

Start of a transcript of:



PDFFA Ottumwa

A Police Department Forensics Analyst story.

Copyright 2008,2009 by David A. Faught.

Release 4 / Serial number 012709 / Inform v6.31 Library 6/11 S

Standard interpreter 1.1 (4F) / Library serial number 040227

This game is very loosely based on a few web searches of the real Ottumwa, and watching too much TV.

The place: Ottumwa, Iowa, population about 25,000 and the county seat of Wapello County since 1844. It is historically known as the gateway to southeast Iowa because of its access to the Des Moines River and to the railroad.

You have come here for a well-deserved vacation, to relax away from the pressures of your job in the big city. By trade, you are a skilled forensics analyst working for the police department, but today you are planning on getting in some good fishing. You need to get a fishing license from the local sporting goods store.

Motel Room

A small room in an older motel. It is clean and comfortable, sparingly furnished, decorated all in neutral colors. There is a queen-size bed, a dresser, a night stand, and a full length mirror. The exit is to the west. You have just finished dressing after a good night's sleep and morning toiletries.

Enter "CREDITS" to see the game credits, or "HELP" if you want information on how to play.

>credits

This game makes use of several Interactive Fiction community contributed libraries to make life easier for me, the author, and for you, the player. They are:

SmartCantGo by Roger Firth,

infglk by John Cater,

(slightly modified) gtalk by Greg Boettcher, Krister Fundin, and Mark J. Tilford, and

(modified) HelpRoutines, and NewbieGrammar, by Emily Short.

Thanks to Dan Shiovitz and Parham Doustdar for their feedback on earlier versions of this game.

Also many thanks to Graham Nelson for making the great Inform compiler available, and to the rest of the IF community for their many great contributions.

Thank you all for making the creation of this little story an enjoyable time, and I hope that someone has at least as much fun playing it as I had writing it.

David Faught, 2009

>help

HELP TOPICS

Here is a list of topics that you can get some help with.

For example, if you don't know how to get started with the game, enter "help intro", or if you would like a list of verbs you could try, enter "help verbs".

INTRO VERBS HINTS
MOREHELP OUTSIDEHELP
MOREGAMES OTTUMWA

[Some of these topics are lengthy, so the printing will periodically pause to allow you to keep up. When that happens and you are ready to continue, press any key. When the ">" prompt reappears, then you can enter other commands.]

>help intro

INTERACTIVE FICTION

The game you are playing is a work of Interactive Fiction. In interactive fiction you play the main character of a story. You type commands which determine the actions of the character and the flow of the plot. Some IF games include graphics, but most do not: the imagery is provided courtesy of your imagination. On the other hand, there's a wide range of action available: whereas in other games you may be restricted to shooting, movement, or searching items you can click on with a mouse, IF allows you a wide range of verbs.

GETTING STARTED

The first thing you want to do when starting a game is acquaint yourself with your surroundings and get a sense of your goal. To this end, you should:

Read the introductory text carefully. Sometimes it contains clues.

Look at the room description. Get an idea of what sort of place you're in.

Usually the description will tell you two important things: where the exits from the room are, and what the objects are that you can interact with. Type LOOK if you want to see the room description again.

Look at the things in the room. Individual descriptions of items can help you out.

Examine yourself. Information about your character may be important.

Take Inventory. Sometimes you'll be holding something important.

Explore. Move from room to room, and check out every location available.

>help ottumwa

OTTUMWA, IOWA

There is more information about the City of Ottumwa, Iowa available from the city's own web site at <http://www.cityofottumwa.org/>

>help hints

The general idea is to examine evidence that will indicate if a crime has been committed, and use any such evidence obtained to help convict any potential criminals.

For example, in a potential murder, you need to identify the body and would want to know the cause of death determined by the coroner or medical examiner. If the cause of death indicates that it is a murder then you would try to identify the murder weapon, the alleged murderer, and tie the two together.

Motive, means, and opportunity.

You may need to talk to some people more than once to get them to open up a little.

>look

Motel Room

A small room in an older motel. It is clean and comfortable, sparingly furnished, decorated all in neutral colors. There is a queen-size bed, a dresser, a night stand, and a full length mirror. The exit is to the west.

>examine bed

A comfortable bed. The sheets are rumpled from having been slept in.

>examine dresser

A tall, wooden chest of drawers. It's been painted several times.

