

DEMO
CASE

BUREAU OF INVESTIGATION

THE DISAPPEARANCE OF A STUDENT



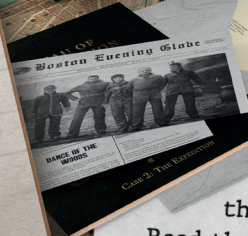
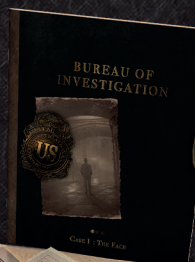
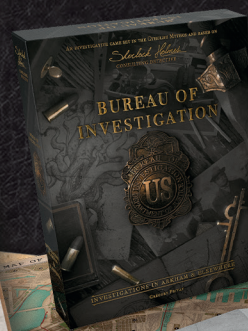
"Welcome to the Bureau of Investigation, Agents! Here are five very peculiar cases that will put your investigative talents and courage to the test."

Bureau of Investigation - Investigations in Arkham and Elsewhere is based on the rules of Sherlock Holmes Consulting Detective and offers innovative options and tweaks. You don't need to have played SHCD to enjoy this game.

As a team, follow the leads, interview witnesses, examine documents, and reveal the threats looming over mankind!

Good luck!

1-8 players
14+/90 min.



This demo case is shorter and simpler than the ones included in the game.

Read the introduction below to get started with this **Bureau of Investigation** demo. Then, read several leads before turning to the Intervention section. Each lead is numbered and can be visited either in **Interview** mode (you contact the individual(s) there), in **Investigation** mode (you try to obtain information in a roundabout way), or both (in the order of your choice, but it counts as 2 leads). It is recommended that you note the leads you follow so that you can reread them later.

When you have exhausted the allowed number of leads, choose one (and only one) location and read the corresponding entry in the Intervention section (if there is no such entry, you fail).

INTRODUCTION

U.S. Department of Justice Bureau of Investigation

April 5, 1929, Arkham West Police Station

It's 6 a.m. on a rainy Friday morning, and as officers of the Arkham City Police Department, that means your shift starts now. You don't expect anything exciting from the day ahead. You find the same-old piles of paperwork on your desks, and body odors still flow from the drunk tank. Before too long, Chief Burt calls you into his office. Hoping that a new case will put some distance between you and your paperwork, you hurry to the meeting.

"Professor Bradshaw of **Miskatonic University (1300)** came to see me last night. He wanted to report the disappearance of a diligent student of his, Albert Copper. He's been missing for the past three weeks. The professor stopped by **Mrs. Charline's boarding house (1900)**, where Albert rents a room. But he wasn't there. I figure he's probably shackled up with some broad somewhere. But still, I promised him we'd look into it. And by we, I mean you. You have until tonight to find this guy. Got it?"

You can read **10 leads** before turning to the Intervention section.

You wonder if it would be helpful to visit the **Central Police Station (1400)** or the **morgue (1200)**.

1200

You realize that your mission will be a bit more complicated than anticipated when the morgue supervisor responds to your question in the negative.

"No, I haven't received a corpse matching your description in months. Besides, I must admit that lately, it has been very calm. The only body that I received last night was this worker that was crushed by a girder. Look at his thick, dirty, black nails. I have never seen anything like that before. This city never ceases to amaze me."

1300

Professor Bradshaw welcomes you into his office.

"I can't imagine Albert giving up on his studies. On the contrary, he is one of my most diligent and brilliant students."

You ask him if there were any warning signs as to his disappearance.

"No, absolutely nothing. Admittedly, he had been tired for weeks, probably because of the personal work I require from my students. I think I am strict, but fair. In any case, his disappearance is of great concern to me."

1340

You are received by Amy Boisdard, the head of the library, an old maid with a very strict dress.

