
Victim: Chris Braymen
Occupation: Composer
Manner of Death: Internal hemorrhage after electrocution



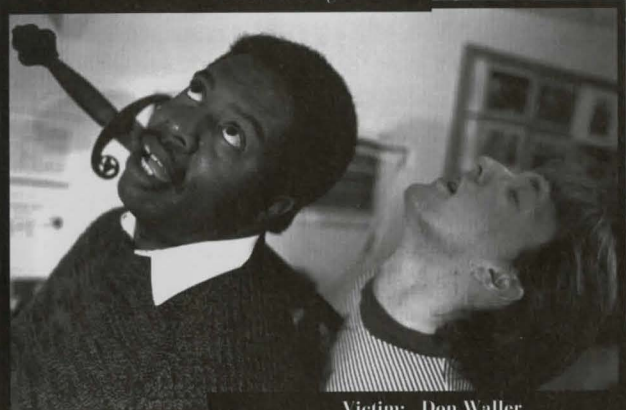
Victim: John Wentworth
Occupation: Programmer
Manner of Death: Trauma inflicted by dagger through mouth



Victim: Brian Hughes
Occupation: Lead Programmer
Manner of Death: Strangulation by Hanging



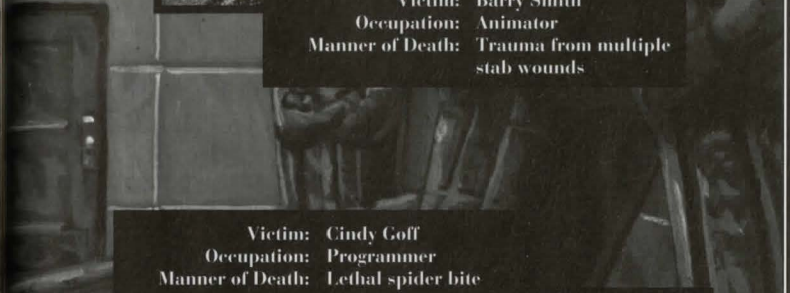
Victim: Dennis Lewis
Occupation: Artist
Manner of Death: Trauma inflicted by sword through neck



Victim: Don Waller
Occupation: Artist
Manner of Death: Trauma inflicted by sword through chest



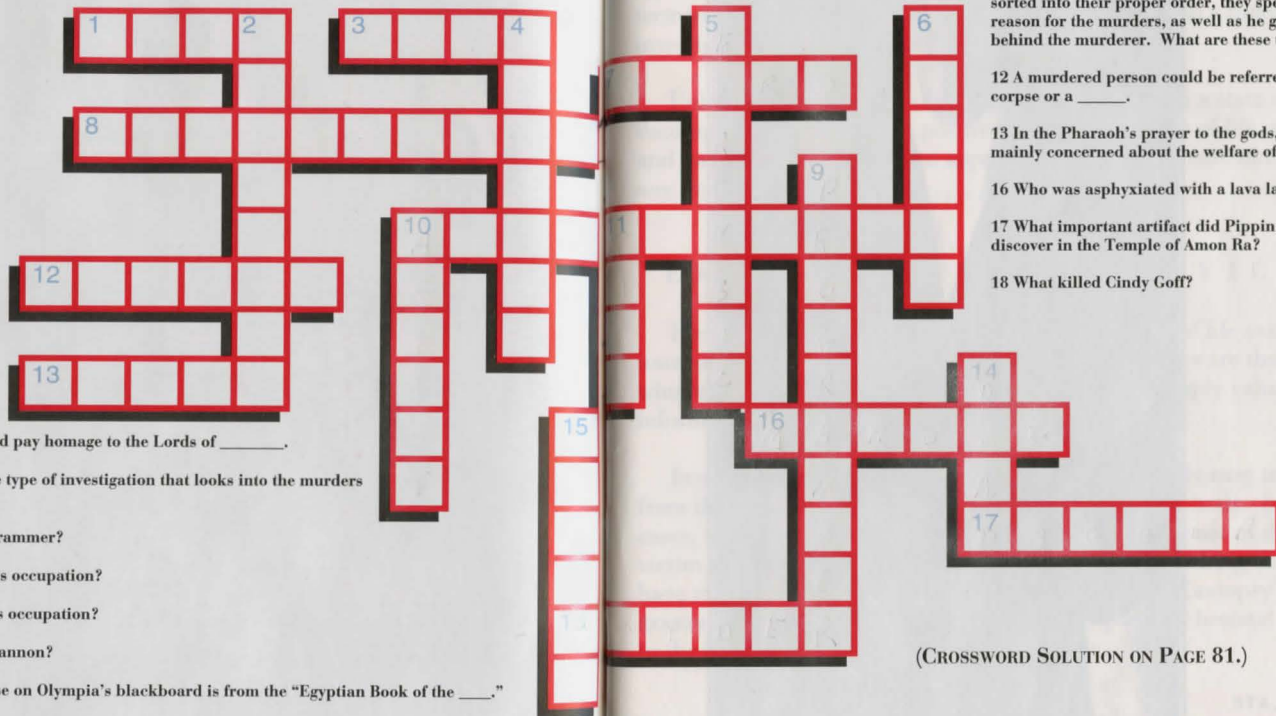
Victim: Barry Smith
Occupation: Animator
Manner of Death: Trauma from multiple stab wounds



Victim: Cindy Goff
Occupation: Programmer
Manner of Death: Lethal spider bite



The following crossword puzzle questions deal with the ghastly murders that wiped out the LAURA BOW team at Sierra On-Line. Some of the questions refer to clues found in this hintbook, while others refer to the game itself. Within the game, for example, you will find the office of Olympia Myklos, whose blackboard contains a long phrase written in Egyptian hieroglyphics. When you have translated this hieroglyphic phrase into English, you will have deciphered some of the answers to questions in this crossword. Once this crossword has been completed, you will learn the identity of the Sierra murderer (#4 DOWN), as well as what possessed that person to kill the Sierra employees (THREE WORDS IN #10 ACROSS). Good luck, and let justice be your guide.



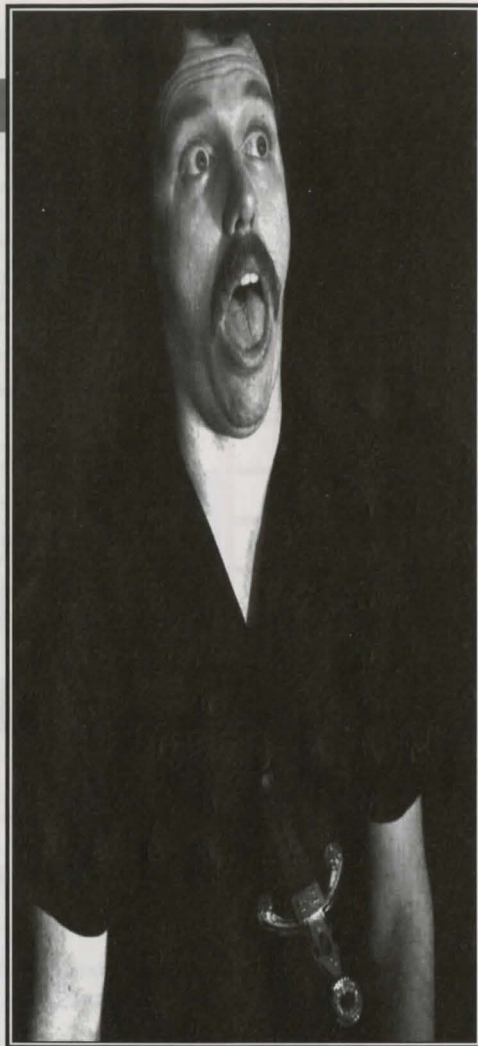
D O W N

- 2 The dead Pharaoh would pay homage to the Lords of _____.
- 5 What would you call the type of investigation that looks into the murders of the Sierra staff?
- 6 Who was the Lead Programmer?
- 9 What was Steve Conrad's occupation?
- 10 What was Don Waller's occupation?
- 11 What killed Lorelei Shannon?
- 14 The hieroglyphic phrase on Olympia's blackboard is from the "Egyptian Book of the ____."
- 15 The Pharaoh would pray that his mummy not be burnt, consumed, or _____.

A C R O S S

- 1 Which lake does Ra sail over?
- 3 What's the room you enter without leaving?
- 7 What was the murder weapon used on Dennis Lewis?
- 8 Where does Ra sail across the lake?
- 10 A hieroglyph was found with each of the murdered Sierra staff members. Translated and sorted into their proper order, they spell out the reason for the murders, as well as he guiding force behind the murderer. What are these three words?
- 12 A murdered person could be referred to as a corpse or a _____.
- 13 In the Pharaoh's prayer to the gods, he was mainly concerned about the welfare of what?
- 16 Who was asphyxiated with a lava lamp?
- 17 What important artifact did Pippin Carter discover in the Temple of Amon Ra?
- 18 What killed Cindy Goff?

(CROSSWORD SOLUTION ON PAGE 81.)



THE LATE
BRUCE BALFOUR

HOMICIDE INVESTIGATION TIPS

(The following is excerpted from Laura Bow's textbook, "The Fine Art of Criminology," by Boris Lotus, Ph.D.)

The extent of a homicide investigation will be determined by the type of death being investigated. Whether a death can actually be termed a homicide may not be known until the trial, so a thorough investigation must be performed in every case.

Unless the case is very cold and the body is in such a state of decomposition that you are positive there is no chance of life, the first and most important step is to approach the body. Be sure not to destroy any evidence.

EXAMINATION OF THE VICTIM

First, determine if the victim is dead. If any sign of life exists, take immediate steps to save that life if possible. Also be aware that a victim who regains consciousness for even a moment can supply valuable information about his condition.

In some cases, the cause of death can be deceptively easy to deduce from the nature of the wounds or the condition of the body. In other cases, where a blow to the head may seem to be the cause of death, the victim may, in fact, have been poisoned. This is something that will have to be determined by the coroner's post-mortem (autopsy) examination, although subtle clues on the corpse may become apparent to the diligent person who discovers the body.

Pay particular attention to the types and locations of wounds, as well as the presence or absence of weapons which could have been used to cause death. The relative location and position of the body in relation to the instrument of death and all other physical features of the scene are of the utmost importance. A careful examination may also reveal that the body was moved after death, even though the killer may have disguised the fact.

A thorough search for evidence may determine the:

- *Approximate time of death
- *Exact cause of death
- *Identification of blood stains
- *Type and kind of weapon used
- *Presence of foreign matter on clothing, in blood, etc.

Further evidence may be gathered for lab examination, such as:

- *Foreign hairs and fibers
- *Scrapings from victim's fingernails
- *Powder burns
- *Blood traces
- *Tool marks
- *Tire tracks
- *Footprints

Areas around the crime scene must also be protected. There may be footprints, signs that objects have been dragged, blood spots, objects dislocated from the victim's body, or indications that someone tried to erase any clues.

B L O O D

The blood stain is one of the most common clues to be found at a murder scene. The victim's blood may be carried in trace amounts from the crime scene on the clothing of the murderer. If a blood stain discovered on a suspect is of the same blood group as the blood of the victim, but different from the suspect's own blood group, it gives a strong, but not conclusive, indication as to its origin.

Blood possesses a limited value for identification. Tests can show that it is human blood, and that it belongs to one of four major groups. Under favorable conditions, tests can show that the blood belongs to one of many subgroups. However, blood undergoes a rapid change with the passage of time. Clotting and drying begin almost immediately on exposure to air, which is handy for a living person with a cut, but inconvenient for the investigator when that same person has just been murdered. Blood also decomposes quickly, causing the specimen to lose its identity.

E S T A B L I S H I N G A M O T I V E

Study the conditions under which the body was found. Locate and notice the number of wounds inflicted on the victim. Attempt to reconstruct the crime based on the evidence at the scene.

The type of wounds and the way they were inflicted may suggest sadism, jealousy, or revenge. However, avoid drawing premature conclusions about the killer's motive. Follow all possible leads regardless of your theories. Conclusions and theories often suggest motives and leads, but avoid distorting facts to make them fit a theory. Instead, allow the facts to establish the theory.

How This Book Works

The whole point of playing **THE DAGGER OF AMON RA** is to investigate the mystery, uncover the subplots, solve numerous puzzles, and spend some quality time with your neglected computer. However, some puzzles may be so well hidden that you don't know where to begin. Or this may be your first experience with an adventure game. Or maybe you just enjoy reading hint books. In any case, if you feel that you've got a problem, and thoughts of revenge on the designers are lurking in the dark recesses of your mind, look through this hint book and find the question that best describes your problem. Read the associated hints, calm your mind, enjoy the game, and forget any urges you may have had regarding physical violence on Sierra employees.

