

ELECTRONIC DETECTIVE[®]

GAME



1 to 4 Players

Ages 10 & up

BANG! BANG! Shots from a gun with a silencer! Murder has been committed in the big city and a diabolical killer has neatly escaped the baffled police. As a "Private Eye" you're assigned to the case.

You have only these facts: the name of the victim, the location of the body, and the names of 19 other "characters" who were at the scene of the crime.

After the murder, these "Suspects" had all fled to different places around the city. They have been rounded up for you to interrogate. You must question them carefully for the Murderer is among them.

Each "Detective" uses the computer to "grill" the Suspects. Each Suspect answers with an "Alibi." This Alibi concerns the Suspect's whereabouts (where they fled) and/or the identity of other Suspects at the same location.

Other vital murder "facts" can be gotten by asking "Private Questions" of the Suspects.

You record all information on your Case Fact Sheet.

Weighing alibis and evidence you make a deduction. You think you know "Who Done It!" You make an accusation. If you're right, the sirens sound and the police make an arrest. If you're wrong—BANG! BANG!—there's a new victim...YOU! The funeral dirge plays and you're out of the game.

There are over 130,000 possible mysteries to solve and three different levels of difficulty. Grab your fact sheet and get on the case!

OBJECT OF THE GAME

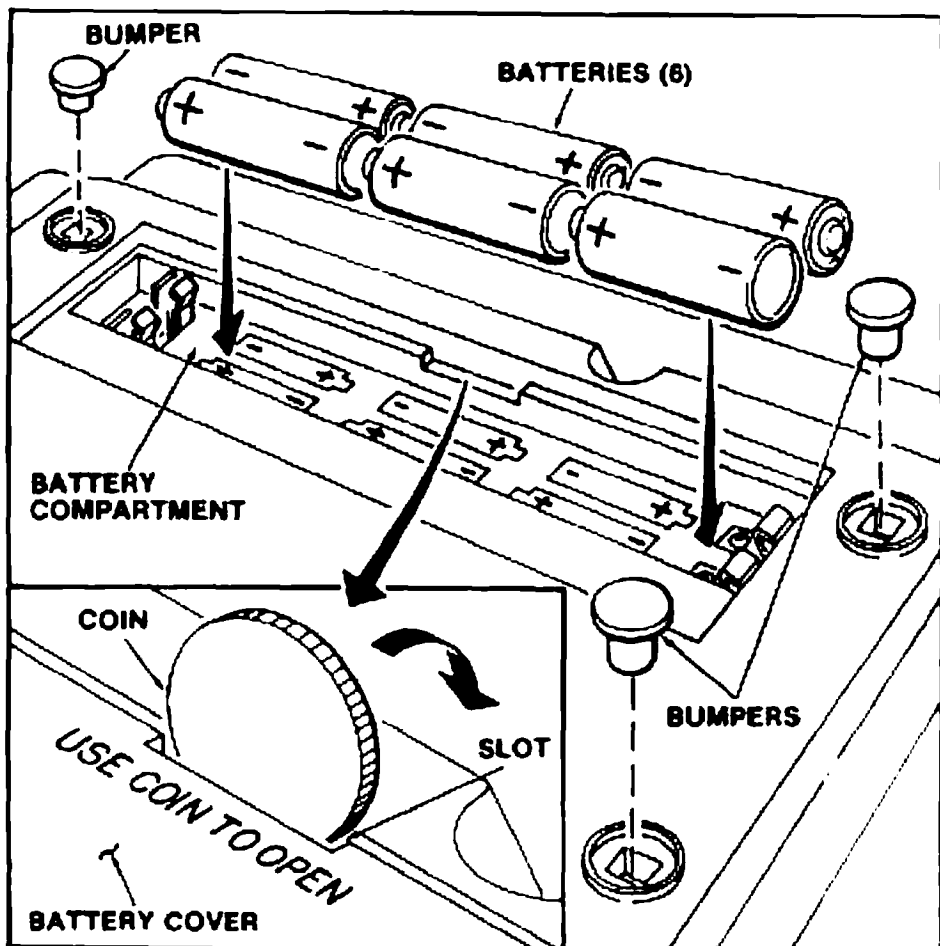
BE THE FIRST PLAYER TO CORRECTLY SOLVE THE CRIME.

MATERIALS

Electronic Detective Console • Suspect Cards Sheet • Case Fact Sheet Pad
• Keying Guide

GETTING SET TO PLAY

- Insert 6 new "AA" Batteries. See diagram. (Use of alkaline batteries will result in longer battery life.)
- Insert Bumper "feet" on the underside of the Console.
- Separate 20 Suspect Cards. Place them in numerical order in the storage compartment on Console.
- Each player takes a Case Fact Sheet and a pencil.
- A player is chosen to go first. Play passes to the left.