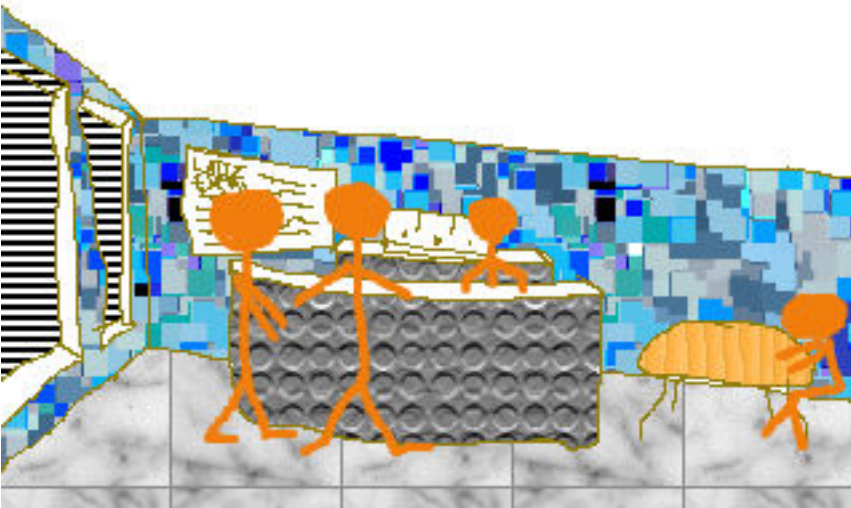
>examine night stand

A short, wooden table with one drawer. It's been painted several times.

>examine mirror

You are wearing simple jeans, walking boots and a Led Zeppelin t-shirt.

>west



Coffee House

A big, open room with a coffee bar near the entrance. According to the menu on the wall, they serve espresso, cappuccino, latte, and drip; hot or cold.

The room appears light and airy near the front, but darker in the back. There are arcade machines lined up along the back wall with a couple of big-screen TVs showing some of the action.

People are everywhere, sitting, talking, watching the arcade action, or playing.

A small hand-scrawled sign on the door says "Gateway to southeast Iowa? There is no southeast!" Curious.

You can see some assorted people, a barista, an extreme croquet player and your boss here.

>examine bar

A relatively tall bar with sugar and creamer containers sitting on top of a clean, white top. The espresso machine is sitting behind the bar on a credenza against the wall.

>examine espresso machine

I only understood you as far as wanting to examine the espresso.

>examine machine

A newer brewer, made all of sparkling clean stainless steel. It has a large hot water tank, and 3 specialized spigots where shots of espresso are pressure-brewed.

>examine menu

According to the menu on the wall, they serve espresso, cappuccino, latte, and drip; hot or cold. The prices are reasonable.

>examine arcade

Mostly the newer holographic machines with very realistic 3-dimensional displays. A player on the end is being beaten up by a character from the "Gangland" game, and laughing the whole time. You think to yourself "For all their realism, these games leave a lot to be desired." The big screen TVs show only a flat slice of the holograms from a couple of the newest games.

>examine tv

The big screen TVs show only a flat slice of the holograms from a couple of the newest games.

>examine people

A variety of people, some dressed well, some in t-shirts and jeans. Mostly they are just standing around, talking to each other.

>examine barista

Shirley Swirl is a stunningly beautiful young woman whose coffee creations taste like a wet horse. The coffee house does a great business when she's working.

>examine boss

Fred Funque is a real diplomat. You're glad that he takes good care of the political stuff and leaves you to do your job. He's wearing jeans and a casual striped shirt today.

>examine croquet player

Curly Cranky slouches around, contrary to the extremely fit frame she has. She moves like a cat and is dressed all in black tight-fitting clothes.

>talk to boss

You say "Hi! What are you doing here?"

Your boss, Mr. Funque, says "The local police have asked if you can help them with a case. I guess it's okay if we loan you out this time. Too bad about your vacation though."

>talk to boss

You say "Okay, what about the case? We'll talk about the vacation later."

He replies "They want to see you up at the country club."

>talk to barista

You say "Hi!"

The barista says "What would you like, hon? The menu is there on the wall."

>buy drip

The barista says "Here's the drip you ordered. Enjoy!"

>drink drip

You sip the steaming hot drink until it's gone. You feel very satisfied and energized.

>drink drip

You should probably buy the drip first.

>buy drip

The barista says "Here's the drip you ordered. Enjoy!"

>drink drip

You sip the steaming hot drink until it's gone. You feel a little buzzed.

>buy drip

The barista says "Here's the drip you ordered. Enjoy!"

>drink drip

You gulp down the steaming hot drink and burn your mouth and throat in the process. You feel a little buzzed and have to use the bathroom.

>inventory

You are carrying:
 an evidence bag
 a magnifying glass

>find bathroom

That's not a verb I recognise.

>look

Coffee House

A big, open room with a coffee bar near the entrance. According to the menu on the wall, they serve espresso, cappuccino, latte, and drip; hot or cold.

The room appears light and airy near the front, but darker in the back. There are arcade machines lined up along the back wall with a couple of big-screen TVs

showing some of the action.

People are everywhere, sitting, talking, watching the arcade action, or playing. You can see some assorted people, a barista, an extreme croquet player and your boss here.

>talk to boss

You say "Hello Fred! You never told me what you are doing here."

He replies "Hi!" and just smiles.

>north

U.S. 63

The road north out of downtown Ottumwa. It is a blacktop four-lane road with a low, narrow median in the middle. Much of the road is lined on either side with large older trees, and the surrounding area is mostly residential. There is an angle street to the northeast.

>north

Airport

The Ottumwa Industrial Airport, a small commercial airport. It looks like it handles more cargo than passengers. The main highway exits to the south.

>examine cargo

You don't see anything unusual.