Think of this book as your complete reference to **THE DAGGER OF AMON RA**. The hint answers are arranged to progress from a slight hint to a complete solution for each puzzle. In fact, an answer with a star (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of the game, not to mention feeling completely humiliated. You get the point, right? Please use this book with discretion.

NOTE TO BEGINNING ADVENTURERS

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

- 1) Remember to **save your game frequently**, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. **Look** at everything, with your eye and your Magnifying Glass. **Talk** to everyone who isn't dead, then **Question** them some more. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation. Just remember to **save** first.

If You Have Finished The Dagger of Amon Ra

The last section of this hint book entitled, *After You've Completed the Game*, contains an object list, a list of things you may not have tried in the game, plus some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing **THE DAGGER OF AMON RA**. We hope you have as much fun playing it as we had creating it.

Before reading the hints here, please take a look at the game click-through in your **DAGGER OF AMON RA** game documentation.

Laura moves too fast! Laura moves too slow!

- * Stop your whining! On your Icon Bar you'll find a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slow, adjust the animation detail slider down until you find an acceptable speed and detail level.

How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

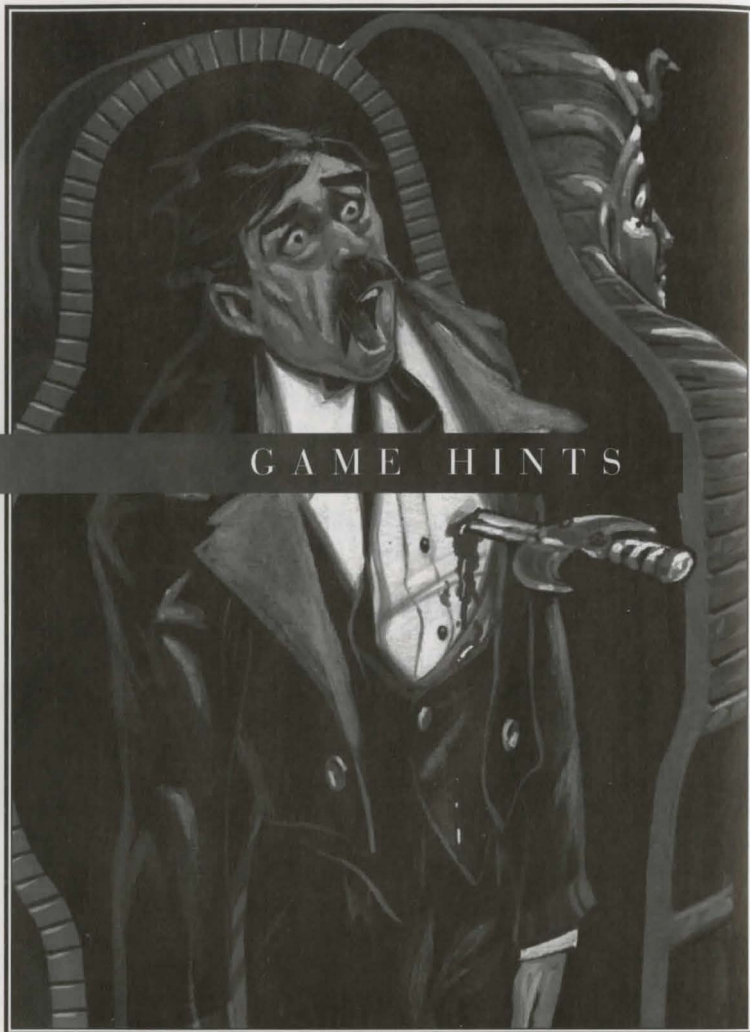
- * When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the walk cursor and the last cursor used.

Examples:

To engage in small talk with someone, click the talk cursor (exclamation point in a word balloon) on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.)

To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.)

To look at something in greater detail after you have your Magnifying Glass, select the Magnifying Glass from your inventory with the arrow cursor to make it your "active" inventory item, exit the inventory



window, then click the Magnifying Glass cursor on whatever you wish to examine. In some cases, this Magnifying Glass will actually magnify the image on your screen, but most of the time it will just give you a detailed message about significant objects.

To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To hear conversations that may be occurring behind closed office doors, after you've picked up the Water Glass from the buffet table in the Museum Rotunda, select the Water Glass from your inventory with the arrow cursor to make it your "active" inventory item, exit the inventory window, then click the Magnifying Glass cursor on whatever you wish to examine.

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

I don't understand how time progresses in this game. How long is an act? How many acts are there? How do I know when an act ends?

- * The game is divided into six Acts. Each act is broken down into several trigger events. Trigger events are actions you must take to make time progress in the game. As you perform each event, a clock will strike to show the passage of time. As you complete the essential events of the act, the story will progress to the next act. All events occur during a single 24-hour period.

How do I use items in my inventory?

- * To use an inventory item, perform the following steps. First, select the

inventory icon from the Icon Bar. This will open your inventory screen. Next, select the item you wish to use from your inventory screen. (Your cursor will now change to the shape of the inventory item you selected.) Finally, use the inventory cursor on an item in the room.

Here's a couple of examples. Suppose in Act 1 you wanted to use the magnifying glass on the door of Lo Fat's Laundry. First, select the magnifying glass from your inventory. (Your cursor will change to the shape of the magnifying glass.) Now use the magnifying glass on Lo Fat's door to learn some new information about the door. Or, suppose in Act 2 you wanted to use the water glass to eavesdrop through a closed door. Select the water glass from inventory. (Your cursor will change to the shape of the water glass.) Use the water glass cursor on the locked door. If someone is talking in the office, Laura will then listen in on the private conversation taking place behind the locked door.

How do I use my notebook?

- * Simply select the question mark cursor from your Icon Bar and click it on the person you wish to interrogate. Your open notebook will appear in the center of the screen. Use your hand cursor to select a subject to ask that person about. When a subject is selected, it will be highlighted in red. To confirm your choice, use the Exit cursor on the notebook to leave, Laura will then ask the question.

For example, to ask Crodfoller Rhubarb about the burglary at the Leyendecker Museum, follow these steps:

- a) Select the question mark in the word balloon from your Icon Bar,
- b) Select the Misc. category from your open notebook,
- c) Select Burglary on the Misc. category page
- d) Finally, select Exit by cycling through the cursors.

Laura will now ask Crodfoller about the dagger burglary.

ACT ONE

LAURA BOW: A NOSE FOR NEWS

I'm in the news room at my desk. How do I open the drawer?

- How do I open the drawer?
- How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.
- * How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.

What am I supposed to be doing at my desk?

- How do I open the drawer?
- How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.
- How can I get the top of the drawer open?
- * How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.

I'm pretty comfortable at my desk now. I feel like I could win a Pulitzer Prize for Journalism if I knew what to do next. Is there anything else I should take a look at?

- Yes. There is a book in the drawer. There is a book in the drawer.

- How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.
- * How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.

This Crodfoller character sure is a wealth of information. What kinds of things should I be asking him?

DR. ARCHIBALD CARRINGTON III



- How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.
- How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.
- How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.
- * How can I get the top of the drawer open? The screw is hidden under a piece of paper in the desk.

I've left the news room to research the story about the burglary. How do I get around in the big city?

- I have to find a way to get around the city.
- I can use my car to get around.
- I can take a taxi to get around the city.
- * I can take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city.

I tried to catch a taxi cab but the cab driver just threw me out. What am I doing wrong?

- I have to find a way to get around the city.
- I can use my car to get around.
- I can take a taxi to get around the city.
- * I can take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city.

I'm in the taxi cab. How do I give the driver directions?

- I have to find a way to get around the city.
- I can use my car to get around.
- I can take a taxi to get around the city.
- * I can take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city.

Is there anything else I can do inside the taxi while we're on our way to our destination?

- I have to find a way to get around the city.
- I can use my car to get around.
- I can take a taxi to get around the city.
- I can take a taxi to get around the city.
- I can take a taxi to get around the city.
- * I can take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city. I can also take a taxi to get around the city.

I tried to walk across the street to the Police Station and got hit by a car. What's going on here?

- I have to find a way to get around the city.

I went to the police station and the desk sergeant ignored me. What's his problem? Is there anything I can do to make the desk sergeant warm up to me?

- Talk to the desk sergeant and explain that you're a victim of a crime.
- Ask your lawyer to talk to the desk sergeant for you.
- Ask the desk sergeant to call your lawyer.
- Ask your lawyer to call the desk sergeant.
- * You can also ask your lawyer to write a letter to the desk sergeant explaining the situation and asking for his cooperation.

I visited Detective O'Riley. He sure didn't help me much. Is there something more I can do to get his cooperation?

- Talk to the desk sergeant and explain that you're a victim of a crime.
- Ask your lawyer to talk to the desk sergeant for you.
- * You can also ask your lawyer to write a letter to the desk sergeant explaining the situation and asking for his cooperation.

I took a taxi to the 12th Street Docks. What now?

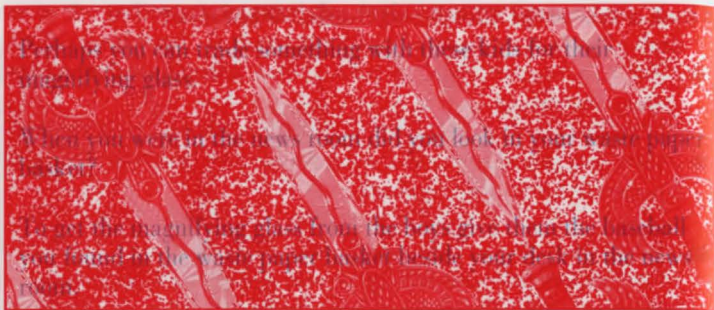
- Talk to the desk sergeant and explain that you're a victim of a crime.
- Ask your lawyer to talk to the desk sergeant for you.
- * You can also ask your lawyer to write a letter to the desk sergeant explaining the situation and asking for his cooperation.

I'm outside Lo Fat's Laundry. What are those kids doing on the sidewalk?

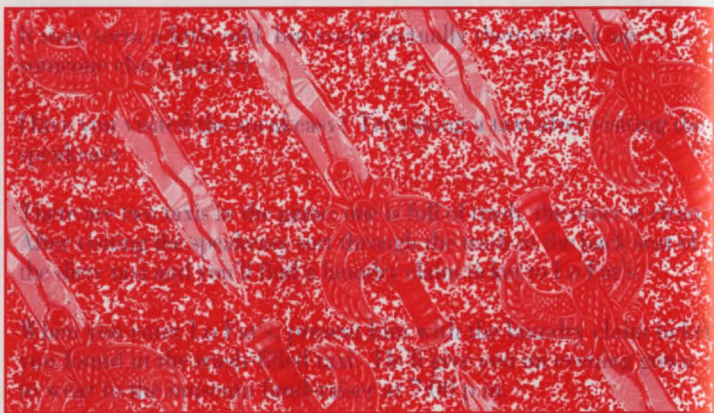
- Talk to the desk sergeant and explain that you're a victim of a crime.
- Ask your lawyer to talk to the desk sergeant for you.
- * You can also ask your lawyer to write a letter to the desk sergeant explaining the situation and asking for his cooperation.

Those kids sure have a nice magnifying glass. Where can I get one like that?

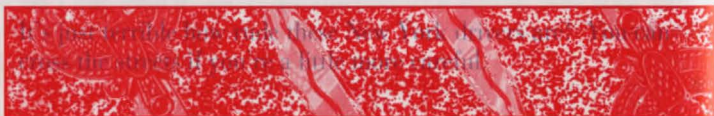
- Talk to the desk sergeant and explain that you're a victim of a crime.



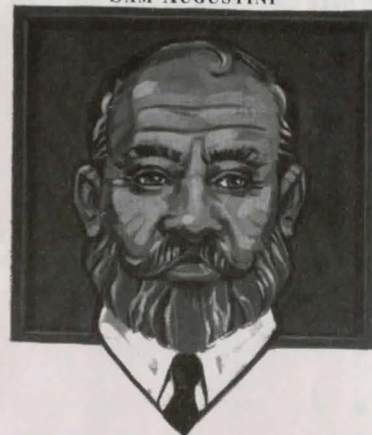
I took a cab to Lo Fat's Laundry but Laura doesn't have any laundry to pick up. Is there something else I'm supposed to do in Lo Fat's?



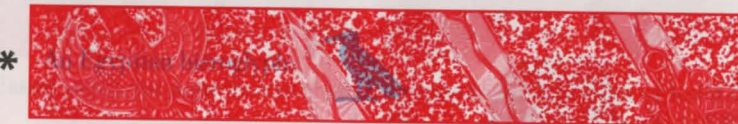
I stepped into the street outside Lo Fat's and got run over. How am I supposed to cross the street in this game?