"Albert Copper, yes, absolutely, I see very well who he is. He is a model student from a modest family. In recent months, he seemed quite tired, with large dark circles around his eyes and hands shaking slightly. In September, he was mostly borrowing books on mathematics and physics, as well as some science magazines. His requests have turned to more original works lately: astronomy, then ancestral rites, and finally esotericism. A month or so ago, he made a very insistent request for books kept in a secure part of the library. Unfortunately, Professor Armitage, who runs that department, is currently in Dunwich and could not follow up on that request. That was three weeks ago, and I haven't seen Albert since."

1400

Max Senrick, a field staff sergeant, receives you in his office. He does not look down on you, and you appre-

ciate that. You worked together several years ago and got along well. He offers to tip you off about Mrs. Charline's boarding house.

"We've dealt with two kids from there before. One of the Raxons, Gerald, I believe. We caught him pissing on a patrol car. He was drunk. He had a half-empty bottle of whiskey on him, but we let him off with a warning. When he's sober, he's a nice guy. There's also Emily Sundeer, a rebel too. She's into politics, a 'suffragette,' as they say. But I never heard of Albert Copper."

Then he adds in a low voice:

"But how many of you are investigating this case? I must confess that I met with a private eye. He was with the police ten years ago, so we exchange tips from time to time. He's a tall redhead with an improbable face. He also wanted information about the boarding house. Then, there were two guys from Boston, military types. They told me they were from the interrogation office or something. Feds, I think. They were clearly looking for information about Albert. And now you. Can't be a coincidence."

1900

Mrs. Charline's boarding house is a three-story building whose windows, like eyes, give it an inquisitive look. It is located in a quiet area of Arkham, some three hundred yards from the university. An ideal boarding house for students looking for a roof, cooked food, and some peace and quiet for a modest sum of money.

You have to knock several times on the door before some small woman opens the door suspiciously. Then, dazzled by your gleaming uniforms, she lowers her guard and ushers you into her living room which adjoins a kitchen smelling of herbs and stew. Quickly, you realize that Mrs. Charline speaks little and makes you repeat twice everything you ask her.

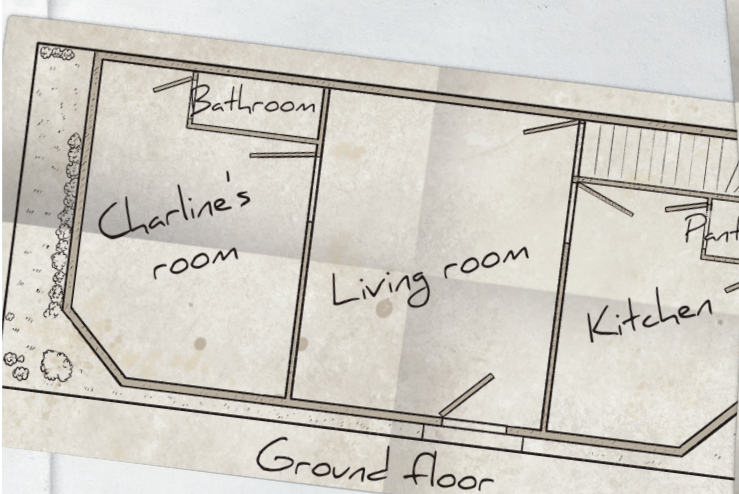
"Oh! You know, my little students, they're a bit like the children I never had. Well, yes, my husband died on the front in 1918. I was a nurse there in France, but I really couldn't do anything for him. I still blame myself, and I never started a new life. So, instead, I take good care of my little ones. I cook good food for them and clean up after them when they leave dirt on the kitchen floor. I take my work seriously, and I keep things tidy here."

You try asking her for the list of the boarding house tenants between two anecdotes about her job as a nurse during the war.

