

Sherlock Holmes

The Case of the Vanishing Thief



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Introduction

Dear Parents,

My name is Dr Roni Horowitz and I'm the developer of the creative thinking method on which this unique computer game, "The Case of the Vanishing Thief", was based.

Thank you for purchasing this inventive thinking game. A lot of time and effort has been invested by myself and Compedia Ltd. in creating a computer game for your children that will not only provide them with loads of enjoyment, but will also stimulate them to think creatively and thrill them with the results!

This "inventive thinking" method has been used in large corporations such as Ford Motors and Intel to achieve breakthrough results, and is also taught in universities.

Inventive skills and dealing with changing situations are basic to success in life. Unfortunately, these skills are not dealt with within the conservative structure of the school environment. Strengthening self-confidence by solving problems, understanding that a solution is always possible even if we don't see the solution right away, and a collection of thinking techniques acquired here will help to equip kids with tools for success in school and in life.

I feel confident that once the initial interest in the game has been aroused, your kids will be thirsty for more inventive thinking games and tools.

Here's wishing you and your children lots of enjoyment and a fruitful, unforgettable learning experience!

Dr Roni Horowitz

Installation and operating instructions

Installation instructions for Windows:

1. Insert CD into the CD-ROM drive and wait.
2. After a few seconds, the Setup program will start running automatically.
If not, run the program "Setup.exe" from the CD ROM drive.

3. Follow the instructions on the screen.

(It is usually adequate to press ENTER after each window.)

After the installation the game will run automatically.

Operating the game:

1. Insert the CD into the CD-ROM drive and wait.
2. After a few seconds the game will run automatically.

If not, operate the game by choosing "Start", "Programs", "Compedia Multimedia", "Sherlock-The Case of the Vanishing Thief".

System requirements:

Pentium 2 and up

Windows 98/2000/ME/XP

32 MB RAM

At least 20MB on the hard drive

16 bit Sound card

CD-ROM x 8 or faster (24 recommended)

Graphic card with at least 16 Bit colors

Website: www.compedia-usa.com

General explanation about game

Sherlock Holmes, as we all know, is perhaps one of the best detectives of all time. And that's why he's been called to the scene of the crime, a museum, to investigate the mysterious case of a thief who has apparently vanished into thin air even though the museum is surrounded.

Accompanying Sherlock is his good friend and assistant, Dr. Watson. They start examining the scene of the crime only to discover that some pictures have been removed from their frames. Watson also discovers a jewelry box that he suspects has been tampered with. He picks it up to take a closer look (ignoring Sherlock's words of advice not to touch anything that could be used as evidence).

Watson starts feeling strange and then simply disappears, finding himself in a totally different place and time in history! It doesn't take Sherlock Holmes long to figure out that Watson has been sucked into some sort of time machine, and that the same thing probably happened to the notorious thief, Jimmy. He advises Watson to go after the thief, and this is where you come into the picture...

Go with Watson to each time zone and help him solve the mission in each so that Jimmy will have to leave that time zone and move on to the next, until he has nowhere to run and will be forced to return to the present where he will be caught and put behind bars.

Sherlock is an expert on the "inventive thinking" tools that are needed to solve the missions, so ask for his help along the way if you need to.... Good luck!

Intro

Starting the adventure – Sherlock and Watson arrive at a museum that is the scene of the crime.



We see a video of Sherlock, Watson and the policeman investigating. Watson touches a jewelry box that appears to have been tampered with, and disappears. Sherlock understands that Watson has been sucked into some sort of time machine that the thief probably got sucked into as well. He tells Watson to go after the thief...



Main Menu



Click on the **pictures** to go back in time with Sherlock and Watson to the different time zones, solve the missions and catch the criminal!

Click on the **old radio** to change the volume of the background music. It is recommended to keep the volume of the background music low so that you can hear the narration.



Click on the **globe** to go to the Inventive Thinking Internet site:
<http://www.start2think.com>

Click on the **book** to get to know the people who created this game.

Click on the **door**, to see the opening Intro again.

Click on the **handle** at the bottom right to go back to the previous screen.

Game Menu

Choosing a time zone



Sherlock asks you to go along with Watson and help him solve the missions in the different time zones. Just click on the **pictures** to enter the time zones.

You can take part in the advanced **police training activities** by clicking on the items on the right (gun and police whistle).

So click on one of the time zones and prepare to go back in time for a historical adventure.

Click on the **lever** at the bottom right to exit.

Important icons

The following icons appear on every screen:



- Click on the **jewelry box** at the bottom left to get help or a clue.



- Click on the **lever** at the bottom right to go back to the previous screen.

How to play

How to play the game in all the time zones:

Each time you land in a time zone you need to solve a detective mission. Listen carefully! Every detail may be a clue to help you find a solution to the problem.