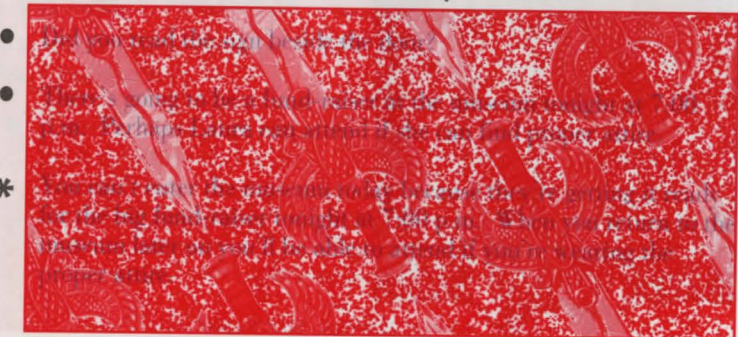
SAM AUGUSTINI



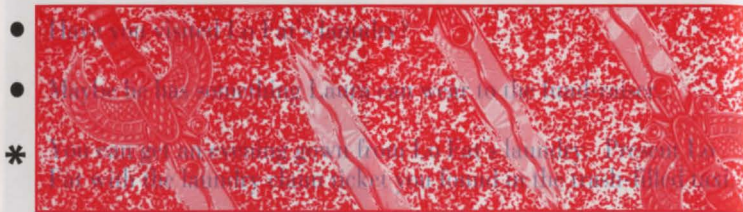
What unusual piece of evidence was found on Brian Hughes' corpse?



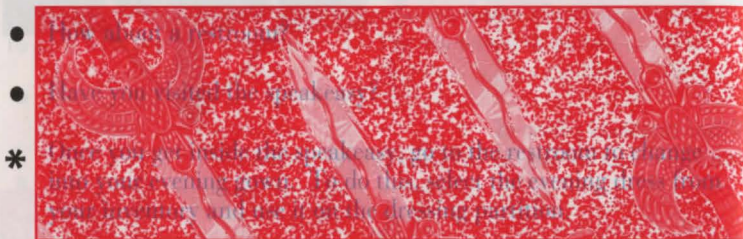
The cabbie took me to the museum. Why is it locked?



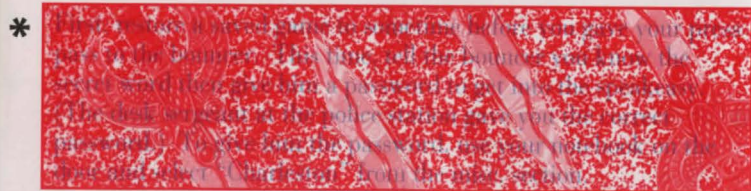
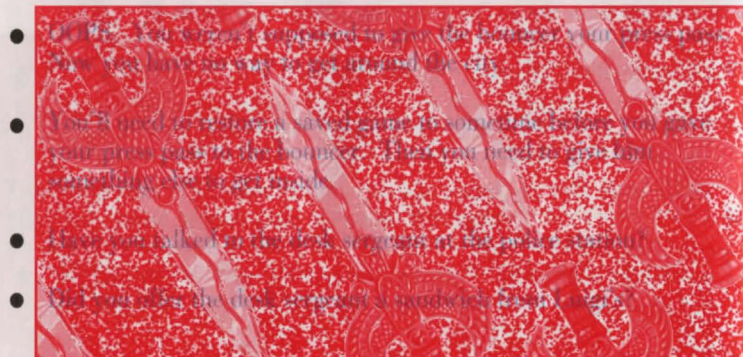
Where can I find proper attire for the fund-raiser at the museum?



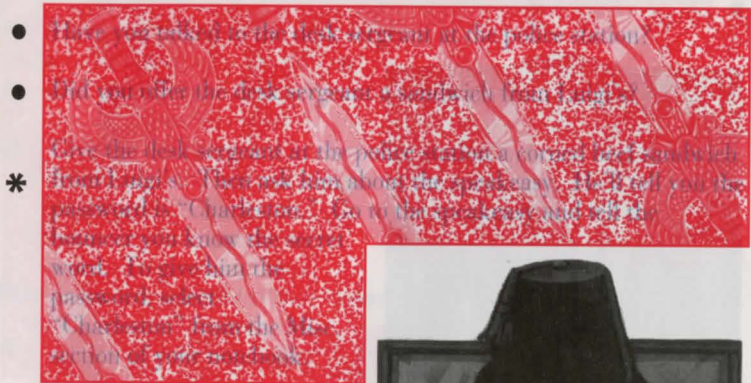
I found an evening gown for the fund-raiser at the museum. Now where can I change?



I tried to enter the speakeasy and the bouncer took my press pass! What should I do?



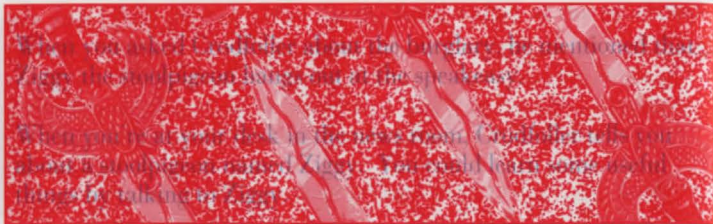
I tried to get into the speakeasy, but I don't have a password. Where do I get a password?



I'm inside the speakeasy. Who am I looking for?



DR. PTAHSHEPTUT SMITH

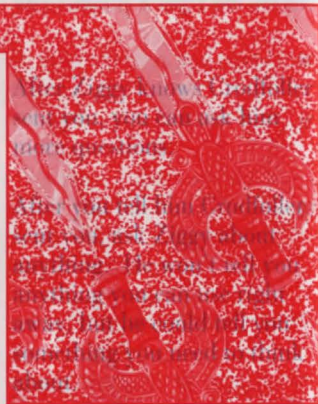


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- *

How do I get Ziggy to talk to me?



WOLF HEIMLICH



What unusual piece of evidence was found on Barry Smith's corpse?

-
- *

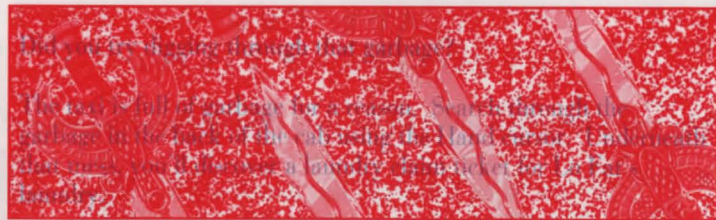


- *

I just climbed into a taxi that's a real pig-sty! Couldn't you guys find a cleaner taxi to use for your game?

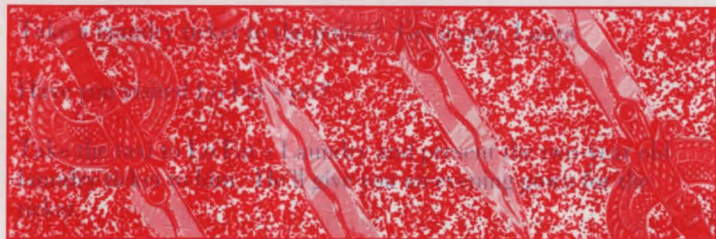


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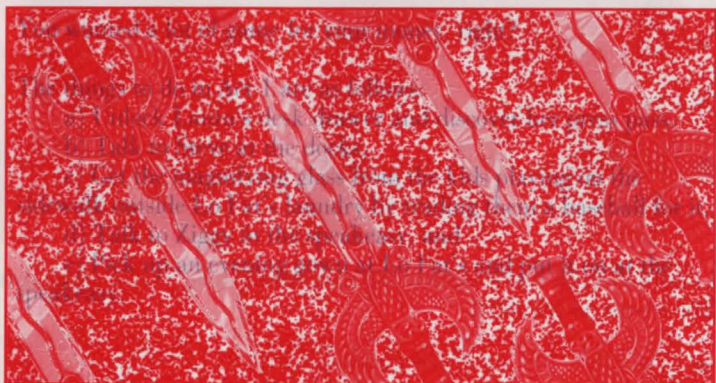
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- *

I found a two-year-old laundry ticket in one of the taxis! Should I take this to the police?



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-
- *



How come Act 1 never seems to end? Have I missed something?



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- *

ACT TWO
SUSPECTS ON PARADE





Why won't Heimlich won't let me in to the museum fund-raiser?

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- * 

What unusual piece of evidence was found on Steve Conrad's corpse?



- * 

This party is something else! Are there any useful objects I take from here?




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- * 

I couldn't help but overhear the men discussing Yvette Delacroix. She seems so friendly!



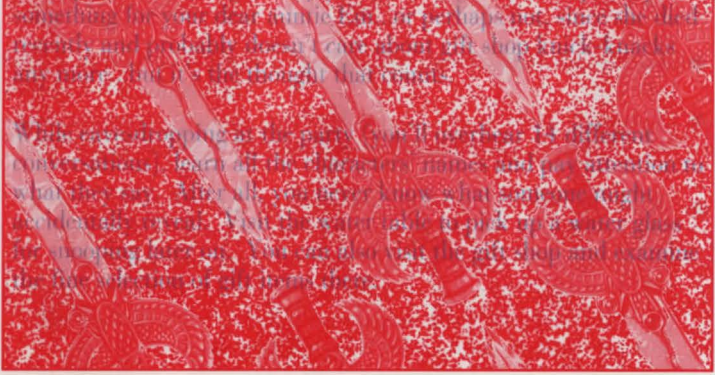
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- * 

Pippin Carter and Tut Smith just got into a pretty heated argument at the party. What's the story on the Dagger?

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- 
- * 

I've listened to all the conversations at the party, but nothing new seems to be happening. Is there anything else to do at this party?

- 
- 
- * 

I went to the gift shop. Is there anything interesting in there?

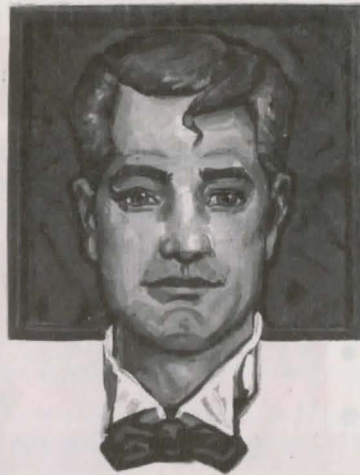
- I'll be right back, I promise. I'll be right back, I promise.
- I'll be right back, I promise. I'll be right back, I promise.
- I'll be right back, I promise. I'll be right back, I promise.
- * I'll be right back, I promise. I'll be right back, I promise.

I found an ankh medallion beside the mummy's case in the Egyptian Exhibit room. Can you tell me anything about this?

- I'll be right back, I promise. I'll be right back, I promise.
- I'll be right back, I promise. I'll be right back, I promise.
- I'll be right back, I promise. I'll be right back, I promise.
- I'll be right back, I promise. I'll be right back, I promise.
- * I'll be right back, I promise. I'll be right back, I promise.

Most foul! I just found Pippin Carter murdered in the Egyptian room! What should I do?

- I'll be right back, I promise. I'll be right back, I promise.
- I'll be right back, I promise. I'll be right back, I promise.
- I'll be right back, I promise. I'll be right back, I promise.
- * I'll be right back, I promise. I'll be right back, I promise.



STEVE DORIAN

I found a notepad on Pippin Carter, but there's nothing written in it. Is this notepad useful?

- I'll be right back, I promise. I'll be right back, I promise.
- * I'll be right back, I promise. I'll be right back, I promise.

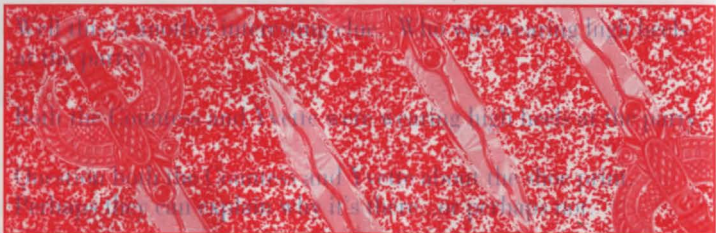
What unusual piece of evidence was found on Dennis Lewis' corpse?

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I noticed a footprint beside the mummy's case containing Pippin Carter. It looks like it was made by a woman's high-heeled shoe. Do you suppose one of the women did it?

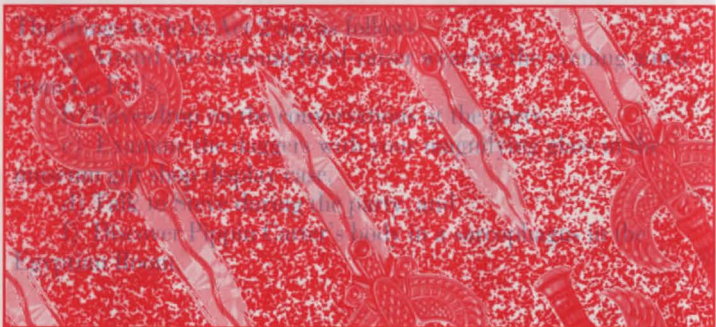
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I'm just wandering around the museum. How come Act 2 will never end? Have I missed something?