"On the second floor, I have **Gerald (1921)**. He has quite a personality, that one. He reminds me of my husband in his youth. You'll find **Rose's room (1922)** on the same floor. She is very nice. You won't be able to talk to her; she's on vacation with her parents as far as I know. On the third

floor, Emily occupies the room at the end of the hall, and on your left, you'll find that of **Daryl (1932)**. Not much of a talker, that one. Always in his books. Quite the opposite of **Emily (1931)**, who's real devil, but always willing to give me a hand. She's a beautiful person. You'll find **Albert's room (1941)** on the top floor. Anyone will tell you that he's the most brilliant one of the bunch. His work is the only thing that matters to him, and that's only become more true in the past few months. Besides, it's quite simple; he works so much that I haven't seen him at all lately. If you want to talk to him, you should go and knock on his door." Before leaving, Mrs. Charline hands you over a large bunch of keys and adds:

"I wrote the name of each student on the keys. It's better that way; I have had memory problems for some years now." Before continuing your investigations, you take a quick tour of the ground floor. The living room is plain, only adorned with a carpet in red tones and, on the mantel, a photograph of a young couple: a soldier and a nurse. Mrs. Charline's room is most ordinary. The garden is tiny and well maintained. The kitchen is full of food and utensils. A chopper placed next to two beautiful chickens draws your eyes to the table. Further away, you notice a large combination lock affixed to a door that probably leads to a pantry.



1921

Gerald opens the door, his eyes empty and a breath more than questionable in this time of prohibition. He does not like the police, and this much is clear from the tone of his voice. Nevertheless, he answers your questions. "I don't know much about Albert. I don't hang out much with him. He's deeply committed to his work. Not like me! I try to enjoy life to the fullest, if you know what I mean." But then he remembers something. "Ah! Yes, his only leisure is to spend as much time as possible with Rose. Students in a boarding house and all that stuff... You know the drill, don't you? Unless you didn't pursue higher education? I saw them last, here on this very landing a month or so ago. They were having a bit of an argument, I think."

1922

You knock on Rose's door but to no avail. No one answers.

1926

Gerald casts a tired eye at the brooch you have presented to him. "Ah, this brooch! I found it in the kitchen last week, I believe. But I don't remember exactly when."

1931

Emily opens the door. At first, she has a closed face and a defensive attitude. However, when you ask her about Albert, she finally proves talkative. "Albert is a bit of a strange boy. I saw him wandering around with a pickax covered in dirt. In the corridor. Late at night. I think he's a sleepwalker, and I must say it's been weeks since I saw him. He may have gone on a trip. I always found him a little scary, so I never talked to him much."

1932

"Do you really think that with all of the work I have on my plate I have time to listen to your crap? Blah-blah-blah, questioning... I don't know what happened to

Albert, but for the past three weeks, I've finally been able to get some sleep. Frankly, I couldn't understand any of his all-night screaming and idiotic chanting. Oh, I stand corrected. The only words I could make out and understand were 'rat' and 'witch', if that gives you any indication at how delirious the guy was."

This is how Daryl greets you as soon as you say the first words. And he continues, still just as excited:

"At first, he was an OK guy, but by the end, he was frantic. And Mrs. Charline, who is deaf as a doorpost, didn't hear anything. The shells in '18. What do I care about her Great War and trenches? Speaking of trenches, I must mention how badly Albert smelled. He reeked of freshly dug dirt and rotting carcass. I'm glad he's gone!"

You cut your conversation with this foul-mouthed student short.

1936

Emily takes a good look at the brooch and tells you that it must have belonged to Rose.

1937

Daryl intently looks at the brooch, as if immersed in an ocean of indecision, before telling you: "Can't remember if it belonged to Rose or Emily. I'm terribly sorry."

1941

Before you're able to knock, the door opens to let out two men with short hair and black frock coats. They close the door immediately, preventing you from seeing the room behind them.

"Mr. Copper is not here. He is on a study trip. Have a nice evening."

Dumbfounded, you observe the two bruisers turn on their heels and hurtle down the stairs of the boarding house.

