Due to an influx of enquiries from people requiring further help with
SHERLOCK we have put together a few more hints to help you out.

1. YOU KEEP GETTING SHOT OPENING BASIL'S SAFE IN LEATHERHEAD

    You must wait until Basil leaves Leatherhead to open his safe.
    Basil will return to his house in Leatherhead before going to
    London and it is up to you to establish when. I would suggest that
    you just keep popping in and out to see if he's there.

2. ENTRY INTO BASIL'S HOME - CAMDEN STREET

    You will need to enter through the window, but be careful as he is
    a light sleeper, and you won't have much time.

3. ENTRY INTO TRICIA'S HOME - CAMDEN STREET

    Why not wait until Tricia comes home and unlocks the door herself?

4. CHARACTERS KEEP DISAPPEARING

    When characters know you are following them they can be very sneaky,
    especially Basil, so it is intentional that they can disappear very
    quickly.

5. THE SINGED NOTE

    Use the initials at the start and name at the end as a starting point.
    When what you get begins to look like rubbish, look at it again -
    perhaps from a different angle.

6. THE GAME ENDS AT 1.02AM TUESDAY

    Before you can progress far into the game you must prove the Major's
    guilt or innocence first. After establishing this it will be clearer
    what the next step to take is.

    By the way, the correct solution to the game should end on Wednesday
    evening.

7. GETTING TO OLD MILL ROAD

    You will find that given the right circumstances, Lestrade will return
    to Leatherhead and he and Straker will tale a police cab to the Old
    Mill Road. However, he will not do this until you have proven to him
    the need to go there.

8. STILL HAVING TROUBLE COMMUNICATING WITH LESTRADE

    If you are using the form of communication as described in the booklet
    and still finding communication difficult, then what you are trying
    to tell Lestrade is most probably not relevant to the case. Make sure
    you follow Straker and Lestrade around and get as many clues as
    possible from doing this.

    When proving things to Lestrade, the actual evidence is not always
    required. Provided that you have found or seen it, he will generally
    believe, or at least respond to your conclusion.

8. Cont.

    Also, it is almost impossible to get Lestrade to go anywhere unless
    he was going there in the first place.

    An added hint - you don't need to persuade Lestrade to go to Basil's
    homes in Camden Street and Cobden Lane.

9. WATSON

    Watson is the one character who learns during the game and because his
    character consumes so much memory, you should be aware of not talking
    to him too much, or his knowledge could completely fill all available
    space and give you an 'out of memory' statement.

    Also, you must ask Watson to accompany you if you wish him to be
    involved in the case. He does at times make comments about things,
    but whether they are useful or not, you will have to decide that for
    yourself.

10. USING THE 'WAIT UNTIL' COMMAND

    If you use 'WAIT UNTIL' you will need to know the actual time you wish
    to wait until, otherwise you could get stuck, as the real time clock
    speeds up. Just press ENTER to return to real time.

11. USE OTHER CHARACTERS TO HELP YOU

    Sometimes you will need to be in more than one place at a time and you
    should enlist the help of others to investigate and attend to things
    happening simultaneously in the game. Remember also that the police
    can find out about some things that you would not be able to, due to
    characters refusing to co-operate for instance.

12. CRASHES WITH THE C64 VERSION

    It is regrettable that a number of people with the Commodore 64 version
    of SHERLOCK have experienced crashes at random parts of the game. We
    are unsure why this should happen to some people and yet not to others.
    To date we have been unable to duplicate these crashes but feel that
    they are a result of the complexity of the game. We are presently
    working on information supplied to date and hope we will soon find a
    solution to this most annoying problem.

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  I do hope that this information is of assistance and will further enhance
  your enjoyment of the game. May I wish you happy computing.