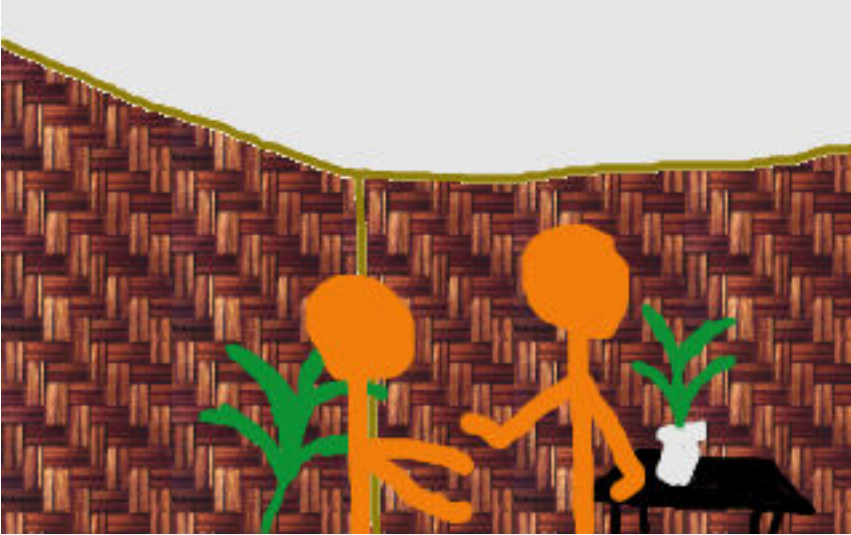
>south

U.S. 63

The road north out of downtown Ottumwa. It is a blacktop four-lane road with a low, narrow median in the middle. Much of the road is lined on either side with large older trees, and the surrounding area is mostly residential. There is an angle street to the northeast.

>northeast

As you approach the large club house at the country club, you remember back to a time in high school when you attended a dance at a place like this. Dressed up in a dark suit and striped white shirt, with a red tie and the incongruous black sneakers, you were sitting in the back of the black stretch limosine that you and your friends rented for the evening, jostling back and forth, laughing and talking excitedly about who would be here and who they were with. The bright lights of the entryway to the country club contrast to the dark interior of the limo, and as you pull up to the door the brightness sparkles against the windows, almost magical. You look over at your date, beautiful in her blue-green gown and faux-fur wrap, and ...



Club House

The club house of the Ottumwa Country Club. The interior space is all paneled in medium-toned wood, with lots of large windows for great views of the outdoors, especially to the south. Today the polo players and fans are all around, swapping dirt. There are a few golfers having a drink at the bar, which is the one dark corner in the whole place, having the large floor-to-ceiling neutral colored curtains drawn.

The starting holes for the front nine and back nine of the golf course are clearly visible to the south. The entrance from the highway circles around to the southwest, and there is a worn blacktop path to the east.

You can see some assorted people, the Police Chief and a polo player here.

>examine people

A variety of people, some dressed well, some in t-shirts and jeans. Mostly they are just standing around, talking to each other.

>talk to people

You say "Hello." Some of the assorted people say "Hi!"

>talk to polo player

You say "Sir, can I ask you some questions?"

"I am much too busy. Contact my office for an appointment," he says, and turns away from you.

>talk to police chief

You say "Hello, Chief. How are you?"

The Chief says "I understand that you're an experienced forensics analyst. Our local specialist just quit a couple of months ago, and we have a situation here at the country club. We would sure appreciate your help with this case."

What would you like to say?

(1) "I'd be happy to help. What can I do for you?"

The Chief hands you a vest and says "Here, wear this while you're on this case."

If you hurry, you can examine the body out on the polo field before it is transported."

[Your score has just gone up by one point.]

>examine vest

A navy blue vest with the word FORENSICS stenciled on the back in large white block letters. The front has a logo that reads "City of Ottumwa, IA Police Dept" on the breast pocket. There seems to be a key in the pocket.

>look

Club House

The club house of the Ottumwa Country Club. The interior space is all paneled in medium-toned wood, with lots of large windows for great views of the outdoors, especially to the south. Today the polo players and fans are all around, swapping dirt. There are a few golfers having a drink at the bar, which is the one dark corner in the whole place, having the large floor-to-ceiling neutral colored curtains drawn.

The starting holes for the front nine and back nine of the golf course are clearly visible to the south. The entrance from the highway circles around to the southwest, and there is a worn blacktop path to the east.

You can see some assorted people, the Police Chief and a polo player here.

>east

Just ahead you can see a polo field marked off with yellow crime scene tape. A young police officer steps forward and says "Sorry, you can't come this way. Go back to the club house."

>east

The young officer says "Listen you, I told you once. Go back to the club house before you get in trouble."

>east

"OK, troublemaker, now you're in real trouble. I asked you nice, but you just couldn't listen."

And with that the officer seizes you, turns you around and handcuffs you. Then he drags you over to a nearby squad car and roughly stuffs you in the back seat.

*** **

In that game you scored 1 out of a possible 4, in 48 turns.

Would you like to RESTART, RESTORE a saved game or QUIT?

> undo

Club House

[Previous turn undone.]

