



POLICE BLOTTER®

Rules of Play
Case Histories
Map of 13th Precinct



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON INC. COMPANY

C-2775
1/89
#810-4

RULES of Play

1. See separate sheet for loading instructions.
2. Have pencil and paper handy; these cases contain a lot of information that should be noted.
3. The computer will give you a series of numbers. Look these up in the **CLUE BOOK** in the order in which they are presented.
4. The computer will add 3 minutes to your clock for each clue number received during an interview and 5 minutes for each clue number received while doing a physical investigation. Two examples would be:
 - a) You choose to "Talk to Captain Reddick". The computer gives 3 clue numbers to look up and adds 9 minutes to your time (3 clues \times 3 minutes per clue = 9 minutes).
 - b) You choose to "Check out both rest rooms". The computer gives 2 clue numbers to look up and adds 10 minutes to your time (2 \times 5 = 10).

There are exceptions to this rule. For example, when you "Ring a door bell", it may take 1 minute per clue number.

5. A **"No clue" result in the clue book means that all of the numbers after this one will also result in "No clue". You will be charged the appropriate time for these.**

6. As you develop new information, it may be necessary to interview a witness again. You will get a different set of clue numbers.

7. When you go to a new location, the travel time will be based upon the distance travelled. The further you travel, the longer it will take you. Therefore, before you decide where you want to go next, it is a very good idea to check distances on the map of the 13th Precinct which is enclosed with the game.

8. The computer decides who goes next based upon time. Players DO NOT alternate turns. The player with less time charged against him or her goes next. This can result in a player being told to go 2, 3 or even 4 times in a row.

9. All references to locations are followed by a bracketed two letter code. An example would be The 13th Precinct (Bm) where Bm is the two letter code. When moving to a new location, enter the code letters for your destination, NOT the location's name.

10. Play the cases in the order they are presented and have fun. After you've played a case, you might want to go back and check out locations you hadn't visited before to get the complete story. For this purpose, a list of locations used in each case is provided in the Final Report Book.

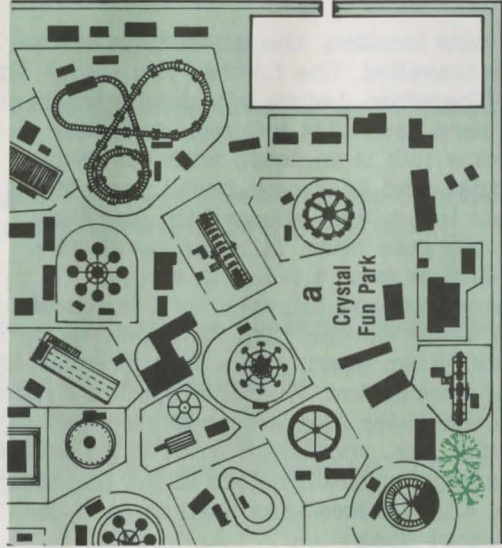
This game is dedicated to Adrienne, Elana and Scott

Designer / Writer: Charles Sanford Goldstein
Computer Art Work: Paul S. Hoffman

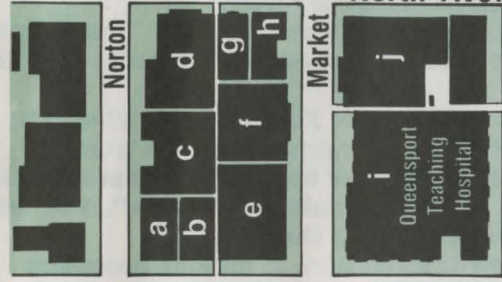
The author wishes to thank the following people for their help in playtesting:

Mark and Michele Silber
Roy and Sue Salomon
Mike Szporn and Ken Kohn
and my lovely wife, Adrienne

A



B



C

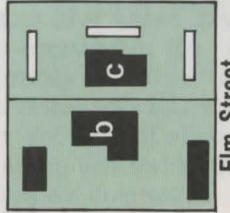


MAP of the I

James Street



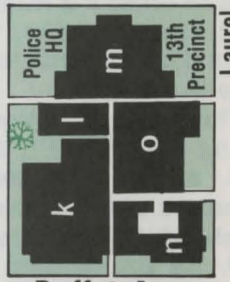
Five Oak Ave.