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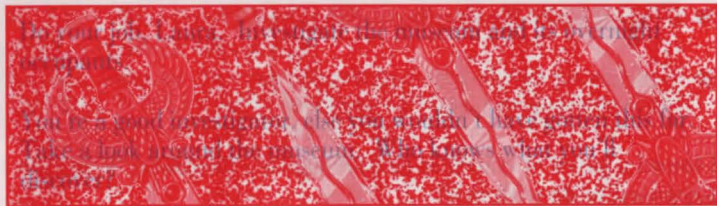


ACT THREE

ON THE CUTTING EDGE

I'm locked in the museum because Ernie lost the key. Now what should I do?

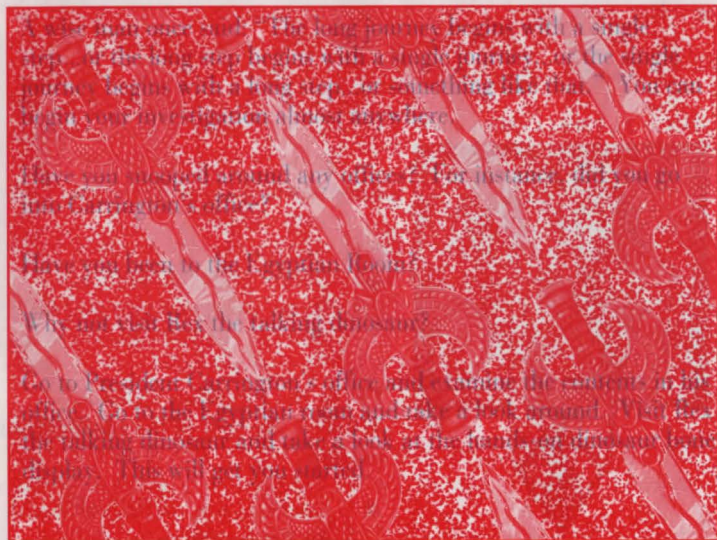
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I'm wandering around this museum. It sure is big! Where are some good places to snoop around?

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I'm in Dr. Carrington's office and I didn't see anything unusual or helpful. Is there anything I've overlooked?

- **Yes.** Look around the room. There's something familiar about this magnificent piece of art.
- **That's a nice picture of my own, isn't it?**
- * **Look in the fireplace and to some of the books on the shelf. This will help you along with your own enquiries.**

I found a piece of charcoal in Carrington's fireplace. What am I supposed to do with this?

- **It's a piece of wood that has been used to write a message.**
- **Did you happen to read the message? It's quite interesting. I think you will understand better if you come to the Egyptian exhibit. I have some books to read in the exhibit.**

DR. OLYMPIA MYKLOS



- * **Yes, the message said "Pharaoh's secret is hidden in the desert." I will be there.**

I'm in the Egyptian Exhibit. Where's the rest of the hieroglyphics exhibit?

- **It's in the room next to the Egyptian exhibit.**

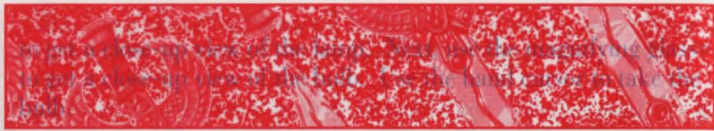
- **That's a nice picture of my own, isn't it?**
- * **The initials stand for the name of the person who was in the room at the time.**

Wow! I just discovered Rex the talking dinosaur! Does he serve any real purpose in this game?

- **Yes. He's not real, of course, but he's a very interesting character.**
- **This exhibit is very interesting. It's a very interesting exhibit.**
- **It's a very interesting exhibit. It's a very interesting exhibit.**
- **It's a very interesting exhibit. It's a very interesting exhibit.**
- * **There is a very interesting exhibit in the room next to the Egyptian exhibit. I will be there.**

I'm in Yvette's office. Is there anything useful in here?

- **Yes. There's a very interesting exhibit in the room next to the Egyptian exhibit.**
- **It's a very interesting exhibit. It's a very interesting exhibit.**
- **It's a very interesting exhibit. It's a very interesting exhibit.**
- * **There is a very interesting exhibit in the room next to the Egyptian exhibit. I will be there.**



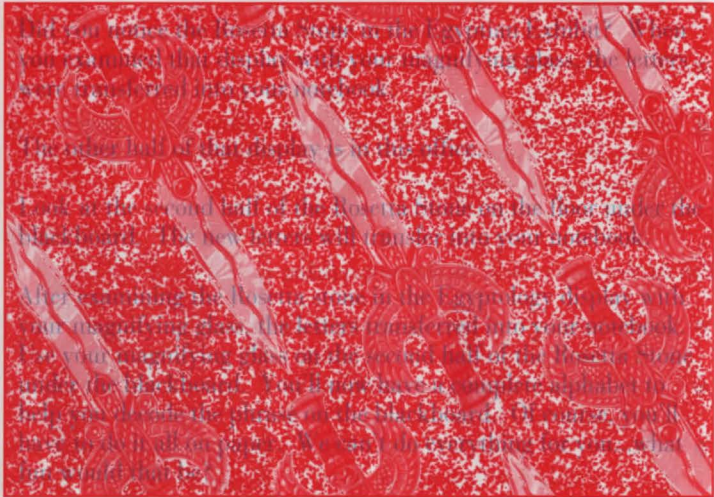
What unusual piece of evidence was found on John Wentworth's corpse?

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What's this phrase on the blackboard in Olympia Myklos' office?
How do I translate it into English?

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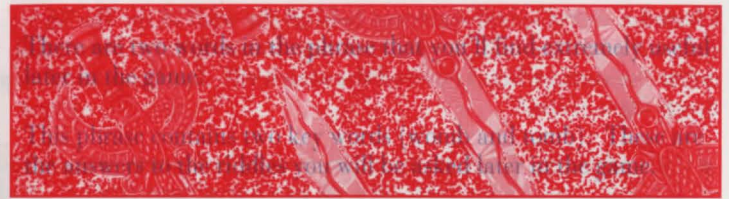
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I give up. What purpose, if any, does the phrase on the blackboard serve?

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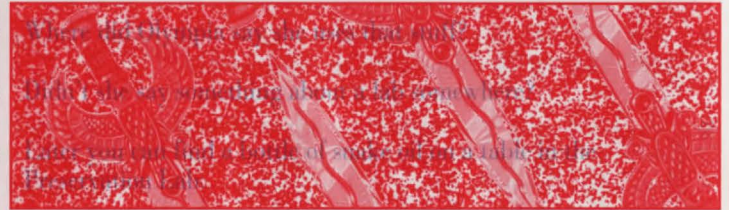
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I was looking at a bottle of snake oil on Olympia's desk when she came in and took it. Where can I find a bottle for my own use?

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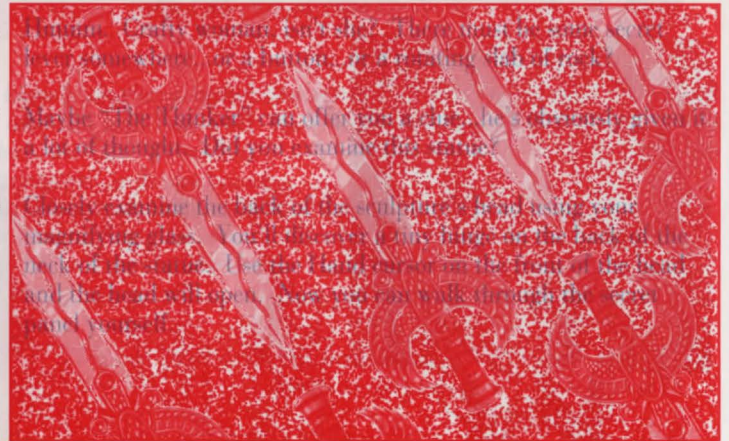
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I just saw Olympia disappear into a small room with only one exit near the Rodin sculpture, "The Thinker." How did she do that?

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I found a secret spiral staircase behind the wall of the Rodin sculpture but the light went out almost immediately. Then I fell down the stairs when I entered the stairwell! Am I supposed to get down these stairs?

- There are 100 steps to take to reach the top of the stairs.
- Each step is 10 inches high and 10 inches wide. There are 100 steps in total.
- You have 10 minutes to get to the top. You can't go back down.
- * The stairs are made of a material that is very slippery. You will have to be very careful when you go down.

I just went into the pterodactyl room and found a corpse. Looks like he really lost his head over this one! How do I find out who this is?

- The body is lying on the floor. It is a man's body.
- The man is wearing a suit and tie.
- The man is wearing a watch on his left wrist.

- * There are 100 steps to take to reach the top of the stairs. There are 100 steps in total.

I found some crumpled carbon paper in the trash can in Yvette's Office. Is there anything I can do with this?

- The carbon paper is crumpled and has some ink on it.
- The ink is a dark color.
- The ink is a dark color.
- The ink is a dark color.
- * To find out who the carbon paper is for, you will have to look at the ink.

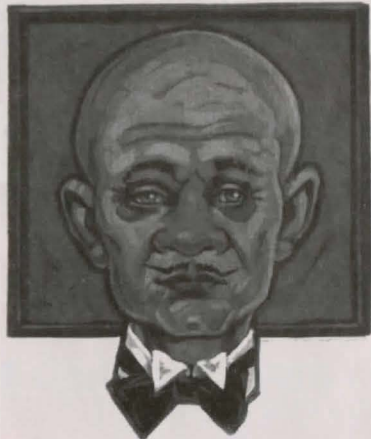
DET. RYAN HANRAHAN O'RILEY



Whoa, the late "President Carrington" is draped over a porcupine in his office. What can I learn from the letters "C" and "P" written in blood on the desk?

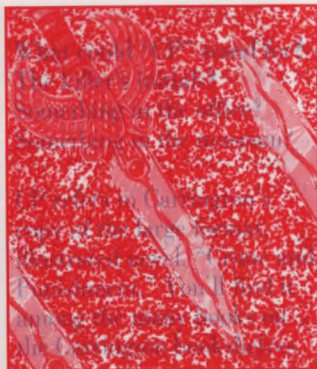
- The letters "C" and "P" are written in blood on the desk.

LAWRENCE "ZIGGY" ZIEGFELD



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I discovered a wall safe in Carrington's office behind the painting of former President

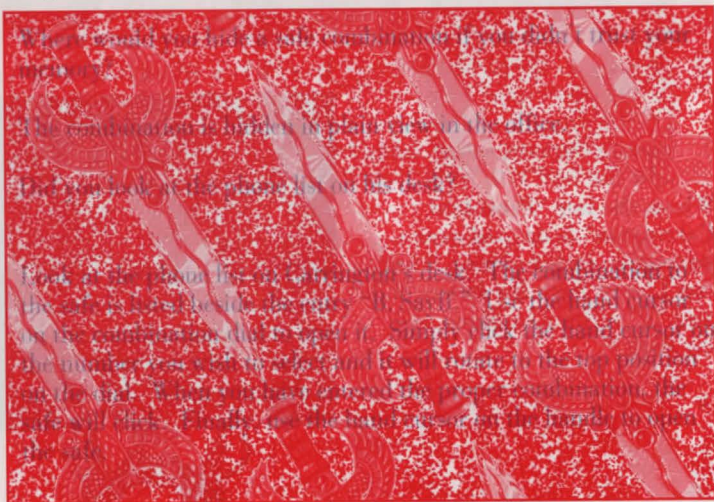
Sterling Waldorf-Carlton. Now where's the combination?

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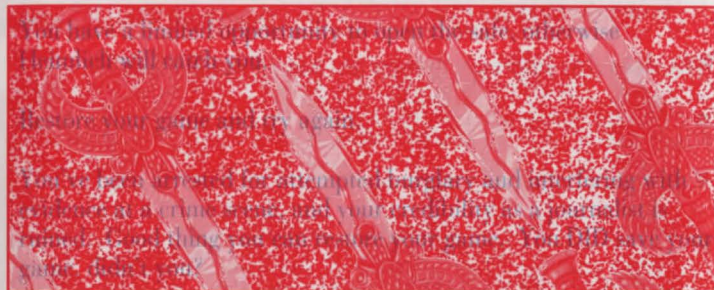


Hey. I tried to open the safe in Carrington's office and Heimlich arrested me. Now what?