>wear vest

You put on the FORENSICS vest.

>east



Polo Field

A well-maintained grassy green polo field at the Ottumwa Country Club. It's several times bigger than a football field so the horses have plenty of room to run. The whole field is surrounded with miles of yellow crime scene tape. There are a few policemen scattered around the field. A worn blacktop footpath leads to the west and a dirt path to the northeast.

"Sometimes the kids use the field for extreme croquet games. The polo people chase them off." an officer says, "If they forget a wicket it can damage a horse. The stakes are dangerous too."

"Here's some gloves" says the officer as he hands you a pair of latex gloves.

You can see a dead body here.

>examine police

There are a few police officers at various places around the large field, with a couple near the position of the body and one by the path to the club house. They are dressed in traditional style navy blue uniforms and hats with badges prominently displayed. They all appear to be with the Ottumwa City Police Department.

>examine tape

The 3 inch wide, highly visible yellow plastic tape is strung around the entire polo field. It has the words "CRIME SCENE DO NOT CROSS" printed on it in large black letters every few feet.

>examine body

A body lying face down on the field. There are several apparent wounds and a lot of blood, soaking into the grass and dirt around the body.

An officer says "Nobody seems to know him and nobody saw anything. It figures!"

>wear gloves

You put on the latex gloves.

>examine body

A body lying face down on the field. There are several apparent wounds and a

lot of blood, soaking into the grass and dirt around the body.

An officer says "Nobody seems to know him and nobody saw anything. It figures!"

It appears to be an adult male, probably in his 20s. He is fully clothed in blue jeans, a t-shirt and athletic shoes. You examine the clothing carefully, looking for identification or other hidden objects, but don't find anything.

>examine blood

Around the position of the body, there is a single large blood pool which is soaking into the ground. It is a dark red, getting more tacky and sticks to the leaves of the grass. You estimate from the area covered by the pool that there may have been 2 quarts or more.

>examine gloves

A new pair of plain off-white disposable gloves made of latex. You're not allergic to latex.

>examine body

A body lying face down on the field. There are several apparent wounds and a lot of blood, soaking into the grass and dirt around the body.

An officer says "Nobody seems to know him and nobody saw anything. It figures!"

It appears to be an adult male, probably in his 20s. He is fully clothed in blue jeans, a t-shirt and athletic shoes. You examine the clothing carefully, looking for identification or other hidden objects, but don't find anything.

>look

Polo Field

A well-maintained grassy green polo field at the Ottumwa Country Club. It's several times bigger than a football field so the horses have plenty of room to run. The whole field is surrounded with miles of yellow crime scene tape. There are a few policemen scattered around the field. A worn blacktop footpath leads to the west and a dirt path to the northeast. You can see a dead body here.

>northeast

Stables

Separated from the polo field to the southwest by some sheltering trees, the large wooden stables for the polo ponies. You hear a pony nearby whinnie nervously. It smells of fresh hay and sweaty horses.

You can see a stable hand here.

>examine hand

George Bent is a skinny, skittish man who looks like he would rather run away than talk to you. He's carrying a shovel and has a horse brush stuck in his back pocket.

>examine shovel

Just an old, well used shovel.

>examine brush
Just on old, well used brush.

>examine pony
Just on old, well used paint.

>talk to George
You say "Sir, can I ask you some questions?"

"I don't know nothin" he spits out and quickly turns away.

>talk to George
You say "You could be a big help in this investigation."

George looks back and forth cautiously, then comes up close to you. "I saw Mr.Argyle, that bigshot polo player, messin' with the equipment over there in the corner a couple of days ago," he says. "I think he had a mallet in his hand, but somethin' didn't look right about it."

>look

Stables

Separated from the polo field to the southwest by some sheltering trees, the large wooden stables for the polo ponies. You hear a pony nearby whinnie nervously. It smells of fresh hay and sweaty horses.

You can see some polo gear in the corner and a stable hand here.

>examine hay
You don't see anything unusual.

>examine gear
There are saddles and bridles hanging around, and a collection of polo mallets and balls in the corner. One particular mallet draws your attention.

>examine mallet
The long, slender handled polo mallet looks like it has been modified. Looking closer, you see that the head of the mallet has been replaced with a CO2-assisted angle-faced croquet mallet head! There may be something very tiny on the head.

>magnify mallet
With your trusty magnifying glass, you see that on the end of the modified mallet head are some tiny indented letters. It looks like "XYZZY". There may be specks of blood in a couple of the letters.

>take mallet
Taken

>talk to George
What would you like to say?
(2) "I'm going to take this mallet. Thanks for your help."

"Means nothin' to me," he says, and continues on his way.

[Your score has just gone up by one point.]

>southwest

Polo Field

A well-maintained grassy green polo field at the Ottumwa Country Club. It's several times bigger than a football field so the horses have plenty of room to run. The whole field is surrounded with miles of yellow crime scene tape. There are a few policemen scattered around the field. A worn blacktop footpath leads to the west and a dirt path to the northeast.

