SAM DIAMOND, P.I.
The Case of the Switchblade Slasher

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The sequence of events that you are about to encounter are real. Nothing has been changed to alter the facts as they occurred.

Not long ago in a seedy tavern of a popular resort, we accidentally met an interesting fellow telling incredible stories. The tavern was normally a raucous place, but the stranger's tales had the patrons hushed, his audience spellbound. It was in this unusual manner that the details of the Switchblade Slasher case were revealed. The storyteller, as it turned out, was Sam Diamond the famous private investigator.

What follows is his account of the case of the Switchblade Slasher. You will begin the case in the same improbable manner as Sam Diamond did. You will have access to the same clues. You will encounter the same dangers.

To set the scene..................

Recently a coastal city was terrorized by a clever and exceedingly evil killer. This killer attacked his victims at random. Ironically, the latest victim was a freelance photographer who had accepted an assignment to photograph the slasher for the Central City Tabloid Press.

Citizens were afraid to venture outside their dwellings for fear of becoming the next victim. The city was close to panic. Streets were nearly deserted and traffic sparse. Merchants reported a severe drop in retail sales. Pressure was mounting on the police to solve the crimes, yet the police were baffled. Finally, in desperation, the civic leaders met to discuss the problem. After lengthy and acrimonious debate, they decided to hire the world famous Sam Diamond, private investigator. The city offered to pay Diamond his normal fee and a bonus if the case were promptly solved.

Now Sam Diamond is not your ordinary private investigator. Diamond has a reputation of being cunning but extremely eccentric. He considers himself a lady's man and according to some sources he is. His choice of attire is not fashionable by conventional standards. Diamond also has a reputation for drinking excessively, even while working. However, alcohol seems to have no effect on his incredibly logical mind. It is rumored that Diamond is most lucid after consuming the products of distilled corn mash.

We are digressing from our objective. We want you to know the background of our intrepid detective so you can have more insight into this puzzling case. Yes, Sam Diamond did a remarkable job solving the case and he did it quickly. Your challenge is to solve the case of the Switchblade Slasher.

Good Luck!

GETTING READY TO PLAY

Place the program disk in drive O. Type and enter the command LOAD "CRIME". If the program does not execute automatically, type and enter the command EXEC.

Note the color of the high resolution screen when it appears. If it is not blue, press the RESET button located in the rear of your computer until it is blue. Then press the ENTER key for the title screen. Press ENTER again to begin the game. After the sun rise scene, press any key to begin entering commands.
COMMANDS

To move in a direction simply press the first letter of the direction you wish to go. AN EXAMPLE: If you want to go north just press 'N' and hit the ENTER key. You can also type GO NORTH if you wish.

Use two word commands when playing the game such as: GET something, PUT something, or LOOK something. You can also refer to the HELP commands embeded in the game. You may use the LEFT ARROW key to erase an erroneously typed command and retype the command.

At any time you may press the RESET button to restart the game. Type INVENTORY and you can see what you are carrying.

SAVING OR LOADING

SAVING A GAME: You can save a game in progress at any point by typing SAVE.

LOADING A GAME: To load a previously saved game type LOAD at any point in the game. You will begin play at the exact place you saved the previous game.

FINALLY

If you become thoroughly frustrated, a solution is available. Contact Moreton Bay Software, 316 Castillo
Send a stamped, self addressed envelope to:

MORETON BAY SOFTWARE
316 CASTILLO STREET
SANTA BARBARA, CA 93101

for a complete noun list, verb list, adventure map and sample solution.

If you enjoy this program, look for the next Sam Diamond Adventure, the Case of the Missing Heiress, available soon from Moreton Bay Software or your local software dealer.
THE CASE OF THE SWITCHBLADE SLASHER

"VERB" OR FIRST COMMAND WORD LIST

BOARD
BREAK
BUY
CALL
CHOP
CLIMB
CLOSE
DOWN (D)
DROP
EAST (E)
EAT
ENTER
EXAMINE
FEED
GET
GIVE
GO
GOOD
HACK
HANDCUFF

HANG
HELLO
HELP
INSERT
INVENTORY (INVE)
LIGHT
LOAD
LOOK
MOVE
NO
NORTH (N)
OPEN
PAY
PLACE
PURCHASE
PUT
READ
REMOVE
REPLACE
RIDE

SAVE
SHOW
SOUTH (S)
STEAL
TAKE
TALK
TURN
UNLIGHT
UP (U)
WALK
WEAR
WEST (W)
YES

"NOUN" OR SECOND COMMAND WORD LIST

AXE
BENCH
BLACK
BOARDS
BOAT
BOOTH
BURGER
BUS
BYE
CABINET
CITY
COIN
COUNTER
CREDIT (CARD)
DEAD
DESK
DOOR
DOWN
DRESS
DUMPSTER
UP
WINDOW

EAST
FILM
FISH
FLASHLIGHT
FOOD
FRIES
GARBAGE (CANS)
HANDCUFFS
HOLE
INVENTORY
JACKET
JOE
JOES
JOHNS
KILLER
KNIFE
LADDER
LANERN
LAUNDRY
MONEY
WAREHOUSE

NEWSPAPER
NORTH
OFF
ON
ORANGE
PAPER
PARTITION
PHOTO
POLICE
RATS
ROSIE
ROSIES
SIGN
SOUTH
SUIT
TELEPHONE
TICKET
TOKEN
TRAP
TRIPOD
WEST
The following sequence of commands is a sample solution to the Case of the Switchblade Slasher Adventure. Certain aspects of the solution are essential, such as buying a ticket to board the bus. Other aspects of the solution are arbitrary. Some commands are synonymous such as get and take or buy and purchase. Each of these one or two word commands must be followed by pressing the ENTER key.

1. SOUTH
2. LOOK BENCH
3. GET COIN
4. BUY TICKET
5. GET TICKET
6. RIDE BUS
7. EAST (FROM JOE'S)
8. NORTH
9. OPEN CABINET
10. GET PHOTO
11. SOUTH
12. EAST
13. CLIMB DUMPSTER
14. NORTH
15. NORTH
16. NORTH
17. GET CREDIT (CARD)
18. SOUTH
19. SOUTH
20. SOUTH
21. BUY FLASHLIGHT
22. GET FLASHLIGHT
23. BUY AXE
24. GET AXE
25. NORTH
26. NORTH
27. BREAK WINDOW
28. CLIMB WINDOW
29. GET KNIFE
30. WEST
31. WEST
32. WEST
33. WEST
34. WEST
35. WEST
36. DROP CREDIT CARD
37. DROP AXE
38. NORTH
39. NORTH
40. GET JACKET
41. SOUTH
42. SOUTH
43. SOUTH
44. WEST
45. MOVE GARBAGE (CANS)
46. GET MONEY
47. EAST
48. NORTH
49. EAST
50. NORTH
51. BUY BURGER
52. GET FOOD
53. SOUTH
54. WEST
55. SOUTH
56. SOUTH
57. SOUTH
58. TURN ON FLASHLIGHT
59. DOWN
60. NORTH
61. FEED RATS
62. NORTH
63. NORTH
64. UNLIGHT FLASHLIGHT
65. EAST
66. GET LADDER
67. WEST
68. LIGHT FLASHLIGHT
69. SOUTH
70. PLACE LADDER
71. UP
72. NORTH
73. EAST
74. GET HANDCUFFS
75. WEST
76. WEST
77. WEST
78. WEST
79. GO PARTITION
80. HANDCUFF KILLER
81. NORTH
82. SHOW PHOTO