

L&M Software

SPACE SLEUTH  
PRIVATE QUESTIONS

1. DID THE KIDNAPPER GO TO LEVEL  
1 or 2 ?
2. DID A HUMAN OR ALIEN DO IT ?  
1-human 2-alien
3. WHAT AREA DID THE KIDNAPPER GOTO ?  
1-hub 2-spoke 3-rim
4. WHERE WAS THE VICTIM LAST SEEN ?  
a,b,c,d,e
5. WHICH PLACE HAS ONLY THREE PERSONS ?  
a,b,c,d,e
6. WERE YOU WHERE THE VICTIM WAS LAST  
SEEN ? 1-yes 2-no
7. WERE YOU ON LEVEL #1 ?  
1-yes 2-no
8. WHICH AREA WERE YOU IN ?  
1-hub 2-spoke 3-rim
9. LETTER A OR B IN KIDNAPPERS NAME ?  
1-A 2-B 0-dont know.



This game takes place in the year 2010, on board the orbiting space station which was constructed by repeated trips from earth by the United States space shuttle system. An emergency meeting of the Federation council has been called to decide the fate of all friendly allies against the dreaded Kufurriens, who's ruthless advances in to friendly star space is of upmost concern. The council, made up of 8 humans and 8 aliens from allied planets, is to meet on the space station when it becomes known that one of the council members, a traitor, has kidnapped another member to keep him from reporting important information and to avoid exposure. The famous detective Space Sleuth must find the culprit and restore order to the council meeting.

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## SPACE SLEUTH RULES AND EXPLANATIONS

### "REMEMBER"

1. The place the victim was kidnapped from is always eliminated from play. This place and the victim's number is displayed at the beginning of the game in the upper left hand corner.
2. The persons located at the place the victim was last seen will always be innocent.
3. Only suspects located at the place the victim was last seen can tell you if the kidnapper had an A or B in his or her name.
4. Only suspects with the letter A in their name can answer the odd numbered private questions and only suspects with the letter B in their name can answer the even numbered private questions. All suspects will give an answer to private question number nine.

Before the game starts each player should have a detail sheet and one of the hand controls. At the start of the game the computer will ask for number of players, 1-4? Enter this via key pad and press go. A display will appear on the screen and while you are looking this over the computer will be setting up the crime. Then a number will appear in front of the word "suspect" and in front of the word "player", also, in the upper left hand corner of the screen a letter and a number will appear. The letter stands for the place the person was kidnapped from (look at the bottom of your detail sheet at the "screen decoder" section to find what place it is). Draw an X through the group of boxes under that letter on the detail sheet, this place will not be used during this game. The number next to the letter is the number of the person kidnapped. Enter the word "kidnapped" on the detail sheet next to the name of the person who's number equals the number displayed at the beginning of the game, in the upper left hand corner of the screen. The person who's hand control is in the number 1 port goes first, he should have the private question sheet in his hand. He now turns his knob until the suspect number he would like to question appears, he then squeezes his trigger. A message will then appear on the screen, by using the screen decoder at the bottom of your fact sheet you will be able to find out what this suspect is saying. All players should record this information for future use. After everyone is through writing the information on their detail sheet, the player then squeezes his trigger again, now the computer will ask him for a "private question". By turning his knob he can select a private question. When the number appears that you are looking for put the "Sherlock Eyepiece" in front of your eyes and briefly squeeze the trigger, the answer will appear in the center of the screen. Now squeeze the trigger and pass the private question list to the next player. If someone wishes to make an accusation, at the beginning of their turn simply push the joy stick forward and squeeze the trigger. All accusations are made via key pad. A wrong accusation ends the game for that player, it is then the next player's turn and the game will continue until someone guesses right or until all players have made an accusation. If all players make wrong accusations the computer will then display who the kidnapper was.

10 extra detail sheets 50¢ - 1 extra Sherlock Eyepiece with private question list 50¢  
Send to L & M Software, 8599 Framewood Dr., Newburgh, IN 47630

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# SPACE SLEUTH

SLEUTH  (YOUR NAME)

## DETAILS ON KIDNAPER LEVEL? LOCATION?

#1 OR  #2       #1 HUB  #2 SPOKE  #3 RIM

VICTIM LAST SEEN?      A,B,C,D,E

LETTER A  OR B  IN NAME

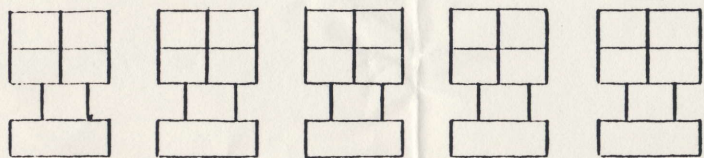
KIDNAPER  HUMAN OR  ALIEN?