>examine grass

The grass is a strong, hardy variety, well-rooted and green. It is cut fairly short. The field appears to be about 200 yards wide by 300 yards long with a pair of uprights about 20 feet apart in the middle of each end.

>west

Club House

You can see some assorted people, the Police Chief and a polo player here.

>talk to player

You say "Sir, can I ask you some questions?"

"Surely, fire away," he says carefully, as his eyes scan the room behind you.

>talk to player

You say "You could be a big help in this investigation."

Artie glances at the modified polo mallet, then stares and his eyes widen.

Before you can pull it away, Artie grabs the handle of the modified polo mallet, and says "What an interesting mallet! But this is an illegal modification. You were asking me about helping your investigation."

"How could I help?" he asks. "I don't know anything about it."

>undo

Club House

[Previous turn undone.]

>put mallet in bag

You put the modified polo mallet into the evidence bag.

>talk to player

You say "You could be a big help in this investigation."

Artie glances at the modified polo mallet, then stares and his eyes widen.

"How could I help?" he asks. "I don't know anything about it."

>talk to chief

What would you like to say?

(3) "Chief, I think you should bring in Artemus Argyle for questioning."

"I don't think you have identified the murder weapon yet," says the Chief.

>help hint

You should look more closely at some pictures or a mallet.

>southwest

U.S. 63

>south

Coffee House

You can see some assorted people, a barista, an extreme croquet player and your boss here.

>southeast

You can go only north, east or west.

>west

Sporting Goods Store

"We have everything you need for the sports you play!" It is a large box store, one big room with high ceilings and separate areas for the major sports activities, football, baseball, golf, swimming, soccer and fitness training. It appears to be a bit understaffed, as you can only see one sales clerk for the whole store.

You can see some offroad skates, some mallets, some safety gear and a salesperson here.

>examine skates

Fine inline skates with long wheel base and big wheels for offroading.

>examine mallets

Large metal croquet mallets with angled face to launch the ball. Some of the more expensive models have a CO2 assisted strike.

>examine clerk

Charlie Cookoo is in constant motion, like a puppy or a monkey playing. He jumps from person to person in the store, chatting and joking, making sure that each and every customer finds what they're looking for.

>talk to clerk

What would you like to say?

(1) "Hi, do you sell any extreme croquet gear?"

"I sell a lot of extreme croquet gear. There is a very active local group that plays out at the country club polo field. I've been known to join them myself, once in a while. It's great exercise."

>talk to clerk

What would you like to say?

(1) "What about the CO2-assisted mallets?"

"I've only sold one CO2-assisted mallet in the last couple of months." Moving behind the counter, he starts typing on the cash register. Then he says "Yes, here it is. It was to Artemus Argyle. That's a little odd because the polo players don't buy much of their gear here." Ripping off the paper rolling out of the register, he adds "Here is a copy of the receipt."

>examine receipt

A photocopy of a sales receipt for a CO2-assisted croquet mallet. The Sporting Goods Store sold the mallet to Artemus Argyle 3 weeks ago.

>talk to clerk

What would you like to say?

(2) "Do you sell fishing licenses?"

"Yes, we sell state fishing licenses."

>buy license

"You'd like a fishing license? Sure, we have those over here." You follow the clerk over to the counter, as he continues, "You're from out of state aren't you? That will be \$100 for 5 days." You pull out your wallet and pay the fee. The clerk inks a rubber stamp, stamps the back of the license and uses a pen to mark the front. Then he says "Thanks! Here you go."

[Your score has just gone up by one point.]

>inventory

You are carrying:

- a fishing license
- a copy of a receipt
- a latex gloves (being worn)
- a FORENSICS vest (being worn)
- a lab key
- an evidence bag
- a modified polo mallet
- a magnifying glass

>southeast

You can go only north, south or east.

>north

Outside of the Forensics Lab

You are standing in front of a small unremarkable red-brown brick building. A small sign next to the door says "City of Ottumwa, IA Police Department Forensics Laboratory."

>examine door

A simple but strong steel door painted white. It has a deadbolt lock.

>open door

It seems to be locked.

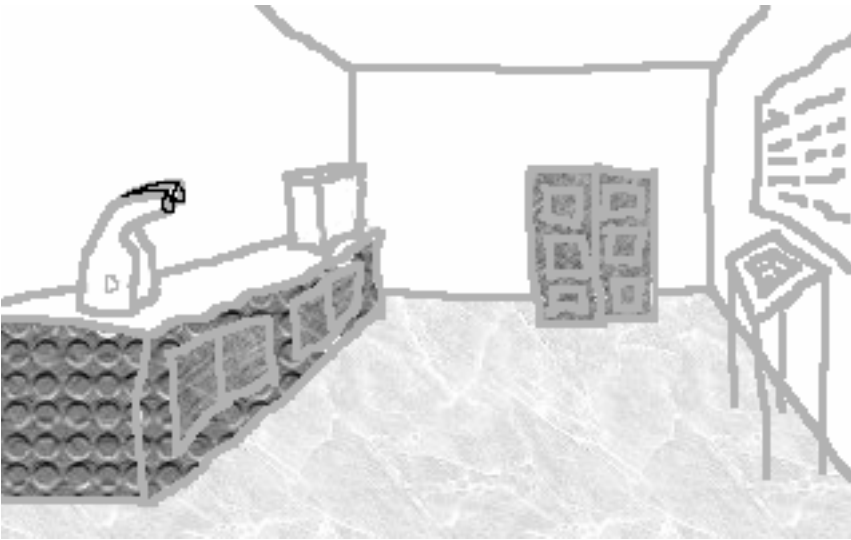
>unlock door with key

(first taking the lab key)

You unlock the door to the lab.

