

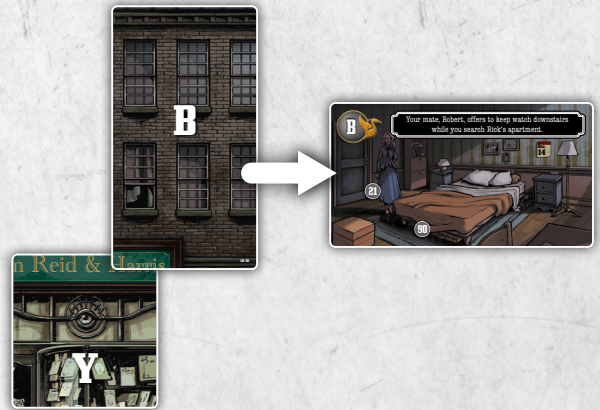
THE BIRMINGHAM MURDER



- To start, take your pistol and your cap . To find the two locations your boss mentioned (the crime scene and Rick's apartment), refer to the illustrations on the back of the cards.

AT RICK'S

- Finding Rick's apartment: On the back of card (don't flip it over yet!), there is a sign reading "Broom Reid & Harris". Rick lives on the first floor to the right. You need the card depicting the same sign but positioned higher. Take card .



- When you arrive at Rick's, you talk to his wife , who sets you on the trail of the Irish gang. While looking under the bed, you find his briefcase , which is locked with a code. You also find a cufflink that had fallen between the bed and the nightstand. Take card .



- The tear-off calendar on the wall shows today's date: December 14. Rick's wife tells you his birthday was yesterday. Therefore, he was born on December 13.

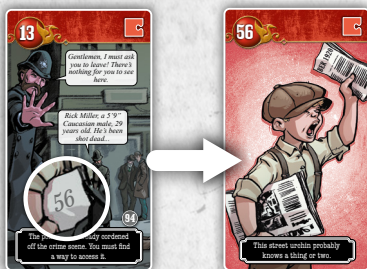


THE CRIME SCENE

- Finding the crime scene: On the back of card , you can see the reflection of some bobbies and a dead body in a storefront window. Take card .



- Take card 94. You learn from it that two Irishmen seem happy that Rick is dead and are heading to the pub to celebrate. Also, if you look closely at the newspaper the boy is holding on card (13), you will find a hidden number. Take card 56.



- Pay attention to what the bobbies are saying. One is providing Rick's age (29 years old), while the other is preventing you from approaching the body. As your boss told you, you have the police in your pocket! Show them 13 your gang's cap 23.

$$23 + 13 = 36$$

Take card 36.



RICK'S BODY

- Next to Rick's body, you find casings 10, whose caliber matches that of the weapons your gang uses. You also find him clutching a crumpled piece of paper P.

You notice that the anchor on Rick's signet ring has the same shape as the mark imprinted upon his wife's face 21.

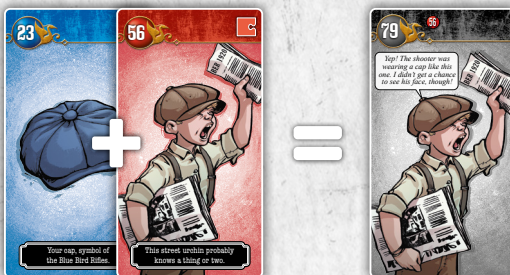
He must have been the one who was beating her.



THE NEWSBOY

- To persuade the newsboy 56 to talk to you, show him the cap 23 : 56 + 23 = 79.

Take card 79.



- The boy tells you that the murderer was wearing a blue cap just like the members of your gang! You also take note of the year written on the newspaper: 1920. You can now open Rick's briefcase.



RICK'S BRIEFCASE

- The code to Rick's briefcase **90** is his birth date. Now that you know the current year (1920) and Rick's age (29), you can determine the year he was born ($1920 - 29 = 1891$). As you previously determined the day and month he was born (December 13), his full birth date is 13 December, 1891. Access machine **90**, enter code 121391 or 131291 using the wheels, then press OK. Take card **Y**.



THE IRISH PUB

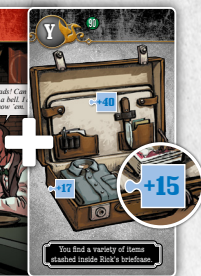
- Locating the pub: Look at the back of the cards to find which pub the Irishmen went to. Take card **59**.



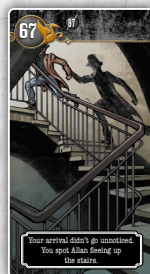
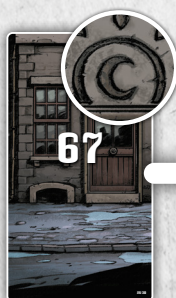
- The bartender asks you to show him which table the men you're looking for were seated at. Access machine **59** and refer to the crumpled piece of paper you found in Rick's hand **P**. Now, press the table in the middle of the bottom row. Take card **72**.