In each time zone, use the mouse to:

- Click on **each item** to see if it can be activated and used
- Click on the **characters** to see if they have important information to help you
- Click on the **jewelry box** at the bottom left to hear if Sherlock has any clues or ideas that may help you
- Click on the **lever** of the time machine at the bottom right to go back to the control screen where you can choose to move to another time zone.

Occasionally, even if you don't ask for help, Sherlock will decide to give you a clue or an idea. Listen carefully! He is an expert in inventive thinking. His ideas will help you solve the problem.

The Missions

The stolen jewels (Victorian England)



A leopard doesn't change its spots, and that means that a thief is always a thief!
So it goes without saying that even in Victorian England, Jimmy is up to his old tricks
- breaking into houses at night to steal expensive jewelry.
This time, Jimmy breaks into the home of a wealthy English aristocrat.
Unfortunately for him, he bumps into a big angry dog. He gives the dog something to
make it sleep, but before he manages to escape with the loot, Watson arrives and he's
forced to hide the jewelry box somewhere in the room.
You need to help Watson try to find out where Jimmy hid the jewels.
Help him catch Jimmy and get him out of this time zone.

The missing signposts
(Spain - 1500 BC)



We've gone back in time about 500 years to Spain – a dangerous time to be roaming the streets. Jimmy has joined the street muggers, and he's been scheming.

He removed the signposts along the main road where the merchants travel with their wagons full of merchandise.

Because the signs have been removed, the merchants can't find their way and get lost in the forest.

And who do you think is waiting for them there? Jimmy, of course! He catches them off guard and robs them.

When the Spanish policeman (Watson) goes to replace the signs, he finds that some of the poles are too high and he can't reach the top to put the signs up.

Please help him put the road signs in the right places. Hang the blue sign on the blue pole, the red one on the red pole, and the yellow sign on the yellow pole.

The ancient elevator (Ancient Rome)



At the top of a hill overlooking the city of Rome, there's a box of treasures inside the temple ruins. The treasure needs to be moved to Rome.

Where there's a treasure, there's often also someone who wants to steal it. And our crooked Jimmy wastes no time.

He climbs up the hill in the middle of the night to take the treasure, but discovers that here too there's a big angry dog guarding it.

A Roman centurion (Watson) is guarding the treasure and arrives on the scene to find Jimmy disguised as a pillar trying to hide from the dog that's trying to get at him.

The prison wagon is at the bottom of the hill and the guard needs to get Jimmy, the dog, and the treasure down there.

The problem is that the ancient elevator is too small. It's only big enough to take Watson and either the treasure, the dog or Jimmy.

Obviously Jimmy can't be left alone with the treasure because he'll take off with it.

The dog can't be left alone with Jimmy because it's angry and hungry.

What can Watson do? Please help him!

The diamonds and the safe
(Paris in the Roaring Twenties)



Well, it goes without saying that Jimmy is involved in yet another crime, and once Watson goes along to try and catch him.

The situation is like this: someone has stolen the diamonds from the safe without activating the alarm, and without leaving any trace of who it could be.

Jimmy is the only suspect - he's the only one who went into the store after closing time.

In his defense, Jimmy claims that he couldn't possibly have opened the safe and stolen the diamonds. He claims that it's not possible for anyone to open the safe, take the diamonds from all the drawers, and close the drawers again in less than 11 movements (the number of movements allowed before the alarm is activated).

You need to prove that it is actually possible so that we can incriminate Jimmy and get him out of this time zone.

The torn identikit (Wild West)



We're in the USA – the Wild West. Jimmy has already made himself a name as a famous train robber. His identikit is hanging up in every jailhouse. A few suspects have been brought in - there's a good chance that Jimmy is among them, and there will be a line up in the morning to identify the robber. But there's one small problem. Slick Jimmy managed to tear up the identikits the night before, which means that it will be difficult to identify him. Help Watson put the two pieces of the identikit together and light up the area so that he can get a good look at it.

Solutions to the missions

Solution – The stolen jewels



The main idea in finding the solution:

Raise the level of the water by putting the dog's chain into the vase.

Solution process:

Use the key to release the dog. Take the flowers out of the vase and put the chain into the vase. Then let the dog sniff Jimmy's shoe by putting the shoe under the dog's nose. After the dog sniffs the shoe, it will be able to sniff out the jewelry that has Jimmy's smell on it. (The jewelry is under the rug that the dog was lying on).

Inventive thinking tools:

In this solution we use the **Unification** tool. The chain is used to raise the level of the water in the vase.

The basic idea of the **Inversion** tool is also used here. We need to find a way to get the water "out of the vase", and adding objects to the vase does this.

Solution - The missing signposts



The main idea in finding the solution:

Build a ladder from the road signs themselves so that Watson can climb up and hang the signs at the top of the poles.

The solution process:

Start with the red pole (the highest one). Put either the blue or yellow sign at the bottom of the pole, and then put the remaining sign (not the red one) above it. Now put the red sign at the top of the red pole.

Watson will climb up the signs and put the red one in its place at the top of the pole. When he climbs down, get him to remove the two signs from the bottom of the red pole.