You open the door to the lab.

>north



Forensics Lab

A nice little lab - it seems well equipped, though not quite as well as your regular work place. This is the kind of place where you can do good work.

You can see a mass spectrometer, a fingerprint kit, a microscope, a database search engine and a buccal swab here.

>examine spectrometer

A large machine that analyzes the elemental composition of substances and shows you a chart of how much of each element is present. There is a small embossed plate on it that says "Property of Iowa State University"
The mass spectrometer is currently switched off.

>examine kit

A large carrying case with a variety of powders in jars and brushes, along with a stack of self-sticking clear strips. There is also a standard ink pad, a stack of blank cards, a jar of hand cleaner and paper towels.

>examine microscope

A binary microscope with adjustable everything. The microscope is currently switched off.

>examine database

A large screen monitor with a keyboard, both attached to some hidden processing power. All kinds of database searches display their results instantly here, including fingerprint matches, bullet striation matches, criminal records and DNA profiles.

It looks like it has voice recognition capability.
The database search engine is currently switched off.

>examine swab

A round plastic stick about 6 inches long with a small oval cotton tip stuck tightly to one end.

>take swab

Taken.

>take kit

Taken.

>inventory

You are carrying:

a fingerprint kit

a buccal swab

a lab key

a fishing license

a copy of a receipt

a latex gloves (being worn)

a FORENSICS vest (being worn)

an evidence bag

a modified polo mallet

a magnifying glass

>turn on microscope

You switch the microscope on.

>examine microscope

A binary microscope with adjustable everything. The back light at the bottom is so strong, it could blind a snake. The microscope is currently switched on.

>turn off mic

You switch the microscope off.

>look

Forensics Lab

A nice little lab - it seems well equipped, though not quite as well as your regular work place. This is the kind of place where you can do good work.

You can see a mass spectrometer, a microscope and a database search engine here.

>south

You think back to the familiar surroundings of the large lab where you work in the big city with its dozens of people working on hundreds of cases. Where each piece of equipment is located in each room, who is the subject expert on various technical and social case aspects ... Then you think "Why am I doing this? I'm supposed to be on vacation!"

Outside of the Forensics Lab

You are standing in front of a small unremarkable red-brown brick building.

>south

You hear a noise behind you and turn around to see a group of people running off with all the equipment from the lab, along with any evidence you may have left there. It doesn't look good for your future as a forensics analyst!

*** **

In that game you scored 3 out of a possible 4, in 116 turns.

Would you like to RESTART, RESTORE a saved game or QUIT?

> undo

Outside of the Forensics Lab

[Previous turn undone.]

>lock door with key

You close the door to the lab.

You lock the door to the lab.

>south

Sporting Goods Store

You can see some offroad skates, some mallets, some safety gear and a salesperson here.

>south

The first time you visited a morgue, it was a part of the Police Academy training. All of the candidates in your class were there to observe an autopsy. As your group filed into the examination room, the Medical Examiner said loudly "There is a jar of mentholated topical cream there by the door. Many people that come here put some of it under their nose to block the smell of decomposition. You might want to try it." Someone in the group murmurs "But how do I block the sight of the decomp?" The M.E. has sharp hearing and replies "Well, you could try closing your eyes, but then you'll miss all the good parts."



Morgue

The county morgue. The walls and low ceiling are white, and there is plenty of artificial light, although you don't see any windows. It smells of bleach. Occasionally a hint of something spoiled wafts by. It feels a little cold in here. The county coroner, Helga, is here. The exit is to the north.

You can see a dead body and the county coroner here.

>examine coroner

Helga Hoozits is a plump, cheerful woman, dressed in light blue scrubs decorated with little white daisies.

>examine body

A body lying on a gurney. It is covered with a sheet.

>examine sheet

A plain white plastic sheet, draped over the entire body to cover it.

>examine gurney

A large stainless steel cart used for moving people in the supine position. This one has no padding.

>move sheet

The coroner says "Please don't mess with the sheet."

>talk to coroner

What would you like to say?

(1) "Hi, how are you?"

Helga pauses from sorting internal organs to give you a cheery wave with a bloody gloved hand.

>talk to coroner

What would you like to say?

(1) "Do you have anything for me?"

"Here's the autopsy report on that John Doe from the country club," Helga says. "Looks like cause of death was a strong blow to the side of the head, but I can't tell what the weapon was."

>examine report

A folder labelled "John Doe 31415." It is full of assorted papers, including a generic diagram of a body with several injury locations marked, a long form signed by the coroner that has the phrase "COD: blunt force trauma to the left parietal bone inducing penetrating skull fracture and fatal cerebral hemorrhage," and several pictures of the body. The time of death is noted as about 7:00 PM last night.