## SPACE COUNCIL LOCATIONS

A      B      C      D      E

HUMAN  
ALIEN  
LEVEL

HUB-SPOKE-RIM



ARMORY      BAR      CINEMAX      DISCO      ENTRY WAY

CUT ON DOTTED LINE

# SPACE SLEUTH

SLEUTH  (YOUR NAME)

## DETAILS ON KIDNAPER LEVEL? LOCATION?

#1 OR  #2       #1 HUB  #2 SPOKE  #3 RIM

VICTIM LAST SEEN?      A,B,C,D,E

LETTER A  OR B  IN NAME

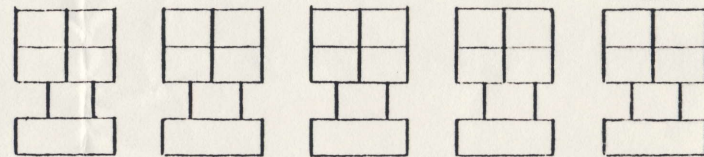
KIDNAPER  HUMAN OR  ALIEN?

## SPACE COUNCIL LOCATIONS

A      B      C      D      E

HUMAN  
ALIEN  
LEVEL

HUB-SPOKE-RIM



ARMORY      BAR      CINEMAX      DISCO      ENTRY WAY

## SPACE COUNCIL STATEMENT HUMAN      ALIEN

1 HAWK	9 VULCAN
2 DOG. BGG	10 BORKEN
3 EAGLE	11 MARTIAN
4 COL. BULL	12 VIBBEN
5 FALCON	13 VENUSTIAN
6 COL. BLIMP	14 BELZORK
7 FLASH	15 MOON MAD
8 COL. BLUE	16 BOBORK

### SCREEN DECODER

WITH = PERSON WITH A SUSPECT

LEVEL 1 OR 2 = #1 = LEVEL 1    #2 = LEVEL 2

LOCATION = #1 = HUB    #2 = SPOKE    #3 = RIM

PLACE = A = ARMORY - B = BAR - C = CINEMAX - D = DISCO - E = ENTRY WAY

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SUSPECT #10  
PLAYER# 4

SUSPECT STATEMENT

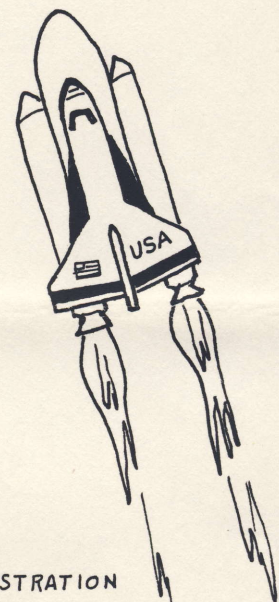
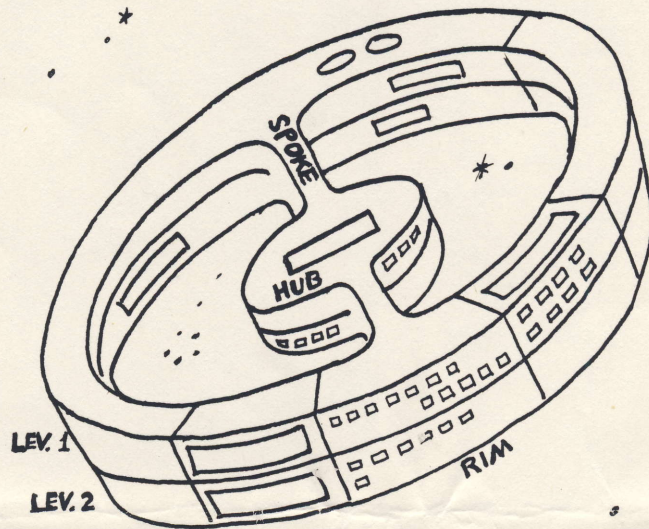


WITH  
LEVEL 1 OR 2  
LOCATION

PLACE

SCREEN ILLUSTRATION

SPACE SLEUTH  
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STORY ILLUSTRATION