PLAY SUMMARY

Electronic Detective is so intriguing that your natural instinct may be to play the game before you fully understand the instructions. So, to get a "feel" for the game, follow the directions on this page. Then, **PLEASE READ THROUGH AND UNDERSTAND THE ENTIRE INSTRUCTION BOOKLET BEFORE YOU PLAY A COMPLETE GAME.**

EXAMPLE: KEYING IN "THE CRIME"

- | | |
|--|----------------|
| (1) Turn game on (3 "bongs" will sound). | Press ON |
| (2) Enter difficulty level.* | Press number 1 |
| (3) Enter number of players.* | Press number 1 |
| (4) Start the game. | Press ENTER |

*For this demonstration. You will use these or other numbers when you play. Also, if you make an error, "EE" appears, start again (see Page 15).

Gun Shots (with a silencer) and the Funeral Dirge tell you that one of the 20 characters is murdered. The L.E.D. Display shows the victim's number (on the left) and location of the body (the letter on the right—which you match to the Colored Chart, directly below the Display). Now, using the computer, you grill the remaining 19 characters to find which one is the Murderer.

NOTE: The digital symbols (on the display) for "B" and "6" are similar. The matching area on the Colored Chart will indicate whether a letter or a number is providing information.

EXAMPLE: QUESTIONING A SUSPECT

- (1) Choose a suspect card. (Here you are getting Suspect's Alibi, for all players to hear.)

Press SUSPECT
Press Suspect's number (from the card)
Press ENTER

- (2) Match the L.E.D. Display to the Colored Chart to read the Suspect's Alibi
- (3) Now ask a private question. (Here you are receiving confidential information.)

Press PRIVATE QUESTION
Press a number (a question number from the card)
Press ENTER

- (4) The Display gives you the answer.
- (5) Now your turn is over. Press END TURN

Players record information on Case Fact Sheets, weigh the suspect's statements and logically follow the tangled web of evidence. When you place the correct facts together, you're ready to accuse the culprit.

NOTE: Since you programmed in number 1, the highest difficulty level, you can ask only one Private Question in a turn. If you press 2, you can ask two questions; if you press 3, you can ask three questions (see page 5).

EXAMPLE: MAKING AN ACCUSATION

When you make an accusation:

- (1) A Siren wailing means you're right.
- (2) Gun Shots (with a "silencer") mean you're wrong—and out of the game
- (3) Now try it and see what happens.

Press 1 ACCUSE

Press any Suspect's number

Press ENTER

- (4) If you're wrong, the Funeral Dirge immediately follows and the Display tells you who the Murderer is.
- (5) End demonstration. Press OFF.

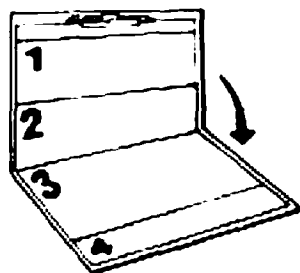
NOTE: Since you programmed in only one player, the game ends with your accusation. With more players, the game continues until a player wins or all players have made incorrect accusations (the computer then gives the correct answer and plays the Funeral Dirge for all the "dead" Detectives who have lost the game).

THE CASE FACT SHEET

This is the note pad where you record information supplied by the computer, and by your own logic and deduction. Your Case Fact Sheet is an Important aid for solving the crime. It is divided into four sections:

1. "THE MURDER FACTS:" Here you record vital facts such as the Murderer's sex, the weapon's caliber, where the Murderer fled, and the crucial information about fingerprints.
2. "WHO WAS WHERE?" Here you record the location of different places in the city and the whereabouts of Suspects and the murder weapon. Note that "city" is divided into Uptown, Midtown and Downtown, with each either West Side or East Side.
3. "WHO SAID WHAT?" This is your work sheet area. Here you record, and cross reference, Suspects' Alibis' and Answers to Private Questions. As you fill in this information, you will be able to locate Suspects at the different places in Section 2. Males are numbers 1 - 10-, on the left, Females are numbered 11 - 20, on the right.
4. "WHO DID IT?" Here you may write your solution to the crime prior to making an accusation.

FOLD YOUR CASE FACT SHEET BETWEEN SECTIONS 2 AND 3 (AS SHOWN) SO THAT THE OTHER DETECTIVES DO NOT SEE THE INFORMATION WHICH YOU RECORD.



KEYING IN "THE CRIME"

1. PRESS "ON" KEY (3 "bongs" will sound).
2. DECIDE LEVEL OF PLAY DIFFICULTY & PRESS:
Key #1 "Master Detective" (most difficult) OR
Key #2 "Steuth" (less difficult) OR
Key #3 "Gumshoe" (least difficult)
(See page 5 for explanation of difficulty levels.)
3. PRESS KEY #1, 2, 3 or 4 FOR NUMBER OF PLAYERS.
4. PRESS "ENTER".
5. BANG! BANG! The crime is committed. A funeral dirge plays. ELECTRONIC DETECTIVE will now automatically show the victim's NUMBER and LOCATION of the body. THIS INFORMATION IS READ ALOUD.