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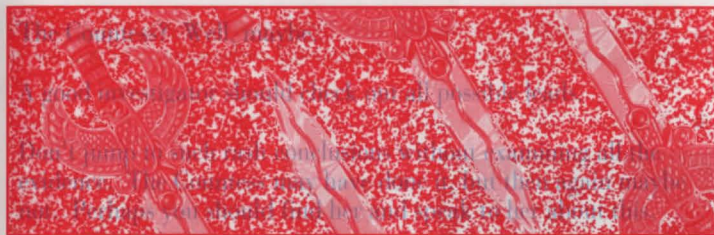


I opened the safe in Carrington's office and found the diary of Sterling Waldorf-Carlton. Now I've got it all figured out. The Countess has gone on a murdering rampage, right?

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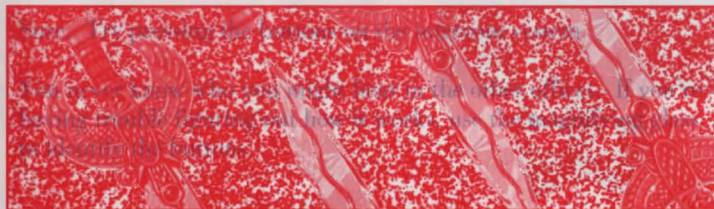
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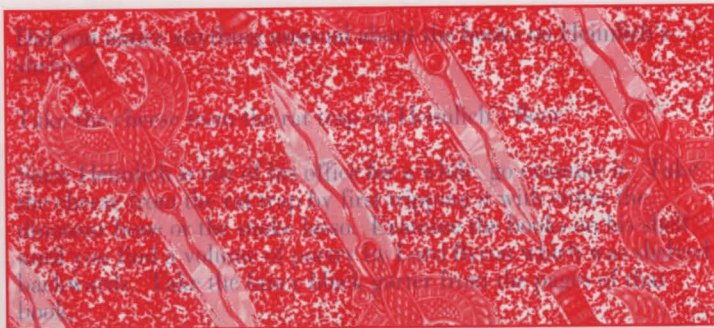


The newfangled intercom system on Carrington's desk is pretty cool. Can I make use of it?

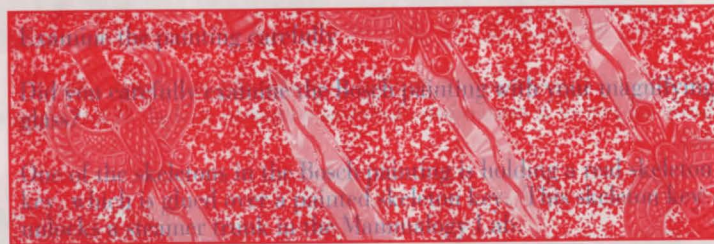
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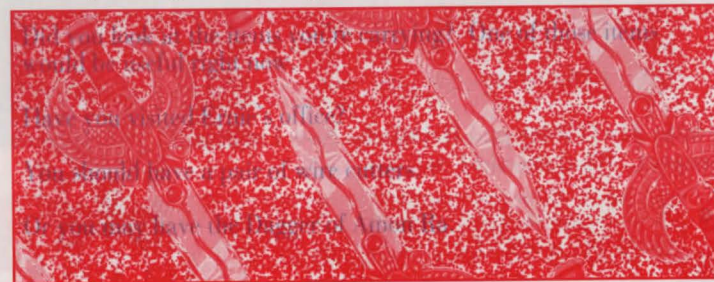




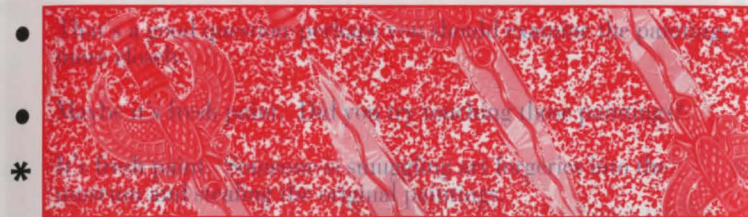
I'm in the Old Master Gallery and have stumbled upon the works of Anonymous Bosch. Pretty gloomy stuff. Is there anything useful I can find in here?



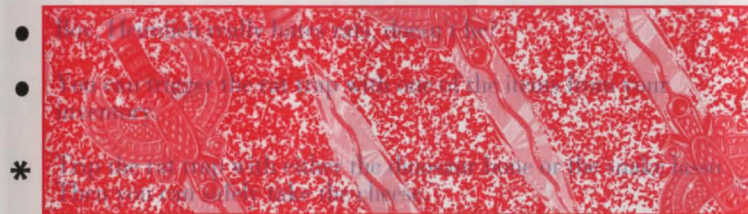
I found a skeleton key in the Old Masters room. It seems to be stuck to a painting. How do I get the skeleton key?



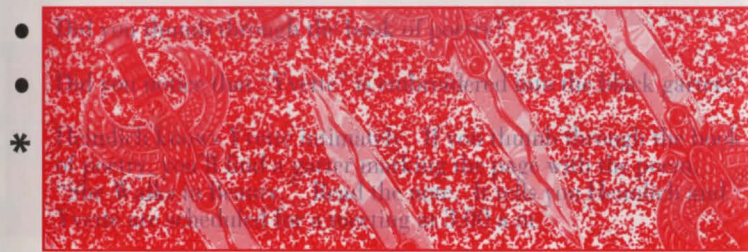
Why do some of the paintings have such a strong smell?



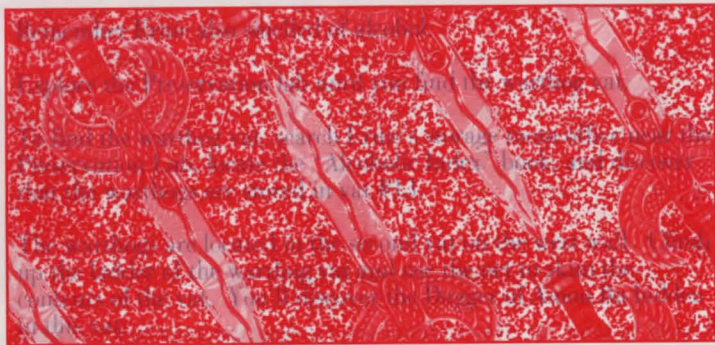
I tried to take the cheese from the rat trap in Heimlich's office. What a mistake! Is there any way to take the cheese without getting killed?



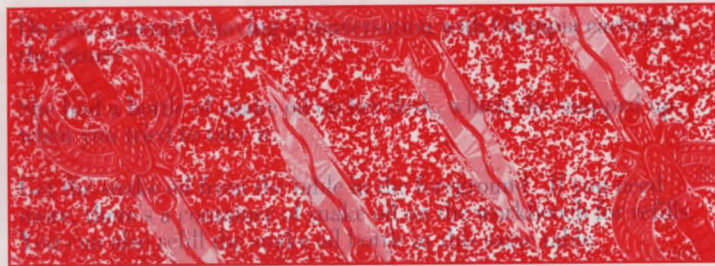
I found a black garter in the pages of one of the books on Heimlich's shelves. What does this mean?



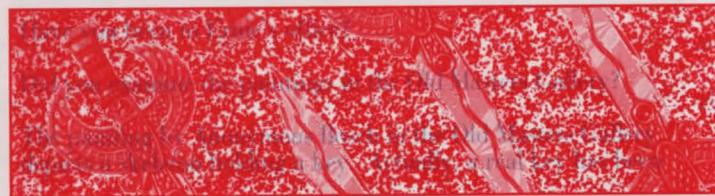
Olympia confirmed the hairs from Ernie's shirt were warthog hairs. Where should I go next?



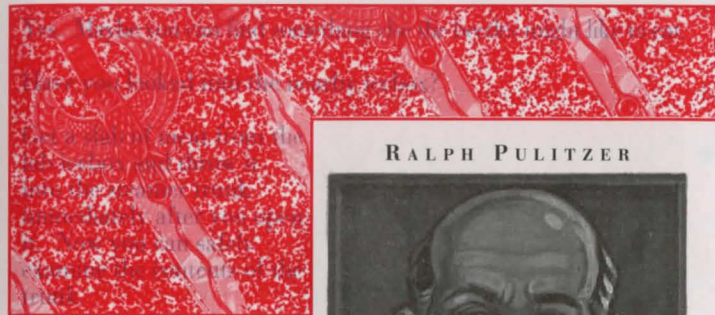
I'm in the Preservation Lab. What can I pick up in here?



I'm in the Mammalogy Lab and the ferret seems to be attracted to that steamer trunk. How do I open that trunk?



When I opened the steamer trunk in the Mammalogy Lab, a bunch of beetles came out of the trunk and ate me! Am I supposed to open this trunk?



RALPH PULITZER

Gross! I found a skeleton in the steamer trunk. Who was this?



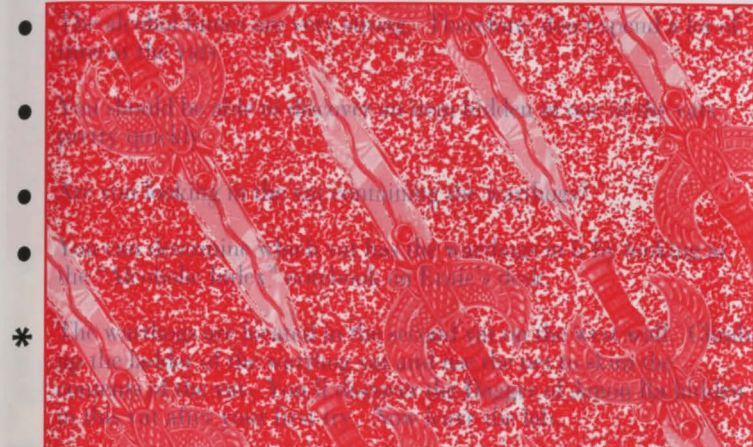
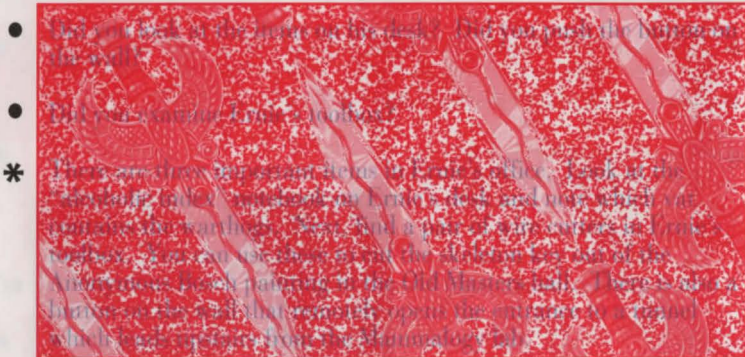
I'm really confused. This body in the trunk is the man I saw murdered in the beginning of the game?



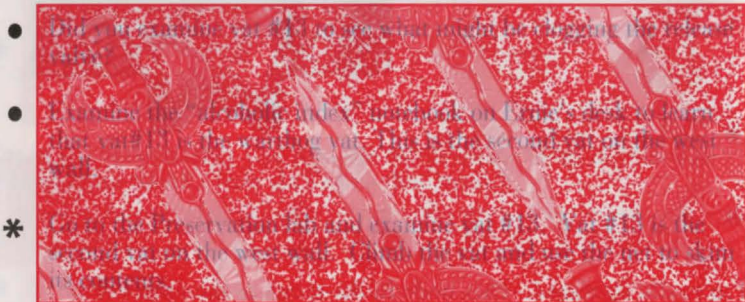


I'm using a net to skim the contents of one of the alcohol vats, but Laura keeps passing out. What am I doing wrong?

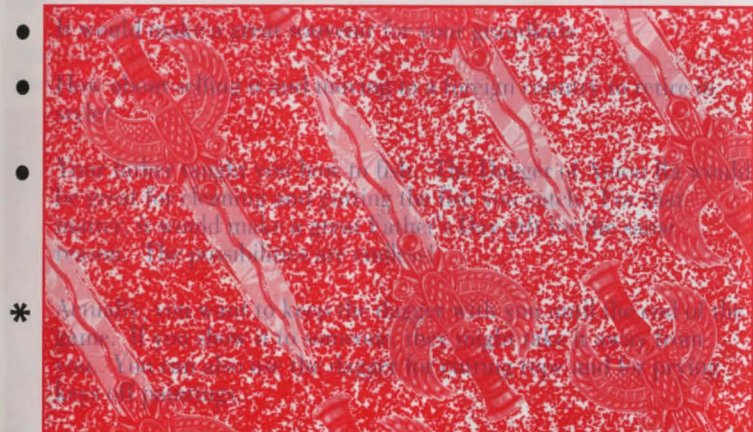
I'm in Ernie's office near the Preservation Lab. What kinds of things should I be looking for in here?