2000

Ipswich is less than an hour away from Arkham, but you appreciate the journey as an opportunity to escape the dull atmosphere of your own neighborhood. The small

house belonging to Rose's parents is surrounded by a garden perfectly delineated. After exchanging the usual courtesies and sipping an excellent coffee the hostess served you, the Millers tell you that they also are looking for someone: their daughter. They have not seen her for a week. She was supposed to pay them a visit, but she never made it to Ipswich. The father even made the trip to Arkham, to no avail. The mother informs you that they hired a private detective two days ago: a tall redhead with a broken nose, but they have heard any news from him yet. When Burt learns of Rose's disappearance, he grants you a few extra hours to find both students. You can visit **3 additional leads.**

2005

Rose's parents stiffen when they see the jewel. Her father clenches his fists before turning away to hide his emotion. It is her mother who finally speaks up: "Yes, it is Rose's brooch. We gave it to her before she left for the city to study. A reward for her efforts and good luck... Does it mean that you've... that she's..." You catch the poor woman as she collapses. You keep repeating that you haven't found her daughter yet before she snaps back to reality.

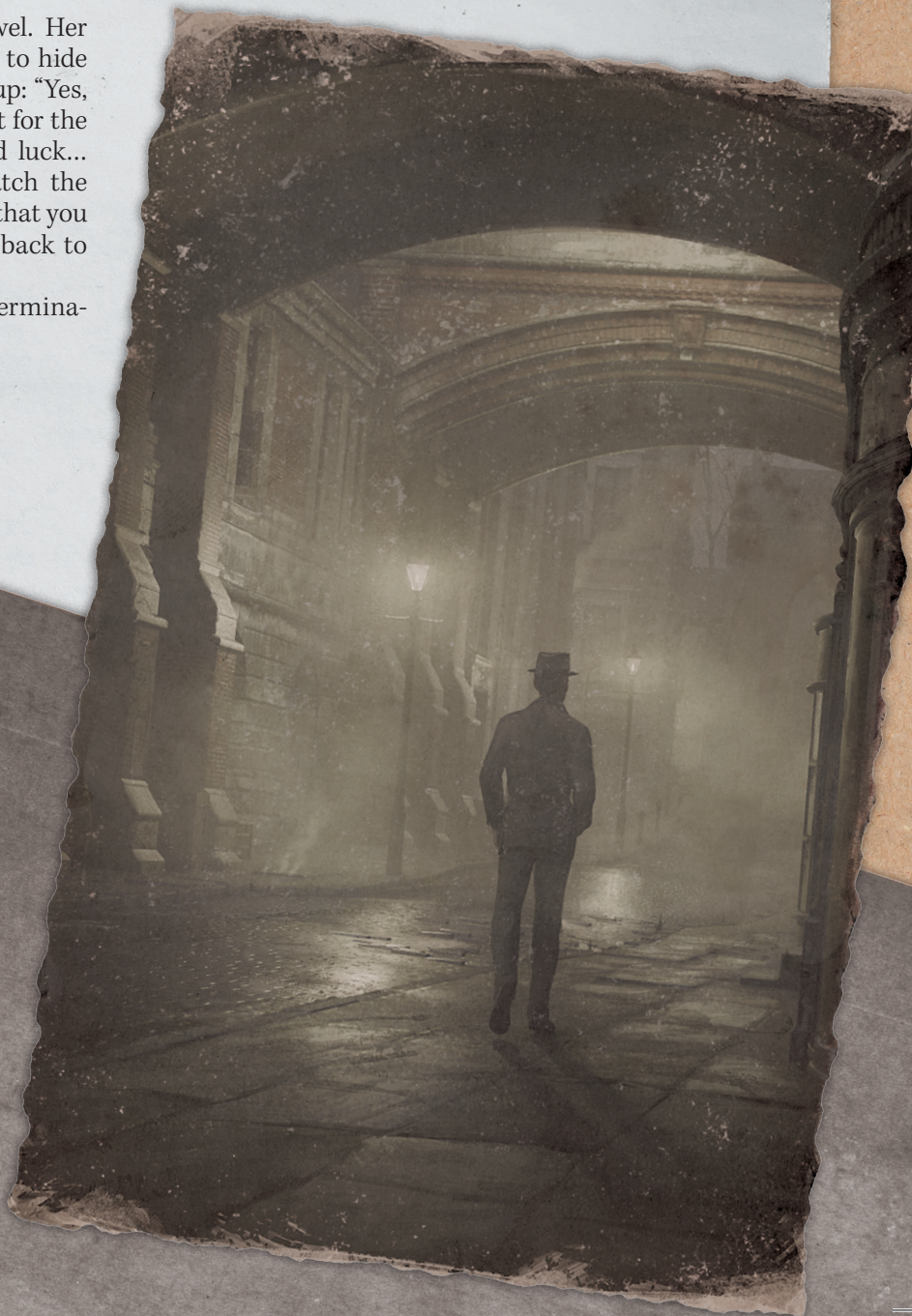
You leave filled with emotion and a renewed determination: you will find Rose, whatever the cost!