EXAMPLE: THE VICTIM IS #16 (Joan Finellugle).
THE LOCATION IS "A" (Art Show).

1 6 A		
"I was with these suspects"		
"I was at the"		
A Art Show	d Docks	
b Theatre	E Embassy	
C Card Party	F Factory	
3 "I was Uplown"	4 "I was Midtown"	5 "I was Downtown"
1 "I was on the West Side"		2 "I was on the East Side"

REMOVE victim's Suspect Card from play.

6. NEXT:

- ALL PLAYERS RECORD THIS INFORMATION ON THEIR CASE FACT SHEETS (in Section 1, "The Murder Facts").
- ALL PLAYERS DRAW A LARGE "X" THROUGH THE ENTIRE SECTION WHERE THE BODY WAS FOUND (Fact Sheet, Section 2, Who Was Where?). NO SUSPECTS OR WEAPONS WILL BE FOUND THERE DURING THE INVESTIGATION.



7. The remaining 19 characters are now Suspects and will be questioned by the players (the Detectives).

QUESTIONING THE SUSPECT

- The crime has been committed and details recorded on Case Fact Sheets.
- Each player may now "grill" any one Suspect in a turn. The Suspect will first give an ALIBI, then answer PRIVATE QUESTIONS.
- Suspects always tell the truth—with one critical exception (which you will see when you read Rule 4, page 9).
- Players have access to all Suspect Cards during play. They should be kept in numerical order at all times.
- The same Suspect may be further questioned by any player in subsequent turns, and a player may question the same Suspect more than once
- The murder VICTIM cannot be interviewed. 00 000 00 (meaning I don't know) will appear on the display if you try to question the victim.

TO ASK THE SUSPECT'S ALIBI

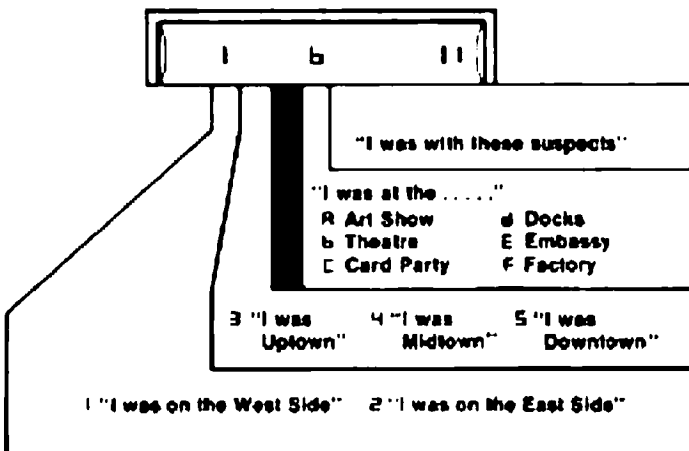
1. PLACE SUSPECT CARD ON TRAY IN FRONT OF CARD STORAGE.
2. PRESS SUSPECT KEY
3. PRESS SUSPECT'S NUMBER
4. PRESS ENTER

EXAMPLE: You are questioning Suspect #7, RIPP RAPP.

Immediately after you press ENTER, the display screen lights up with the code representing the Suspect's ALIBI. This information is explained on the chart beneath the readout. MATCH L.E.D. NUMBERS AND LETTERS WITH COLORED SECTIONS DIRECTLY BELOW DISPLAY.

In this case it reads:

I was on the West Side (1) at the Theater (B) with Suspect #11 (your Fact Sheet tells you #11 is Ivy Little).



Each Suspect gives an ALIBI as his or her FIRST response. THE PLAYER QUESTIONING THE SUSPECT READS THE ALIBI OUT LOUD.

ALIBI INFORMATION VARIES. IN THIS EXAMPLE THE SUSPECT HAS REVEALED 3 FACTS. OTHER SUSPECTS' ALIBIS MAY CONSIST OF ONLY ONE OR TWO FACTS.

ALL PLAYERS RECORD THIS INFORMATION ON THEIR FACT SHEETS. In the case illustrated, first you record the information in Section 3. THEN in Section 2 you mark BOTH Suspect #7 (Rip Rapp) AND Suspect #11 (Ivy Little) at the Theater—PLUS locating the Theater on the West Side. This is the information you received from Rip Rapp's Alibi.





NOTE: Of the 5 PLACE LOCATIONS the Suspects could have fled to, 4 will always have an ODD & EVEN-NUMBERED FEMALE and an ODD & EVEN-NUMBERED MALE. ONE Place will always have ONLY 3 SUSPECTS... 2 of whom will be ODD & EVEN NUMBERED Suspects of the SAME SEX.