Now use the blue road sign to hang the yellow one on the yellow pole in the same way as before.

Finally, put the blue road sign in its place.

Inventive thinking tools:

The main tool used in this solution is the **Unification** tool - the road signs are used for a different purpose (to build a ladder).

The **Inversion** tool is also used here - we start with the highest pole and work down.

Solution - The ancient elevator



The main idea in finding the solution:

At some stage after Jimmy has been taken down to the prison wagon, he needs to be brought back up again. In the solution we need to compromise or reverse an action that has already taken place.

The solution process:

Put the handcuffs on Jimmy and take him down to the prison wagon using the ancient elevator. Then bring the dog or the box of treasures down, put it in the wagon, and take Jimmy back up. (If you decide to bring the treasure, you need to lock it first!) Leave Jimmy at the top, take the remaining object down in the elevator (if you chose the dog first, then you need to take the treasure down this time), and put it into the wagon. The last thing you need to do is go back for Jimmy, bring him down and put him in the wagon again.

Inventive thinking tools:

The main tool used in this solution is the ***Inversion*** tool.

We reverse the action of taking Jimmy down – we take him back up again.

Solution - The diamonds and the safe



The main idea in finding the solution:

Instead of opening the top drawer first (#1), we start with the bottom drawer (#5). In this way it's possible to remove the diamonds from the drawer without having to close the previous drawer each time.

Solution process:

Use the broom to knock the key down and then open the safe with the key.

Open drawer #5 and take out the diamond.

Without closing drawer #5, open drawer # 4.

Again, take the diamond out. Continue in this way until you get to the top drawer (#1) and have collected all five diamonds. Use the broom to close all five drawers together.

Inventive thinking tools:

We use both the Inversion and Unification tools in this solution.

Inversion: We start opening the drawers the other way around – from drawer #5 at the bottom to drawer #1 at the top.

Unification: We use the broom for a different purpose than usual – to reach the key and also to close all the drawers together.

Solution - The torn identikit



The main idea in finding the solution:

Use the matchbox as a candlestick.

Solution process:

Attach the torn half of the identikit using one of the three thumbtacks. Afterwards, light the candle in the candlestick and attach the matchbox to the corkboard using one of the two tacks left at the top half of the identikit. Melt the bottom of the candle lying on the table and put it on the matchbox that's on the corkboard. Now use a match to light the candle.

Inventive thinking tools:

In this solution the main tool used is *Unification*.

The matchbox is used as a candlestick for the candle that lights up the area so that the identikit can be seen.

Games

To quit these activities, click ESC on the keyboard (top left).

Shooting range

Click on the gun on the right side of the main menu to play this game.

In this game you have three minutes to shoot the moving targets (pictures of Jimmy). Each time you shoot a target, its color will change. You need to match the color of the target with the color of the policeman waiting on the other side.

Explanation of the road signs: If you hit this sign you'll get another 10 points.



If you hit this sign the targets will move faster.



If you hit this sign the targets will stop for a few seconds



If you hit this sign you'll get more time to play the game.



If you hit a target you'll get more points.



Maze car chase

Click on the police whistle on the right side of the main menu to play this game.



Jimmy, the robber, is escaping in an orange car and is trying to avoid the police cars that are after him.

The police have given you three cars marked: 1, 2, 3

You can use all three of them during the chase. To switch from one car to another, click on the number of the car on the keyboard and then use the arrow keys to chase Jimmy. Pay attention to the fuel gauge at the bottom left.

Maze car chase- solution:



Credits

Concept Creator & Game Design:	Dr. Roni Horowitz
Script:	Dr. Roni Horowitz
Intro script:	Catherine McDonald
Project Managers:	Dr. Roni Horowitz Hadass Cohen
Management:	Ilan Goldberg Shai Newman Gil Ilutowich
Programmers:	Hadass Cohen Peleg Kurland Gil Levinson
Production:	Suzi Vivanti
Background Artwork:	Michael Gershnik Genadi Arkoulis Yavgeny Markovitz
Creative Director:	Genadi Arkoulis Michale Gershnik
Animation and Character Design:	Andrey Lichqin Tanya Yazena Konstantin Biryukov Regina Shafir Irena Katz Irena Nachin Polina Gershanik Maya Marin
Package Artwork:	Genadi Arkoulis
Original Music:	Noam Capeliovitch
Script adaptation:	Catherine McDonald
Recording Studio:	The Box & M-vision
Voices:	Zvika Fohrman Dalia Lyn
Sound Directors:	Suzi Vivanti & Catherine McDonald
Marketing and Distribution:	Sigal Crohn Shai Newman

Localization: Alla Levin

Quality Assurance: Ayala David
Ron Mazal-Tov
Irena Kimburg

Thanks to...
All the kids and parents for their help and guidance!

Contact us: info@compedia-usa.com

Important note: The time zones in this game are used for the purposes of the story only and are not intended to teach historical facts.