>examine pictures

Several closeup pictures of the injuries on John Doe's dead body. The picture of the fatal head wound shows the blood has been washed away from the odd-shaped wound. It looks somewhat half-moon shaped and about 3 inches across.

>magnify pictures

Inside the half-moon shaped wound, you notice the imprint of some tiny letters. It looks like "XYZZY".

>drop report

Dropped.

>print body

Using the ink pad, you do a nice clean set of prints of all ten fingers on a standard print file card.

>talk to coroner

What would you like to say?

(1) "Thank you so much for getting the autopsy report so quickly."

"You're very welcome. Come see me again soon!"

[Your score has just gone up by one point.]

>north

Sporting Goods Store

You can see some offroad skates, some mallets, some safety gear and a salesperson here.

>north

Outside of the Forensics Lab

>unlock door with key

You unlock the door to the lab.

You open the door to the lab.

>north

Forensics Lab

You can see a mass spectrometer, a microscope and a database search engine here.

>turn on database

You switch the database search engine on.

>examine database

A large screen monitor with a keyboard, both attached to some hidden processing power. All kinds of database searches display their results instantly here, including fingerprint matches, bullet striation matches, criminal records and DNA profiles.

It looks like it has voice recognition capability.
The database search engine is currently switched on.

>talk to database

What would you like to say?

(7) Input fingerprints

You place the fingerprint card from the dead body in the scanner input, they are scanned in and displayed on the large screen. You key in the identification for the prints as "John Doe 31415."

>fingerprint mallet

You open the fingerprint kit, take out a large brush and contrasting color powder. Then you thoroughly and carefully brush the powder onto the surface of the modified polo mallet. Your work is rewarded and you lift two nice prints from the handle and another off the modified head.

>talk to database

What would you like to say?

(7) Input fingerprints

You place the fingerprints from the modified mallet in the scanner input, they are scanned in and displayed on the large screen. You key in the identification for the prints as "unknown."

You place the fingerprint card from the dead body in the scanner input, they are

scanned in and displayed on the large screen. You key in the identification for the prints as "John Doe 31415."

>talk to database

What would you like to say?

(1) Search fingerprints

Before you can blink, the database identifies the two fingerprints from the mallet handle as belonging to "Argyle, Artemus."

A brief moment later the print from the modified head of the mallet is matched to "Cookoo, Charles."

Instantly the database matches the fingerprints from the dead body to "Cranky, John."

>talk to database

What would you like to say?

(2) Search criminal records

You do a criminal records search on "Argyle, Artemus" and the database instantly responds with one Drunk and Disorderly charge and a list of paid parking tickets. The Drunk and Disorderly charge was dropped after he paid for the damages to the Ottumwa Country Club. This incident occurred after his team won a nationally-televised polo match.

You do another criminal records search, this time on "Cookoo, Charles," and find that he has been charged with assault by a few different people, but has always gotten off with fines and time served. He has never done hard time in prison.

You also do a criminal records search on "Cranky, John," and find that he is has been charged with trespassing several times at the country club. Apparently he is one of the extreme croquet players.

>talk to database

What would you like to say?

(3) Search DNA profiles

You have nothing to compare to.

>talk to database

What would you like to say?

(6) Search public Internet

The City of Ottumwa Police Department network firewall prevents you from searching the public Internet from this secure terminal.

>south

You remember your days at the Police Academy and the forensics training unit that your class went through. Because of your college background in sociology, psychology, and biology, you thought "This is a snap!" and voraciously consumed every crumb of forensics knowledge that the instructors and text books could provide.

Outside of the Forensics Lab

>north

Forensics Lab

You can see a mass spectrometer, a microscope and a database search engine here.

>south

You think about some of the cases you have worked on and how much you have helped bring closure to victims and their relatives, and about how many criminals have been prosecuted based on the evidence you have collected, processed, and testified about.

Outside of the Forensics Lab

>north

Forensics Lab

You can see a mass spectrometer, a microscope and a database search engine here.

>south

You remember the Medical Examiner's words during your academy field trip to the morgue "We treat each unfortunate person that shows up here with the utmost respect. We are often the last ones that can speak on their behalf."

Outside of the Forensics Lab

>lock door with key

You close the door to the lab.

You lock the door to the lab.

>south

Sporting Goods Store

You can see some offroad skates, some mallets, some safety gear and a salesperson here.

>south

At the bidding of the Medical Examiner, each member of your class comes forward and with gloved hand, touches the arm of the body. The cold of the refrigerated skin seeps right through the thin latex and surprises you. As you are filing past, the M.E. says "We treat each unfortunate person that shows up here with the utmost respect. We are often the last ones that can speak on their behalf."

Morgue

You can see an autopsy report, a dead body and the county coroner here.

>north

Sporting Goods Store

You can see some offroad skates, some mallets, some safety gear and a salesperson here.