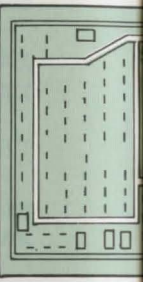
Elm Street



Buffet Ave.



Laurel



Street

Street

Street

Riverside Park



microcomputer games DIVISION
The Avalon Hill Game Company

4517 Harford Road
 Baltimore, Maryland 21214

PLACE
 FIRST CLASS
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REG CARD

POLICE BLOTTER®

NAME: _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

What type of computer do you have?

Computer type/Model _____

Disk Drive/Model _____

The Game Is:

Excellent Very Good Good Fair Poor

Comments: _____

Would you purchase additional "expansion" disks if available? _____

Where did you hear about the game?

AH literature Magazine ad Newspaper ad

Friend Gift Other _____

Where did you purchase the game?

Store Name _____

Is it: Computer store Department store

Hobby store Mail order service Direct

Other _____

What other products would you like to see from AH?

Historical Fantasy/Adventure Science Fiction

Sports Arcade Other _____

What computer magazines do you read?

C-2780
1/89
#805-3

DO A FRIEND A FAVOR...

If you know someone who has the basic brain power to comprehend AH games, fill in their name and address and send it in. In turn you'll be doing yourself a favor ... you might pick up a new opponent in your neighborhood.

IF YOU WOULD LIKE A COLORFUL BROCHURE DESCRIBING THE WONDERFUL WORLD OF GAMES, BY THE AVALON HILL GAME COMPANY, ENCLOSE THIS CARD IN AN ENVELOPE WITH \$1.00 FOR EACH CATALOG ORDERED.

NAME OF BRIGHT FRIEND _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

TEAR HERE

POLICE BLOTTER®

I would like a BACKUP copy of:

I am returning this form (photocopies not accepted) and \$10.00, plus postage & handling (10% U.S., 20% Canada, 30% Foreign).