I just overheard an intercom message in Ernie's office. What's going on here?



I have the real Dagger of Amon Ra. What should I do with it?

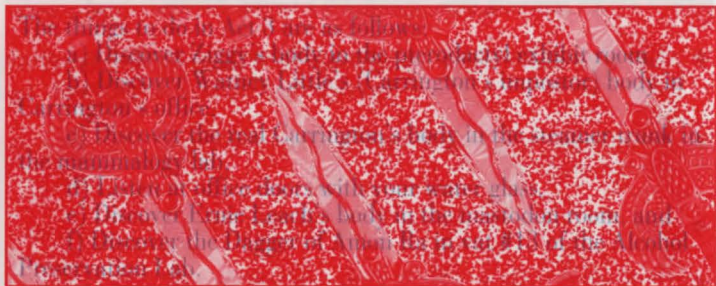


What unusual piece of evidence was found on Josh Mandel's corpse?



How come Act 3 will never end? Have I missed something?

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ACT FOUR MUSEUM OF THE DEAD

What unusual piece of evidence was found on Don Waller's corpse?

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YVETTE DELACROIX



I was just talking to Yvette. She's real upset about Ernie. What conclusions can I draw?

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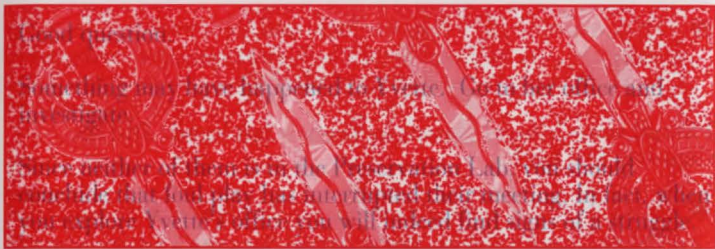
Steve just told me about the paintings in the Old Master Gallery.

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I went to the Preservation Lab to eavesdrop on a meeting between Yvette and Heimlich. Where are they?

•

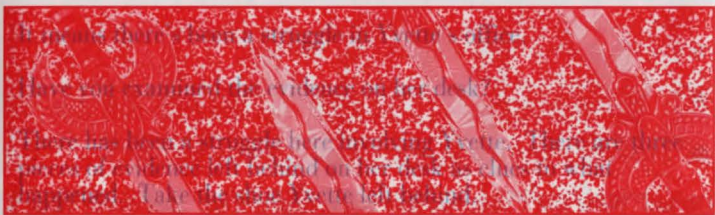


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It looks like there's been a struggle in Yvette's office. What does this mean?

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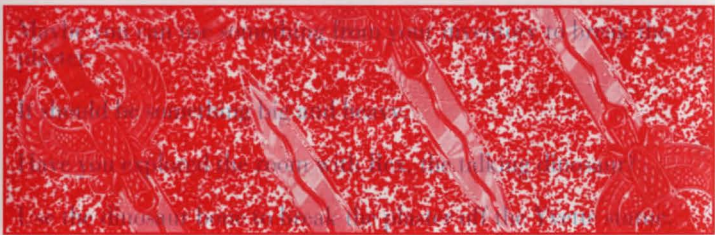


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Oh no! I think I discovered Yvette's dead body encased in plaster. How do I get to it to examine it?

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Okay, I've broken the plaster off Yvette's body. What evidence can I gather here?

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- * ●

I found some bifocal glasses in Yvette's left hand. Did the Countess kill her?

- * ●

I've just discovered one of Steve's boots in the Medieval Armor room next to some blood. I just can't believe he killed Yvette. Did he?

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- * ●

Oh no! Now the Countess has been murdered. But every time I try to get into Olympia's office to examine her body, a snake bites me. How can I get to the body safely?

-
-
- * ●

I'm trying to corner the cobra in Olympia's office but keep running out of snake oil. What am I doing wrong?

-
-
- * ●

I'm examining the Countess' body. What should I notice about it?

-
-
- * ●

What unusual piece of evidence was found on Lorelei Shannon's corpse?

- * ●

All the evidence that I've been gathering seems to be pointing to one person as the murderer. Is there only one murderer? If so, who is it?

-

- Rex and the murderer entered the room at 10:00.
 - Rex is a secretary. Don't suppose that since the case file reveals that you already have the murderer's name, you don't know Rex's name, or what the murderer looks like.
 - Rex's shoe prints has imprints of the murderer's shoe. Rex could have been chased after suspecting the murderer in the Mastodon room. If you don't guess your murderer along with the murderer's name, Rex could have killed you.
- * Rex has been searched in the room. At least, the murderer has searched Rex's shoes, and Rex's shoes have imprints of the murderer's shoe. Rex could have been killed by the murderer.

Okay, is there another murderer in this game, or are you just pulling my leg?

- Rex and the murderer entered the room at 10:00.
 - Rex was abandoned in the room, and the murderer was not.
 - Rex is a secretary. Rex's shoe prints from this case file reveal Rex's shoe prints, and Rex's shoe prints reveal Rex's name, and Rex's name reveals the murderer's name.
- * Rex's shoe prints revealed the murderer's shoe prints. Rex's shoe prints revealed Rex's name, and Rex's name reveals the murderer's name. Rex's shoe prints revealed Rex's name, and Rex's name reveals the murderer's name.

How come Act 4 will never end? Have I missed something?

- * Rex's shoe prints revealed the murderer's shoe prints. Rex's shoe prints revealed Rex's name, and Rex's name reveals the murderer's name. Rex's shoe prints revealed Rex's name, and Rex's name reveals the murderer's name.



ACT FIVE
REX TAKES A
BITE OUT OF CRIME

Jeeppers! The murderer's chasing me through the Mastodon room. What should I do?

- Rex's shoe prints revealed the murderer's shoe prints.
 - Rex's shoe prints revealed Rex's name, and Rex's name reveals the murderer's name.
- * Rex's shoe prints revealed the murderer's shoe prints. Rex's shoe prints revealed Rex's name, and Rex's name reveals the murderer's name. Rex's shoe prints revealed Rex's name, and Rex's name reveals the murderer's name.

I'm in the Pterodactyl room. The murderer's trying to break in. Where do I go now?

- [I've been trapped in the Pterodactyl room. What do I do?](#)
- [I've been trapped in the Pterodactyl room. What do I do?](#)
- * [I've been trapped in the Pterodactyl room. What do I do?](#)

I made it safely into the Medieval Armor Room, but the murderer's still after me. Where now?

- [I've been trapped in the Medieval Armor Room. What do I do?](#)
- [I've been trapped in the Medieval Armor Room. What do I do?](#)
- [I've been trapped in the Medieval Armor Room. What do I do?](#)
- [I've been trapped in the Medieval Armor Room. What do I do?](#)
- * [I've been trapped in the Medieval Armor Room. What do I do?](#)

What unusual piece of evidence was found on Kim Bowdish's corpse?

- * [I've been trapped in the Medieval Armor Room. What do I do?](#)

Help! I'm trapped in an old mummy case in the Egyptian room. How do I get away from the murderer now?

- [I've been trapped in the Egyptian room. What do I do?](#)
- [I've been trapped in the Egyptian room. What do I do?](#)
- * [I've been trapped in the Egyptian room. What do I do?](#)

I've entered the crate storage room through the door that the murderer smashed open. It looks like a dead-end. Now what do I do?

- [I've been trapped in the Egyptian room. What do I do?](#)
- [I've been trapped in the Egyptian room. What do I do?](#)
- [I've been trapped in the Egyptian room. What do I do?](#)
- [I've been trapped in the Egyptian room. What do I do?](#)
- * [I've been trapped in the Egyptian room. What do I do?](#)

I'm still in the crate storage room and the murderer's trying to get in. How do I get away?

- [I've been trapped in the Egyptian room. What do I do?](#)
- [I've been trapped in the Egyptian room. What do I do?](#)

- * What do I do? I'm stuck in the room with the murderer. How do I keep the murderer out now? I've made it to a mummy storage room. How do I keep the murderer out now?

I've made it to a mummy storage room. How do I keep the murderer out now?

- What do I do? I'm stuck in the room with the murderer. How do I keep the murderer out now?
- What do I do? I'm stuck in the room with the murderer. How do I keep the murderer out now?
- * What do I do? I'm stuck in the room with the murderer. How do I keep the murderer out now?

Okay, I've blocked the elevator and I seem to be trapped in the mummy storage room. Is there any way out, or is this the end of Laura Bow? Have you led me astray?

- What do I do? I'm stuck in the room with the murderer. How do I keep the murderer out now?
- The hallway can be the only way out of the mummy storage room.
- The mummy storage room is locked. How do I unlock it? I've found the elevator shaft in the mummy storage room.
- There is a mummy case in the west wall of the room. How do I open it? I've found the elevator shaft in the mummy storage room.
- * You can open the mummy case and see the murderer. How do I keep the murderer out now?

Oh no! I've fallen into the foul clutches of Egyptian Sun Worshipers! What is the answer to the first riddle: "What is the room you leave without entering?"

- What is the answer to the first riddle: "What is the room you leave without entering?"
- What is the answer to the first riddle: "What is the room you leave without entering?"
- What is the answer to the first riddle: "What is the room you leave without entering?"
- * The answer to the first riddle is "The room you leave without entering is the room you enter without leaving."

What is the answer to the second riddle: "What is the room you enter without leaving?"

- What is the answer to the second riddle: "What is the room you enter without leaving?"
- The answer to the second riddle is "The room you enter without leaving is the room you leave without entering."
- What is the answer to the second riddle: "What is the room you enter without leaving?"

- * The walls of the secret tunnel are made of iron bars. I'm pretty sure that the only way to get through them is to use the tools I've found in the furnace room. I'll try to dig through them.

I've discovered Steve in the furnace room. How do I revive him?

- I've discovered the red stone Steve used.
- I've found a redstone torch in the furnace room.
- * I've found a redstone torch in the furnace room. I'll use it to revive Steve.

Okay, I revived Steve, then he stood up, stepped on a nail, hopped around in pain, then fell down and bumped his head. He's unconscious. I think he's a jerk for doing this because the murderer walked in and shot us. What did I do wrong?

- I've found a redstone torch in the furnace room.
- I've found a redstone torch in the furnace room.
- * I've found a redstone torch in the furnace room. I'll use it to revive Steve.

Great! Steve is ready to escape with me, but how can we safely exit the furnace room?

- I've found a redstone torch in the furnace room.
- I've found a redstone torch in the furnace room.

- I've found a redstone torch.
- * I'll use the redstone torch to activate the redstone torch in the furnace room. I'll use the redstone torch to activate the redstone torch in the furnace room. I'll use the redstone torch to activate the redstone torch in the furnace room.

Steve and I are in the secret tunnel, but it's awfully dark in here! Where's the light switch?

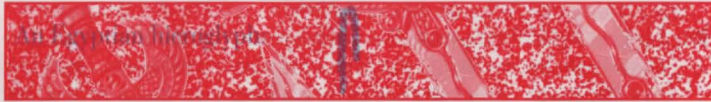
- I'll use the redstone torch to activate the redstone torch in the furnace room.
- I'll use the redstone torch to activate the redstone torch in the furnace room.
- * I'll use the redstone torch to activate the redstone torch in the furnace room.

We went up the secret tunnel and it's full of cobras! How do I get around these snakes?

- I'll use the redstone torch to activate the redstone torch in the furnace room.
- I'll use the redstone torch to activate the redstone torch in the furnace room.
- * I'll use the redstone torch to activate the redstone torch in the furnace room.

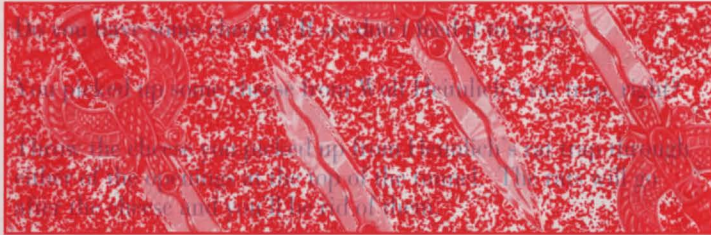
What unusual piece of evidence was found on Chris Braymen's corpse?

*



I made it past the snakes in the secret tunnel. Now I've come to a tunnel full of rats. How do I get past these critters?

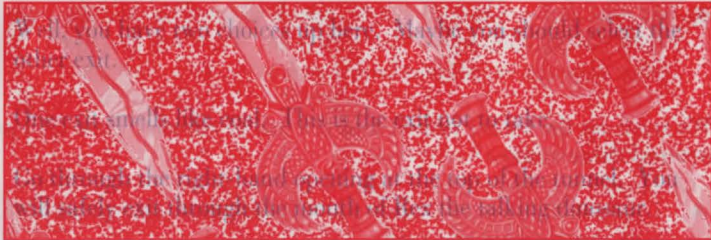
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*

I got to the top of the tunnel and fell into the flames of the furnace. How can I safely exit this tunnel?