THE CRUCIAL PRIVATE QUESTIONS

- AFTER the Suspect's Alibi is known the player is allowed to ask PRIVATE QUESTIONS on the SAME TURN.
- The NUMBER of questions the player may ask in a turn depends on the LEVEL of DIFFICULTY the game is being played at.

- #1 MASTER DETECTIVE—1 question
- #2 SLEUTH—2 questions
- #3 GUMSHOE—3 questions

RIPP RAPP
Suspect #7

3. Was a female in it? -45% 100

5. Where was the 2B address? -45% 100

10. Were you where a WEAPON was hidden? -45% 100

14. Are an odd-numbered suspect's PRINTS on the 50? -45% 100

14. Are an odd-numbered suspect's PRINTS on the 40? -45% 100

EXAMPLE: All the questions you may ask Rip Rapp #7 are on this Card. Each Suspect Card has 5 questions. The computer will only answer the number of questions you are allowed in a turn (DEPENDING ON THE DEGREE OF DIFFICULTY YOU HAVE KEYED IN).



TO ASK PRIVATE QUESTIONS

1. PRESS PRIVATE QUESTION
2. PRESS QUESTION'S NUMBER
3. PRESS ENTER

- A DIRECT ANSWER WILL APPEAR ON THE DISPLAY SCREEN MATCH THIS TO THE QUESTION AND ANSWERS ON THE SUSPECT CARD. IT IS NOT NECESSARY TO REFER TO THE CHART BELOW THE SCREEN (which is for Suspect's Alibis and victim's location only).
- ONLY THE PLAYER ASKING THE PRIVATE QUESTION SEES THE ANSWER.
- The sequence above must be followed for each Private Question which you ask in the same turn.
- If you should try to ask a Suspect more Private Questions than allowed, a "bong" will sound and END will appear on the display. You must now press END TURN before the next Suspect can be questioned.
- PRESS END TURN WHEN YOU HAVE FINISHED ASKING QUESTIONS AND RECORDING YOUR INFORMATION. If you do not press END TURN, EE will appear on the display when the next Suspect is questioned and will continue to appear until END TURN is pressed.
- The next player, to the left, now questions a Suspect.



TO SOLVE THE CRIME

To solve the crime, you MUST KNOW ALL "THE MURDER FACTS" (Section 1, Case Fact Sheet). Only one Suspect fits ALL THE FACTS—the murderer! Some facts may be determined by Suspects' Alibis and by Private Questions. Other facts can be deduced by pure logical reasoning. You do this as follows:

1. Private Questions tell you (a) the MURDERER'S SEX, (b) whether the MURDER WEAPON was a .38 or .45, and (c) whether the FINGER-PRINTS on the murder weapon belonged to an ODD or EVEN NUMBERED SUSPECT (see Rule 4, page 9).
2. You can find WHERE THE MURDERER WAS from Private Questions and from Suspects' Alibis.
3. Or you can deduce the murderer's identity by obtaining information about other Suspects. For example, you find that the Murderer was an odd-numbered male. If you then determine that their respective locations establish the innocence of all odd-numbered males but one, you can deduce who the murderer is, and where he was (see Rules 1, 2 and 3, page 9).

RULES YOU MUST FOLLOW

1. There will *never* be more than one odd-numbered and one even-numbered Suspect, of the same sex, at any single location.
2. The Murderer will never be at the location where the body was found (*because the Murderer fled the scene of the crime*).
3. The Murderer will never be at the location of either weapon (*because the Murderer avoids being near any possible evidence*).
4. **VERY IMPORTANT. BE SURE YOU CAREFULLY READ THE FOLLOWING. THIS INFORMATION IS CRITICAL TO SOLVING THE CRIME.** Fingerprints on the Murder Weapon must be identified as belonging to an odd or even numbered Suspect. This information can only be given by a Suspect: (a) of the same sex as the Murderer; (b) who fled to the location of the Murder Weapon. All other Suspects at the location of a weapon may (or may not) lie. This is the **ONLY** instance where a Suspect can lie. Suspects at locations where there is **NO** weapon will answer "I don't know" (00 000 00 on the L.E.D. display).

In the following example, it is immediately apparent that Mickey O'Malley, Suspect #5, is the Murderer. Why? Because he is the *only Suspect who fits all the Murder Facts*—an odd-numbered male whose fingerprints were on the .45, located Midtown on the East Side. (The chart on the next page explains how you obtained this information).