- The bartender **72** is reluctant to cooperate. However, if you give him some of the money **+15** you found in the briefcase **Y**, he may change his mind: $72 + +15 = 87$. Take card **87**.



- The bartender **87** then tells you the name of the man, Allan, as well as how to find his residence. Take card **67**.



CHASING ALLAN

- Clearly, someone alerted Allan that you were coming. You find him fleeing up the stairs **67**, heading to the upper floor. You need to find the card whose back shows the next floors of the building depicted on card **67** to follow him. Take card **52**.



- Allan doesn't want to get caught and escapes through the window with the blue towel hanging out of it **52**. You can find that same window on the back of card **17**. Take card **17**.



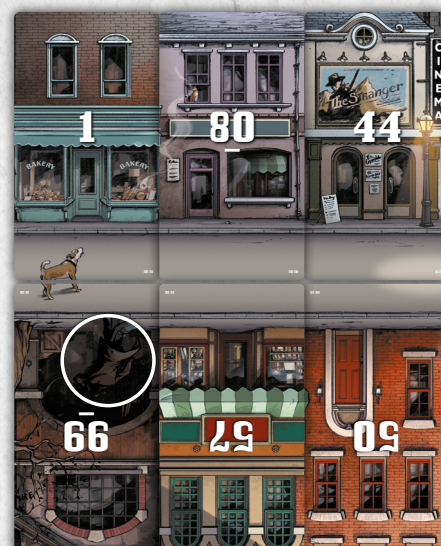
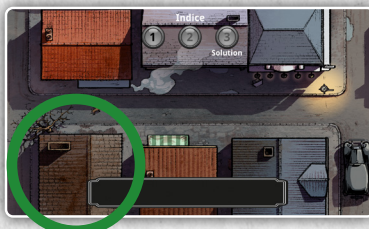
- Allan is far ahead of you by now, but you can still catch up with him if you take a cab **70**. Unfortunately, the cabby is a windbag. You point your pistol **5** at him to make him shut his cakehole: **70** + **5** = **75**. Take card **75**, then use the machine to pursue Allan.



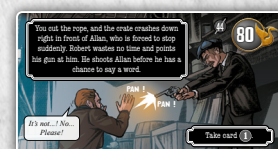
LOOKING FOR ALLAN

- Machine **75** instructs you to use the **backs of the cards** to recreate the street in which Allan is hiding. Some elements displayed on your screen will assist you in this task: a dog (**1**) and a lamp post (**44**). Use 6 cards to create a "panoramic view" of the street and its buildings. Top row: **1** dog's head and body, **80** cat and smoke from the bakery, and **44** lamp post. Bottom row: **99** dog's legs, **57** storefront as seen in the reflection on the back of **80**, and **50** light from the lamp post. On card **99** you can see Allan running into a building. Therefore, you must click on the corresponding building in the bottom left of the app.

Take card **99** (and notice that Robert's cufflink is missing on this card), then take card **44**.



- You have to capture Allan **44**. To do so, throw the knife **+40** you found in Rick's briefcase to cut the rope holding the crate **+40** above Allan's head: **+40** + **+40** = **80**. Take card **80** (Robert kills Allan in cold blood), then take card **1**. Now, go and report back to your boss.



THE BOSS

- Finding your boss: Remember how she described her place (card **K**). She mentioned a blue front door flanked by a pair of columns.
Take card **43**.



- Access machine **43**. Before you go see the boss, you can make one final set of interrogations. Two of the options will not be helpful: the boy and the bartender, as they have already told you everything they know. Choose either Hannah or Robert. To interrogate Rick's wife, Hannah, you can either scan the cufflink **39**, Rick's ring **36**, or Hannah's face **21**. You find out that Rick started beating her when he found out she was having an affair. The cufflink belongs to Robert, who seemed quite eager to kill Allan, a rival gang member. However, the casings match those of the gun used by your gang. You don't get an outright confession but a strong conviction that Hannah's lover is the culprit.



- Interrogating Robert is even simpler since scanning the cufflink **39** is enough to obtain a confession.



- Now that you are reporting to the boss, she asks you to implicate the culprit. By now, you have figured out that Robert killed Rick. You must decide whether or not you want to rat him out. Your choice is simply a moral one that does not affect your final score. If you accuse Allan, Robert gets away unscathed, but you unleash a gang war with the Irish. Similarly, if you pick Hannah, Robert gets away with the murder, but he will probably hate your guts forever. You can take the blame yourself and meet a horrible end. Finally, you can blame the newsboy, but doing so will likely weigh heavily on your conscience.