•



*

We made it through Rex's mouth, but the murderer was close on our heels and shot us. How do we capture the murderer?

•



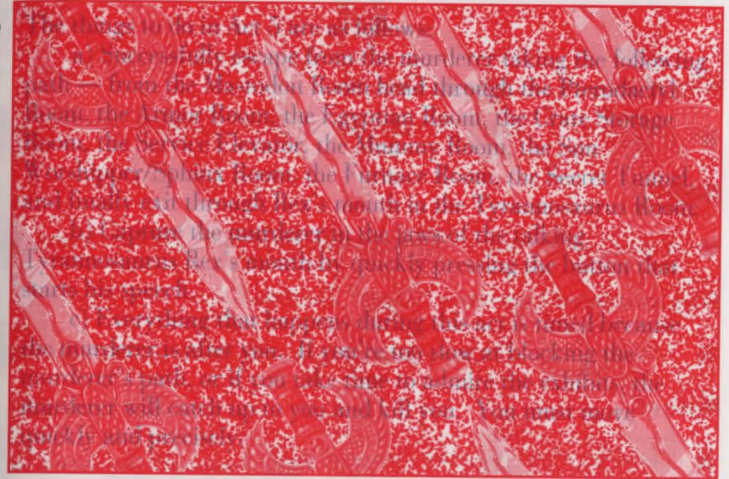
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*



How come Act 5 will never end—except in my unfortunate demise? What am I doing wrong?

*



ACT 6
THE CORONER'S INQUEST

What unusual piece of evidence was found on Cindy Goff's corpse?

* An Egyptian dagger

Who murdered Dr. Pippin Carter?

* Yvette

Motive?

* Greedy attorney wants DR. Pippin's gold

Who murdered Lawrence "Ziggy" Ziegfeld?

* Yvette

Motive?

* Greedy attorney wants DR. Pippin's gold

Who murdered Ernie Leach?

* Yvette

Motive?

* Greedy attorney wants DR. Pippin's gold

Who murdered Yvette Delacroix?

* Yvette

Motive?

* Greedy attorney wants DR. Pippin's gold

Who murdered Countess Lavinia Waldorf-Carlton?

* Yvette

Motive?

* Greedy attorney wants DR. Pippin's gold

Who was the skeleton found in the steamer trunk?

* Archibald Carrington III

Who murdered Dr. Archibald Carrington?

* Yvette Delacroix

Who impersonated Dr. Archibald Carrington?

* Yvette Delacroix

Who murdered Watney Little?

* Yvette

Motive?

* Greedy attorney wants DR. Pippin's gold

Who actually stole the Dagger of Amon Ra from the Ancient Egypt exhibit?

* Yvette Delacroix

Who manipulated Watney Little into stealing the Dagger of Amon Ra?

* 

Who was the woman involved in stealing paintings from the Old Masters Gallery?

* 

Who was the man involved in stealing paintings from the Old Masters Gallery?

* 

Who was the middleman who provided forged paintings for the Countess and sold the real ones for her?

* 

Who is the High Priest of the Amon Ra Sun Worshippers?

* 

Which museum employee runs a “fencing” operation as a sideline business?

* 

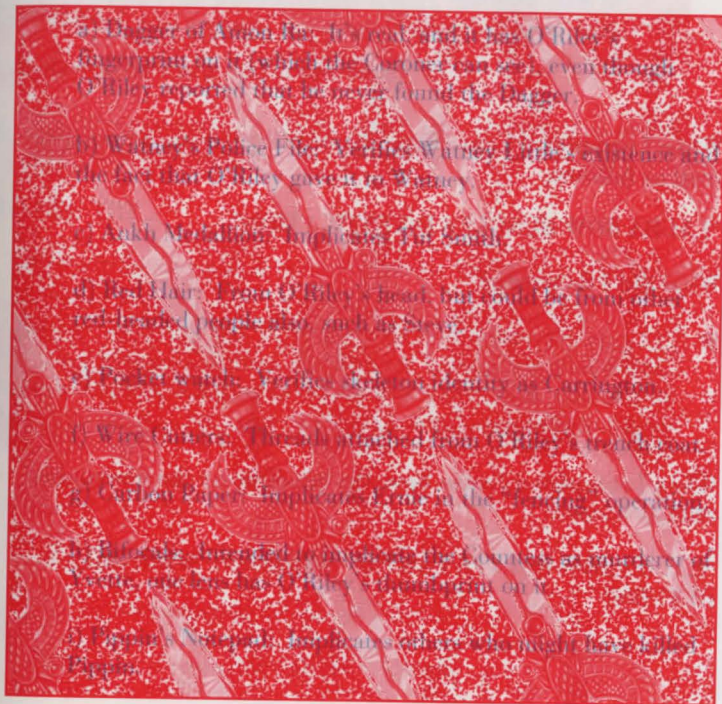
What unusual piece of evidence was found on Bruce Balfour’s corpse?

* 

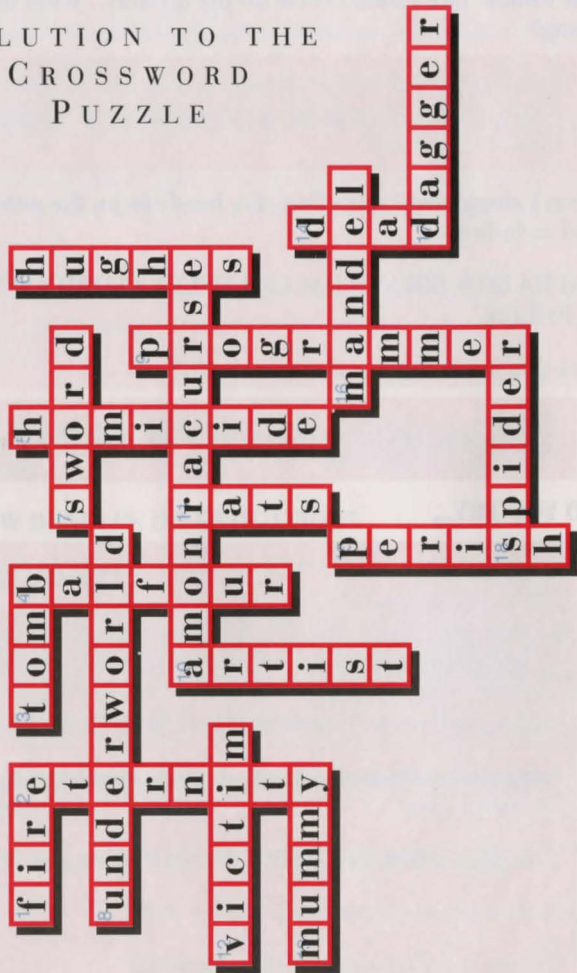
AFTER YOU’VE COMPLETED THE GAME...

EVIDENCE REQUIRED TO SUPPORT PARTICULAR CONCLUSIONS:

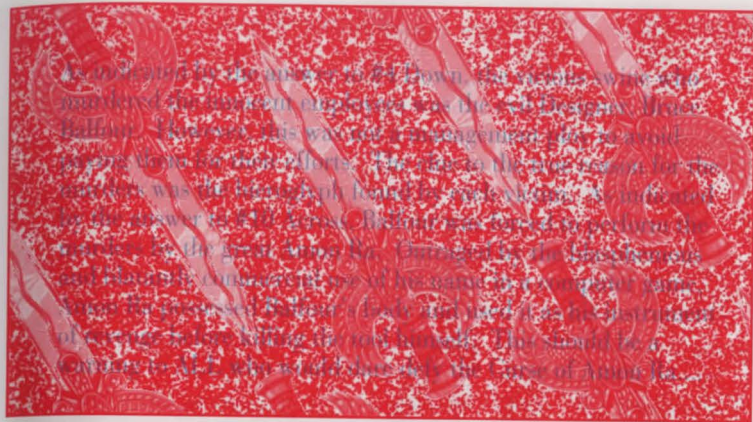
During the Inquest, the Coroner will automatically study all evidence Laura has in her inventory to see if she has the evidence to back up her responses to his questions. Therefore, in order for the Coroner to be convinced by Laura’s accusations, she will need the following:

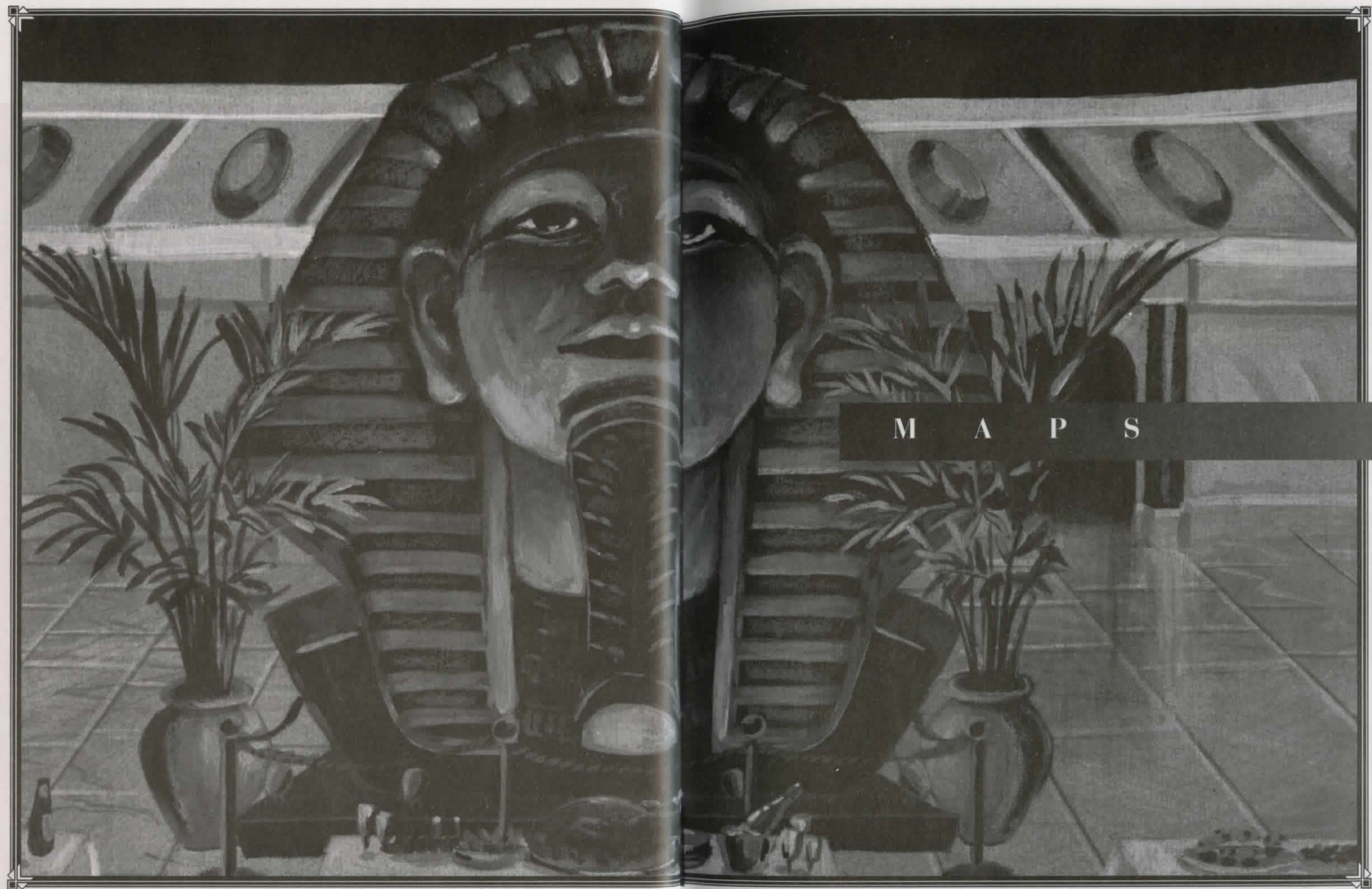


SOLUTION TO THE
CROSSWORD
PUZZLE



SOLUTION TO
"MURDER BY DESIGN"