1 THE MURDER FACTS

WHO? 000 **LENNY LITTLE** ← The only odd number of **A** PLACE

SEX OF THE MURDERER? Male Female

WHERE DID THE MURDERER GO? 1 West Side 2 East Side

3 Uptown 4 Midtown 5 Downtown

WEAPON USED? 30 45

FINGERPRINTS? Even # Odd # 00

2 WHO WAS WHERE?

	A	B	C	D	E	F
	Art Store Bar Bike Shop	Bar Bike Shop Tavern	Card Parlor Men's Store	Shops Men's Store	Dancehall Men's Store	Factory Men's Store
PLACE	1	2	3	4	5	6
ADDRESS OF PLACE	WEST	EAST MID	EAST MID	EAST DOWN	EAST UP	EAST UP
WEAPON LOCATION	00	45	00	00	30	00

NOTE: The above Case Fact Sheet shows *all* possible information given by the computer (there are over 130,000 such combinations in Electronic Detective). However, sharp detectives will have this solution long before all the facts are given.

HOW TO FIND INFORMATION THAT IS NEEDED TO SOLVE THE CRIME.

WHAT YOU NEED TO KNOW	HOW TO FIND IT OUT
1. Sex of Murderer?	<ul style="list-style-type: none"> • Find a Suspect whose card has question #2—"DID A MALE DO IT?"
2. Caliber of Murder Weapon?	<ul style="list-style-type: none"> • Find a Suspect whose card has question #4—"WAS THE MURDER WEAPON A .38?"
3. Location of Murder Weapon?	<ul style="list-style-type: none"> • Find a Suspect whose card has question #5—"WHERE WAS THE .38 HIDDEN?" or #6—"WHERE WAS THE .45 HIDDEN?"
4. Were fingerprints on the Murder Weapon those of an odd or even numbered Suspect?	<ul style="list-style-type: none"> • Ask a Suspect (a) of the same sex as the Murderer, and (b) who fled to the location of the Murder Weapon.
5. Where the Murderer could not have fled.	<ul style="list-style-type: none"> • The Murderer could not have fled to: <ol style="list-style-type: none"> a. the location of the body; b. the location of <u>either</u> weapon; c. place A, B, or C if any Suspect answers NO to Question #8; OR d. place D, E or F if any Suspect answers YES to Question #8.
6. The location of the 3 "places" the Murderer could have fled to.	<ul style="list-style-type: none"> • If you have not received enough "location" information through Suspects' Alibis, questions #1, 3, 9 & 10 will help you pinpoint the location.

Players record information on Case Fact Sheets, weigh the Suspects' statements and logically follow the tangled web of evidence. When you place the correct facts together you're ready to accuse the culprit.



TO MAKE AN ACCUSATION

- A player may make **ONLY ONE** accusation during the game. The accusation *must* be made at the beginning of a turn.

DO NOT TELL OR SHOW YOUR ACCUSATION TO OTHER PLAYERS.

1. PRESS I ACCUSE
2. PRESS SUSPECT NUMBER
3. PRESS ENTER

FALSE ACCUSATION, "NO" flashes and BANG! BANG! you're out of the game. An incorrect accusation automatically ends a turn.

CORRECT ACCUSATION AND POLICE SIRENS SOUND. You win! The Display flashes the Murderer's number and "YES".

If **ALL** players, **BUT ONE**, have accused incorrectly, the **FINAL** player **MUST** make an accusation at the **BEGINNING** of his **NEXT TURN**.

If **ALL** players make **INCORRECT** accusations the **COMPUTER WILL AUTOMATICALLY** give the **CORRECT ANSWER** and play the funeral dirge for all the "dead" Detectives who have lost the game!

NOTE: An Accusation will automatically **END TURN**.



ALTERNATE WAYS TO SOLVE THE CRIME

You now know there is certain information you must **ALWAYS** have to solve the crime. So, in each of the following alternate solutions it is assumed that you will have asked the following questions and received these answers:

1. Sex of the Murderer? A male did it!
2. Is the Murder Weapon a .38 or .45? It was a .45!
3. Location of the .45? It was at the Theater.
4. Is the Murderer an odd or even-numbered Suspect? Answer—he has an odd number. (Important: here you first have to locate a male where the .45 was found in order to ask the question. Ripp Rapp, Suspect #7, was there and provides the answer).