>south

As the autopsy commenced, the external examination revealed that the body was an

adult male, probably in his fifties. Decomposition was not obvious. He had a heavy beard and unkempt hair, with rough weather-worn skin, especially around his eyes and in patches on his hands, forearms, and knees. The M.E. says "The officers that reported this body said that he appeared to be destitute and homeless. There were no personal belongings other than the tattered clothing he was wearing, and no identification." You remember that the internal exam did not show a shrunken stomach or enlarged liver, which the M.E. thought was curious.

Morgue

You can see an autopsy report, a dead body and the county coroner here.

>north

Sporting Goods Store

You can see some offroad skates, some mallets, some safety gear and a salesperson here.

>south

A week after the autopsy field trip, back in the classroom at the academy the sargent announces that the Medical Examiner has contacted him to let us know that they identified the body as one "Weeble, William" through his military service records. When contacted, his brother had flown in to claim the body and explained that William had lived by himself after his wife had died of cancer the year before. Then William had lost his job because of cutbacks and the bank foreclosed on his house. The brother had not known about this until he started checking after the M.E. had called, and was broken up that he had not checked on William sooner.

Morgue

You can see an autopsy report, a dead body and the county coroner here.

>north

Sporting Goods Store

You can see some offroad skates, some mallets, some safety gear and a salesperson here.

>east

Coffee House

You can see some assorted people, a barista, an extreme croquet player and your boss here.

>talk to barista

You say "Hi!"

Shirley says "What would you like, hon? The menu is there on the wall, but I'd be happy to explain all your choices."

>talk to barista

You say "Do you know a man named Artemus Argyle?"

"That Artie is such a kidder, but he's handsome," she says. "I might go out with him if he weren't the boss."

>talk to player

You say "Hi! Can I ask you some questions?"

Curly seems a little upset and says "My brother John was supposed to meet me at the polo field around dusk yesterday for a quick game of extreme croquet, but at the last minute I couldn't go so I called his cell phone and left a message."

>talk to player

You say "You seem a little upset. Are you okay?"

She replies "My brother didn't come home last night, and I haven't seen him at all today. I don't know where he is and I'm starting to get worried."

>north

U.S. 63

>northeast

You drift back to the dance and remember the low light of the room, the music of Big Ben's Brownout Band, hired for the event, filling the room around you along with the sounds of the other couples on the dance floor, talking and giggling, drawing closer to each other during the slow songs. As you sway around the room, a few faces appear and disappear in the darkness of the tables around the dance floor. You look down at the bright, beautiful face of your date. She is holding closely to you and has her eyes closed. You lean towards her ear, and start to say ...

Club House

You can see some assorted people, the Police Chief and a polo player here.

>southwest

U.S. 63

>northeast

You warmly remember standing outside in the dark, cool air, holding your date close and whispering to each other. The sound of the band drifts across the distance separating you from the club house, and as you look in that direction, there are pools of light around each lightpost along the path. You gingerly kiss for the first time and suddenly your whole being is buzzing with electricity. You try to steady yourself, and lean towards her again. She lightly holds you back, and says "Let's go back inside. I'm thirsty and it's getting late."

Club House

You can see some assorted people, the Police Chief and a polo player here.

>southwest

U.S. 63

>northeast

Ah, fond memories! Maybe you should try to find out whatever happened to Janet Jumble.

Club House

You can see some assorted people, the Police Chief and a polo player here.

>talk to player

What would you like to say?

(2) "Sir, can I ask you about this receipt?"

After glancing at the receipt carelessly, he says "Oh that. Yes, I often buy equipment there.

>talk to chief

What would you like to say?

(3) "Chief, I think you should bring in Artemus Argyle for questioning."

"Artie is a friend of mine." the Chief says. "Last evening, we drove to Iowa City for dinner and then went to the Hawkeye's game. It's an hour and a half drive each way and we didn't get back until late. I think I can give him a pretty good alibi."

>talk to chief

What would you like to say?

(4) "Chief, I think you should bring in Charlie Cookoo for questioning."

"Okay, let's go get him," the Chief says, and heads for the door. You go with the Chief as he collects Charlie Cookoo and takes him to the Police Station. In the interrogation room, the Chief shows Charlie the modified polo mallet and says "Your prints are on the murder weapon, Charlie."

Charlie breaks down and admits that he killed John Cranky last night at the polo field. The Chief asks "Why did you do it, Charlie?" Charlie replies "He was trying to take away my girl, Curly." The Chief sadly shakes his head as he says "Curly is his sister, Charlie." Charlie lowers his eyes as he says "Somehow he found out about my criminal record and then he wouldn't let me see her anymore."

"Thanks very much for your help," the Chief tells you. "I'll give the county sheriff a call and we'll all go fishing tomorrow. Can you be ready at 5:00 AM?"

Artie was only guilty of trying to cheat at polo, but Charlie knew about the modified mallet and must have used gloves when he actually committed the murder. Charlie knew that Artie had handled the mallet (it was Artie's mallet after all) and Charlie hoped that putting it back with the other gear after the murder would divert the investigation away from himself.

***** You have won *****

In that game you scored 4 out of a possible 4, in 174 turns.

Would you like to RESTART, RESTORE a saved game or QUIT?

> quit