MY NAME IS _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

SPECIFY: 3½" DISK 5¼" DISK

COMPUTER TYPE/MODEL _____ DISK DRIVE/MODEL _____

CHECK ENCLOSED MONEY ORDER CHARGE
 AMERICAN EXPRESS VISA MASTERCARD

ACCOUNT # _____ EXP. DATE _____

SIGNATURE _____

PLEASE ALLOW 3 WEEKS FOR DELIVERY

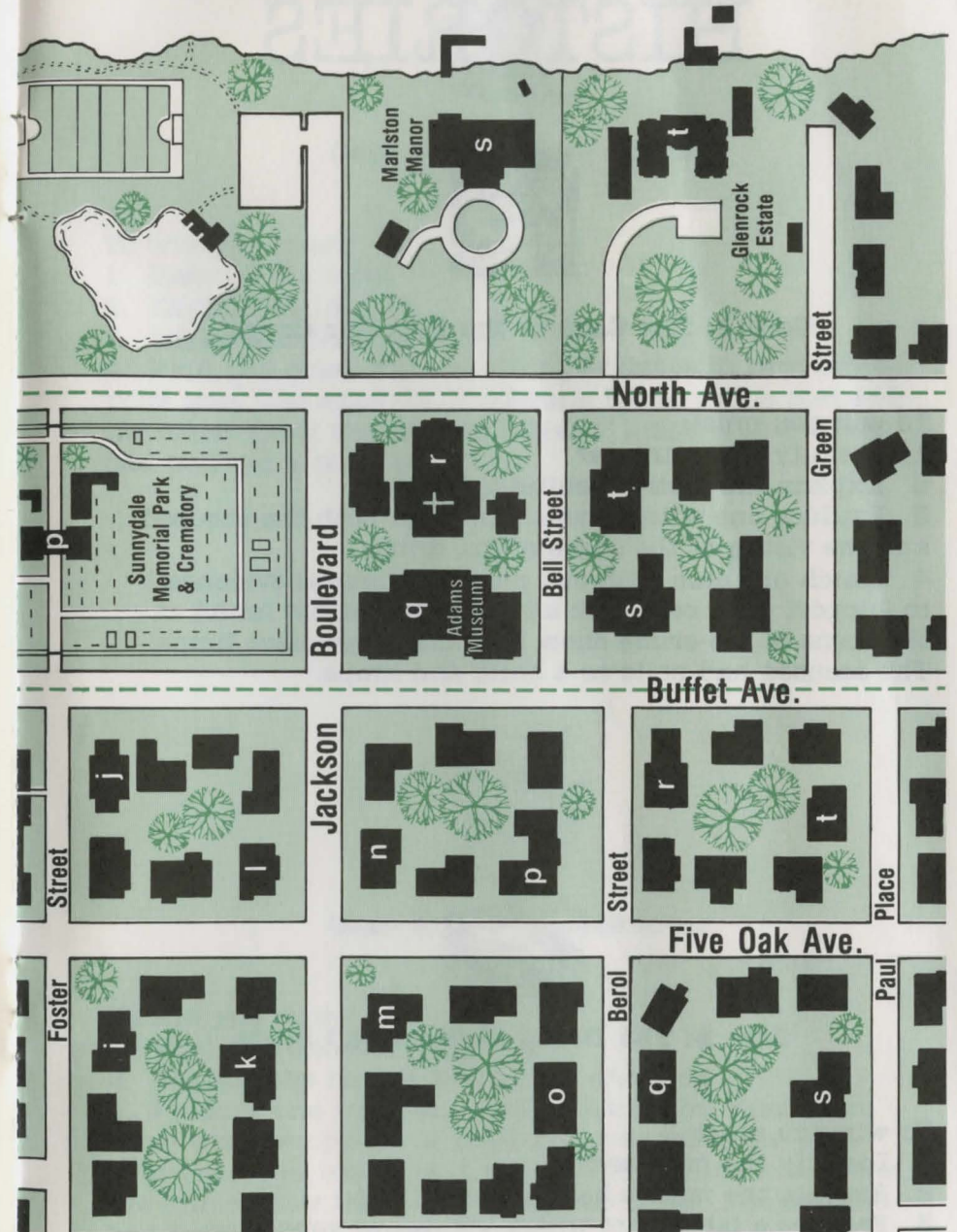
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microcomputer games DIVISION
The Avalon Hill Game Company

4517 Harford Road
Baltimore, Maryland 21214

3th Precinct



CASE HISTORIES



Case 1: The Case of the Peculiar Corpse

To win you must:

1. Identify the murderer.
2. Explain the motive behind the killing.
3. Produce one witness who can place both the accused and the victim at the scene of the crime.
4. Match one clue with one piece of physical evidence to support your case. For example, footprints found at the scene of the crime show that the perpetrator limps. The accused had polio as a child and limps.



Case 2: The Death of Reverend Slade

To win you must:

1. Identify the murderer.
2. Explain the motive behind the killing.
3. Produce a lab report which will prove your case.



Case 3: Lincoln's Acorn

To win you must:

1. Identify the thief.
2. Explain the motive.
3. Locate the missing item.
4. Find two clues with matching evidence to support your case. For example, footprints found at the scene of the crime show that the perpetrator limps. The accused had polio as a child and limps.



Case 4: The Big Takeover

To win you must:

1. Find out who shot Janet Gale.
2. Explain the motive behind the shooting.
3. Produce one witness to the shooting, or, match two clues with two pieces of physical evidence to support your case. For example, footprints found at the scene of the crime show that the perpetrator limps. The accused had polio as a child and limps.



Case 5: The Case of the Amateur Torch

To win you must:

1. Identify the arsonist.
2. Explain the motive.
3. Find two clues with matching evidence to support your case. For example, footprints found at the scene of the crime show that the perpetrator limps. The accused had polio as a child and limps.



Case 6: The Mystery of the Missing Tracys

To win you must:

1. Locate Walter and Crystal Tracy.



Case 7: The Lonely Death of Sarah Williams

To win you must:

1. Identify the killer.
2. Explain the motive.
3. Give three clues with matching evidence which support your case. For example, footprints found at the scene of the crime show that the perpetrator limps. The accused had polio as a child and limps.