All of this vital information is recorded on each of the following Case Fact Sheets. In the processes, a number of suspects will have been placed at locations in Section 2 ("Who Was Where?"). However, to help explain the game, *only suspect locations directly pertaining to the solution are shown in the following examples.*

SECOND SOLUTION

1 THE MURDER FACTS

WHO? The victim was The victim was **LENNY LITTLE** ← THE TRAIL WAS FOUND AT PLACE

SEX OF THE MURDERER? Male Female

WHERE DID THE MURDERER GO? 1 West Side 2 East Side

3 Uptown 4 Midtown 5 Downtown

WEAPON USED? 28 45

FINGERPRINTS? Odd # Even # Odd # Even #

2 WHO WAS WHERE?

	A <input type="checkbox"/>	B <input checked="" type="checkbox"/>	C <input type="checkbox"/>	D <input type="checkbox"/>	E <input type="checkbox"/>	F <input type="checkbox"/>
PLACE	Man Man	Man Man	Man Man	Man Man	Man Man	Man Man
ADDRESS OF PLACE	West West	West West	West West	West West	West West	West West
WEAPON LOCATION	45	45				

From your questions you know that (a) the Murderer was an odd-numbered male, and (b) the weapon was a .45, found at the Theater. You also have found that the Murderer fled to the East Side (Question #1 on some Suspects' Cards). With only the additional information shown in Section 2 above, you can now use logic and deductive reasoning to solve the crime, as follows:

1. Pepe Perez (#3) and Rocky Roll (#9) have odd numbers but are innocent because they were on the West Side (their Alibis told you this). The Murderer was on the East Side.
2. Ripp Rapp (#7) told you the Murderer has an odd number and therefore is also innocent since he was where the gun was found. The Murderer was never at the location where a weapon was found (Rule #2).
3. There were only three Suspects at The Factory, Ling Tong (#10, even-numbered) and two females, Eileen Stellar (#15) and Sing Wong (#20). The Murderer is odd-numbered and therefore is not Ling Tong (Rule #3).
4. Since Lenny Little, the victim, also has an odd number, that means Mickey O'Malley (#5), is the only remaining odd-numbered male who could possibly be the Murderer. All the other odd-numbered males have been proven innocent. You've solved the crime without actually finding Mickey's location.

THIRD SOLUTION

1 THE MURDER FACTS
WHO?
 The victim was Male Female **LENNY LITTLE** ← The body was found at **A** PLACE

SEX OF THE MURDERER? Male Female

WHERE DID THE MURDERER GO? 1 West Side 2 East Side
 3 Midtown 4 Downtown 5 Downtown

WEAPON USED? 38 45

FINGERPRINTS? Odd # Even # Odd # Even #

2 WHO WAS WHERE?

	A	B	C	D	E	F
PLACE	Art Show	Box of Theaters	Card Party	Docks	Embassy	Factory
ADDRESS OF PLACE	East 6 & 42	Midtown	Midtown	Downtown	Downtown	Downtown
WEAPON LOCATION	38	45		DOWN	UP	

Again you have found that (a) the Murderer was an odd-numbered male, and (b) the weapon was a .45, found at the Theater. In this example you've also found that the Murderer fled to Midtown (Question #3). Here, knowing the location of only five Suspects, you are able to deduce which one is the Murderer.

1. The Murderer couldn't have been at the Art Show (where the body was found), nor at the Theater (the .45 was there,) nor at the Factory (only three Suspects were there and the one male was even-numbered).
2. The Murderer also couldn't have been Downtown at the Docks nor Uptown at the Embassy because you know the Murderer was Midtown.
3. So, the Murderer can only have been at the Card Party because you've eliminated all other possible locations. As soon as you are able to place an odd-numbered male at this location, you have the murderer—Mickey O'Malley (#5).

FOURTH SOLUTION

1

THE MURDER FACTS

WHO? The victim was **LENNY LITTLE** The truth was found at **A** PLACE

SEX OF THE MURDERER? Male Female

WHERE DID THE MURDERER GO? 1. West Side 2. East Side
 3. Uptown 4. Midtown 5. Downtown

WEAPON USED? 38 45

FINGERPRINTS? Odd # Even # Odd # Even #

2

WHO WAS WHERE?

	A	B	C	D	E	F
PLACE	Art Show	Theater	Card Party	Bar	Sports Center	Factory
ADDRESS OF PLACE	12345 6th St	78901 2nd St	34567 3rd St	90123 4th St	56789 5th St	23456 6th St
WEAPON LOCATION	Not Found	Found	Not Found	Not Found	Not Found	Not Found

Once again you know that (a) the Murderer was an odd-numbered male, and (b) the weapon was a .45 found at the Theater. With the little information shown above plus the one question shown below, you're able to name the Murderer.

1. The Murderer was at Location A, B or C. This is a very helpful clue which a number of suspects will provide if you ask question #8 (Did the Murderer go to place A, B or C)?
2. Since the Murderer couldn't have been at A, the Art Show, (location of the victim) nor at B, the Theater, (location of the .45), he must have been at C, the Card Party. Again, as soon as you determine which odd-numbered male was at this location, you've solved the crime.

Remember, however, that most of the time the victim, weapon and Murderer will not all be within A, B and C.