M A P S

O'Riley's
Office

Front Desk

POLICE
STATION

THE
LEYENDECKER

LO FAT'S
LAUNDRY

TAXI

NEWSPAPER
Building

Newsroom

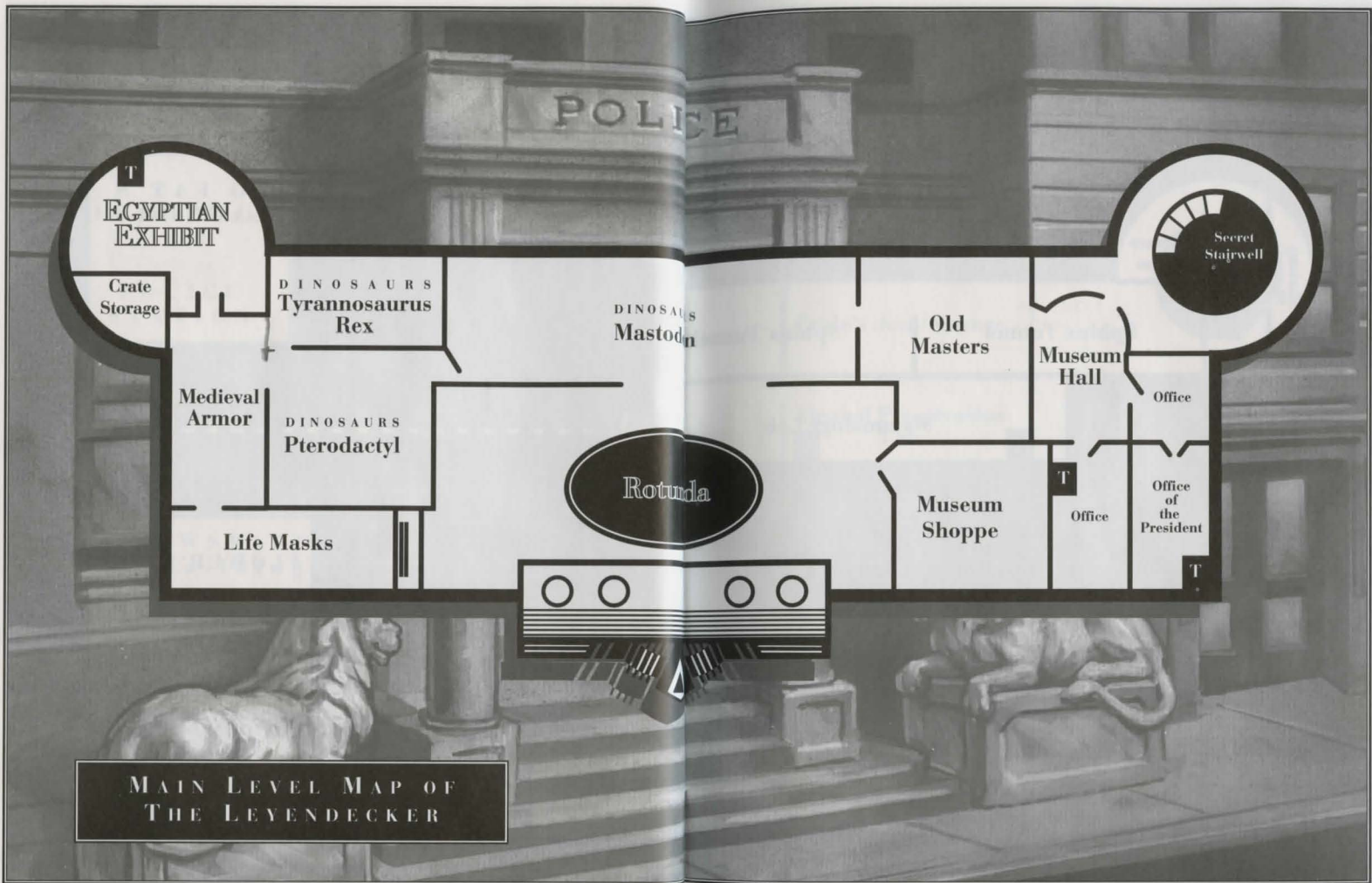
FLOWER SHOP

SPEAKEASY

Women's
Lounge

MAP OF
GAME LOCATIONS

12TH STREET DOCKS



POLICE

T

EGYPTIAN
EXHIBIT

Crate
Storage

DINOSAURS
Tyrannosaurus
Rex

DINOSAURS
Mastodon

Old
Masters

Secret
Stairwell

Museum
Hall

Office

Medieval
Armor

DINOSAURS
Pterodactyl

Rotunda

Museum
Shoppe

T

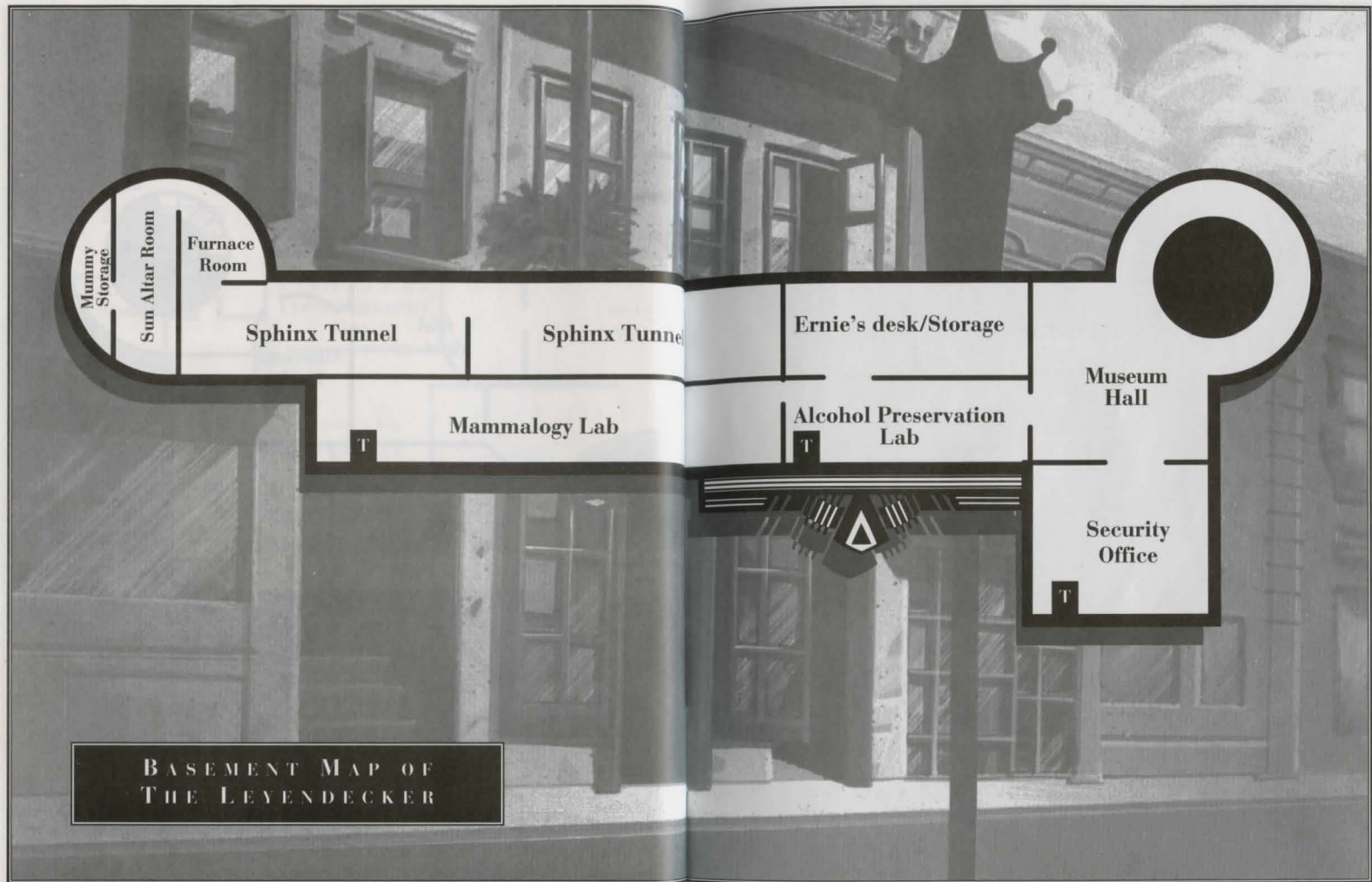
Office

Office
of
the
President

Life Masks

T

MAIN LEVEL MAP OF
THE LEYENDECKER



**BASEMENT MAP OF
THE LEYENDECKER**

EXECUTIVE PRODUCER:
Ken Williams

CREATIVE DIRECTOR:
Bill Davis

PRODUCER/DIRECTOR:
Bruce Balfour

GAME DESIGNER:
Bruce Balfour

CREATIVE CONSULTANT:
Roberta Williams

PRODUCTION DESIGNER:
Andy Hoyos

ART DESIGNER:
Bob Gleason

LEAD PROGRAMMER:
Brian K. Hughes

COMPOSER:
Chris Braymen

ANIMATORS:
Barry T. Smith, Deena Krutak, Donald Waller,
Dennis Lewis, Teresa D. Tidd, Suzi Livengood,
Jerry Jessurun, Gloria Garland, Terrence C. Falls,
Eric Kasner, Dana M. Dean

BACKGROUND ARTISTS:
Maurice Morgan, Dennis Lewis,
Suzi Livengood, Terrence C. Falls

PROGRAMMERS:
Kim Bowdish, Steve Conrad,
Cynthia L. Goff, John Wentworth

DEVELOPMENT SYSTEM:
Jeff Stephenson, Mark Wilden, Jack Magne,
Dan Foy, Christopher Smith, Ken Koch,
Larry Scott, J. Mark Hood, Brian K. Hughes

MUSIC DIRECTOR:
Mark Seibert

ADDITIONAL MUSIC AND SOUND EFFECTS:
Orpheus Hanley, Dan Kehler

WRITER:
Josh Mandel

ADDITIONAL WRITTEN MATERIAL:
Lorelei Shannon

ORIGINAL DRAWINGS AND STORYBOARD:
Jane Cardinal

ADDITIONAL ART:
Cheri Loyd

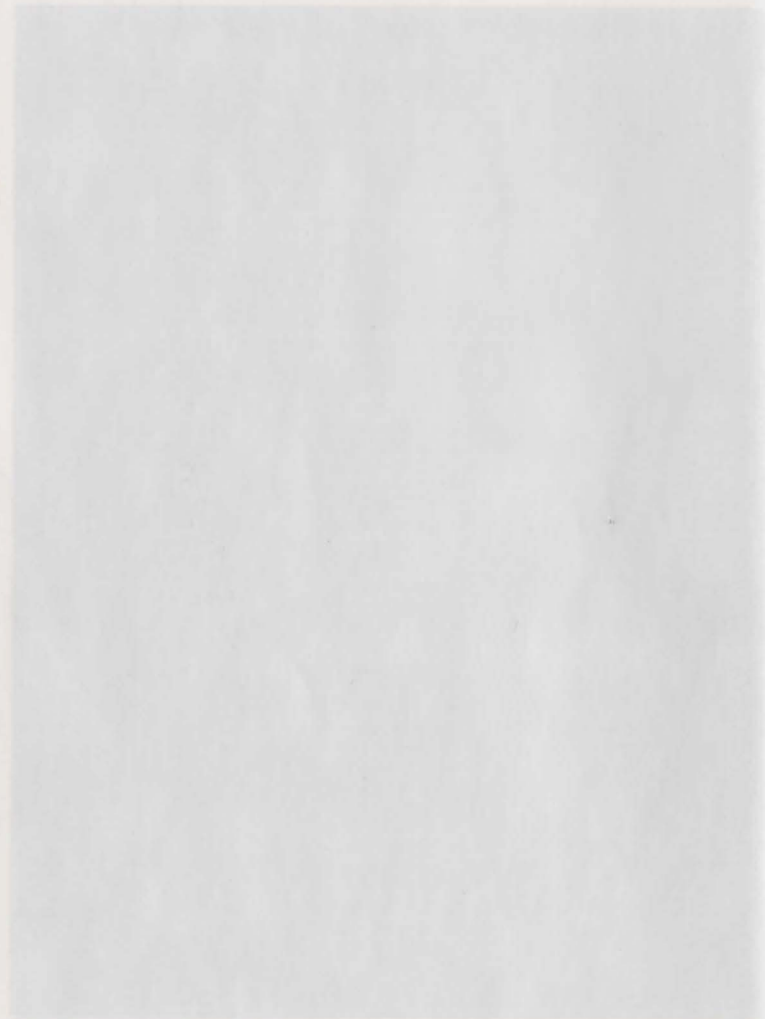
QUALITY ASSURANCE:
Judy Crites

SPECIAL THANKS TO:
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HINTBOOK WRITER:
Patrick Bridgemon, Bruce Balfour,
Josh Mandel

HINTBOOK DESIGN:
Nathan Gams

HINTBOOK ILLUSTRATIONS:
Maurice Morgan, Dennis Lewis, Bob Gleason,
Andy Hoyos, Jennifer Shontz, Eric Aspel





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