SPECIAL TIPS

1. **ELECTRONIC DETECTIVE** can be great fun played by one player. Playing solitaire style is a good way to sharpen your game at your own pace... and you can still play at any level of difficulty.
2. In a "practice" game (as you learn to play) you may wish to read Private Questions aloud for all players to hear.
3. **ELECTRONIC DETECTIVE** will automatically turn off approximately 4 minutes after a correct solution is given (either by a player or by the computer) and a "bong" will sound. If you wish to review the case (see below), press END TURN before 4 minutes elapses and you will have an additional 4 minutes before the game automatically turns off. You can continue to do this for as long as you wish. Also, you can turn the game off at any time by pressing OFF.
4. Be careful not to press OFF accidentally. If you do you must start a new game.
5. If you use an incorrect keying sequence an EE will appear on the display. TO CORRECT this, simply begin the keying sequence again. Also, if you accidentally press either the wrong Suspect Number, at the beginning of a turn, OR the wrong Private Question number, this can be corrected. Simply start the sequence again by pressing SUSPECT (if you had pressed the wrong Suspect number) or by pressing PRIVATE QUESTION (if you've pressed the wrong Private Question number). YOU MAY NOT MAKE A CORRECTION AFTER PRESSING ENTER.
6. A continuing EE and a low "buzz" indicate that batteries are low.
7. **REVIEWING THE CASE**—To sharpen your deductive skills you may wish to review the facts of the Case after it has been solved. You can ask the computer brain for any Suspect's Alibi, or review Private Questions, until the game is shut off. Then the Case is closed.
8. Enclosed is a special sheet with all the Suspects' Private questions listed. It also has a complete "Keying Guide." This is a handy reference booklet.

TO ORDER ADDITIONAL CASE FACT SHEETS, CUT THIS COUPON ON THE DOTTED LINE AND MAIL TO I.T.C., BOX 72, HOLLIS, N.Y. 11423

2081-8

Please send me _____ Case Fact Sheet Pad at \$2.00 per Pad (covers mailing & handling charges) PREPAID. Enclosed is a check or money order in the amount

of _____

From: I.T.C. BOX 72, HOLLIS, N.Y. 11423 THIS IS YOUR MAILING LABEL
(please print clearly)

TO: Name _____

Address _____

City _____

State _____ Zip _____

(N.Y. State residents add applicable sales tax.)

PRIVATE QUESTION GUIDE—(Continued)

1 5

**EILEEN
STELLAR**

Address
Eligible

4. Was the MURDER WEAPON a .38? YES NO
7. Which PLACE contained only 3 suspects? A B C D E F
11. Were you at PLACE A, B or C? YES NO
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 000 00 (don't know)

1 6

**JOAN
FINEFLUGLE**

Accountant
Married to Ed. Max Finefluge

8. Where was the .45 hidden? A B C D E F
8. Did the murderer go to PLACE A, B or C? YES NO
10. Which AREA were you in? 3 Uptown 4 Midtown 5 Downtown
12. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on .45?
YES NO 00 000 00 (don't know)

1 7

ROSE PETTLE

Grass Collector
Unattached

2. Did a MALE do it? YES NO
7. Which PLACE contained only 3 suspects? A B C D E F
10. Which AREA were you in? 3 Uptown 4 Midtown 5 Downtown
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 000 00 (don't know)

1 8

DORIS DILL

Lady Newspaper
Not Looking

1. Did the murderer go to the EAST SIDE? YES NO
8. Did the murderer go to PLACE A, B or C? YES NO
10. Which AREA were you in? 3 Uptown 4 Midtown 5 Downtown
12. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 000 00 (don't know)

1 9

CANDY ROLL

Groupie
Married to Ed. Mack, Jr.

3. What AREA did the murderer go to?
3 Uptown 4 Midtown 5 Downtown
8. Did the murderer go to PLACE A, B or C? YES NO
10. Which AREA were you in? 3 Uptown 4 Midtown 5 Downtown
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 000 00 (don't know)

2 0

SING WONG

Waitress
Single

4. Was the MURDER WEAPON a .38? YES NO
8. Did the murderer go to PLACE A, B or C? YES NO
10. Which AREA were you in? 3 Uptown 4 Midtown 5 Downtown
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 000 00 (don't know)



ELECTRONIC DETECTIVE®

GAME

KEYING GUIDE

- First, turn game on: press ON
- Next, enter difficulty: press number 1, 2 or 3
- Then number of players: press number 1, 2, 3 or 4
- To start the game: press ENTER
- To ask Suspect's Alibi:
 1. press SUSPECT
 2. press suspect's number
 3. press ENTER
- To ask Private Questions:
 1. press PRIVATE QUESTION
 2. press question number
 3. press ENTER
- To end turn: press END TURN
- To make accusation:
 1. press I ACCUSE
 2. press suspect's number
 3. press ENTER
- To turn game off: press OFF

PRIVATE QUESTION GUIDE



LENNY LITTLE

Bar tender
Married to #11 (by L file)

- | | | | |
|--|-----|----|-------------------------|
| 1. Did the murderer go to the EAST SIDE? | YES | NO | |
| 2. Did a MALE do it? | YES | NO | |
| 3. Were you on the EAST SIDE? | YES | NO | |
| 13. Are an odd-numbered suspect's PRINTS on the .38? | YES | NO | 00 0000 00 (don't know) |
| 14. Are an odd-numbered suspect's PRINTS on the .45? | YES | NO | 00 0000 00 (don't know) |



AL FAROOK

Tycoon
Playboy

- | | | | |
|--|----------|-----------|-------------------------|
| 2. Did a MALE do it? | YES | NO | |
| 3. What AREA did the murderer go to? | 3 Uptown | 4 Midtown | 5 Downtown |
| 9. Were you on the EAST SIDE? | YES | NO | |
| 13. Are an odd-numbered suspect's PRINTS on the .38? | YES | NO | 00 0000 00 (don't know) |
| 14. Are an odd-numbered suspect's PRINTS on the .45? | YES | NO | 00 0000 00 (don't know) |



ROCKY ROLL

Musician
Married to #10, Candy Roll

1. Did the murderer go to the EAST SIDE? YES NO
5. Where was the .38 hidden? A B C d E F
12. Were you where a WEAPON was hidden? YES NO
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 0000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 0000 00 (don't know)



LING TONG

Restaurant Owner
Barber

7. Which PLACE contained only 3 suspects? A B C d E F
8. Did the murderer go to PLACE A, B or C? YES NO
12. Were you where a WEAPON was hidden? YES NO
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 0000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 0000 00 (don't know)



IVY LITTLE

Landscaper
Married to #1, Lenny Little

6. Where was the .45 hidden? A B C d E F
7. Which PLACE contained only 3 suspects? A B C d E F
11. Were you at PLACE A, B or C? YES NO
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 0000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 0000 00 (don't know)



LUCY TUMBLE

Secretary
Bills Looking

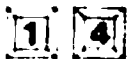
2. Did a MALE do it? YES NO
6. Where was the .45 hidden? A B C d E F
11. Were you at PLACE A, B or C? YES NO
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 0000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 0000 00 (don't know)



PIPER PEREZ

Latin Singer
Married to #3, Pepe Perez

3. What AREA did the murderer go to?
3 Uptown 4 Midtown 5 Downtown
7. Which PLACE contained only 3 suspects? A B C d E F
11. Were you at PLACE A, B or C? YES NO
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 0000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 0000 00 (don't know)



DINA RACHETI

Sociable
Married to #4, Tony Rachet

1. Did the murderer go to the EAST SIDE? YES NO
6. Where was the .45 hidden? A B C d E F
11. Were you at PLACE A, B or C? YES NO
13. Are an odd-numbered suspect's PRINTS on the .38?
YES NO 00 0000 00 (don't know)
14. Are an odd-numbered suspect's PRINTS on the .45?
YES NO 00 0000 00 (don't know)



ELECTRONIC DETECTIVE® CASE FACT SHEET

DETECTIVE (your name)

1 THE MURDER FACTS

WHO?

The victim was  (name)

The body was found at: PLACE



SEX OF THE MURDERER?

 Male Female

WHERE DID THE MURDERER GO?

 1. West Side 2. East Side 3. Uptown 4. Midtown 5. Downtown

WEAPON USED?

 .38  .45 

FINGERPRINTS?

 Odd #
 Even #  Odd #
 Even # 

2 WHO WAS WHERE?



Art Show
Men Women



Box at Theatre
Men Women



Card Party
Men Women



Docks
Men Women



Embassy
Men Women



Factory
Men Women

PLACE



ADDRESS OF PLACE

West Side
East Side
Uptown
Midtown
Downtown



WEAPON LOCATION

.38 - .45



3 WHO SAID WHAT?

SUSPECTS

Men and their Statements

Women and their Statements

 1 Lenny Little

 1 Ivy Little

 2 Al Farook

 1 2 Lucy Tumble

 3 Pepe Perez

 1 3 Piper Perez

 4 Tony Racheti

 1 4 Dina Racheti

 5 Mickey O'Malley


 1 5 Eileen Stellar

 6 Max Fineflugle

 1 6 Joan Fineflugle

 7 Rip Rapp

 1 7 Rose Pettie

 8 Buster Bailey

 1 8 Doris Dill

 9 Rocky Roll

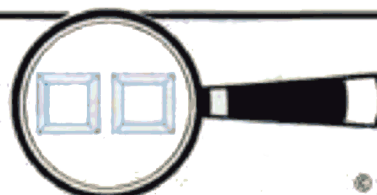
 1 9 Candy Roll

 1 0 Ling Tong

 2 0 Sing Wong

4 WHO DID IT?

I Accuse Suspect



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