2010

The tall redhead introduces himself with these words: "Hey, guys. There's nothing to worry about! I used to work for the police. I'm James Peacock, a private investigator."

You shake hands, and the atmosphere is instantly friendly: you speak the same language and have the same goal.

"The Millers hired me. They're worried about their daughter. So far, I haven't found anything alarming. I deduced she had a crush on her nerd of a roommate, and in my opinion, she eloped with him. So I know it's not to their liking, but hey, when Cupid shows up with his Thompson, God knows what can happen!"



1300

You spend a good while watching the comings and goings in the university surroundings and quickly realize that given the number of students on the premises, it will be challenging to recognize anyone. However, thanks to Burt's description of Professor Bradshaw, you manage to spot him in the middle of a crowd of students before too long. You follow him, at first with your eyes, then on foot as he heads down a small alley that borders a walled park. There he meets a suspicious-looking redheaded man. Bradshaw hands him a brown envelope. The two men quickly separate before going about their business.

1340

Armed with a search warrant, you get your hands on all the books Albert had borrowed and returned to the library. After spending a good hour reading, you realize that he made sure to annotate specific works: angle calculations, theories on the effect of stars on specific places in Arkham. Nothing more than esoteric delusions, which provide no clue to his whereabouts.

1900

Mrs. Charline's boarding house is a three-story building whose windows, like eyes, give it an inquisitive look. It is located in a quiet area of Arkham, some three hundred yards from the university. An ideal boarding house for students looking for a roof, cooked food, and some peace and quiet for a modest sum of money. You decide to ferret about the ground floor in the absence of its owner. The living room is plain, only adorned with a carpet in red tones and, on the mantel, a photograph of a young couple: a soldier and a nurse. Mrs. Charline's room is most ordinary. The garden is tiny and well maintained. The kitchen is full of food and utensils. A chopper placed next to two beautiful chickens draws your eyes to the table. Further away, you notice a large combination lock affixed to a door that probably leads to a pantry. Everything is perfectly maintained and cleaned with care, except perhaps the underside of the kitchen furniture, which conceals traces of dirt.

1918

Now that the landlady has gone to buy some food at the nearby market, you discreetly enter her kitchen and fiddle with the combination lock that bars the door leading to the pantry. The combination you deduced is correct and opens the way, not to the pantry but a flight of damp steps. Armed only with flashlights, you begin to descend, listening only to your courage. The stone floor quickly gives way to a chaos of rocks and loose earth. The damp narrow passageway sinks deeper and deeper. Finally, after roughly a hundred feet, a mass of bloody rags mixed with bones and shreds of flesh gives you a glimpse of the sad truth. Rose didn't just disappear. She was served as food to some hungry animal. You hurry to follow a filthy trail of blood and pieces of flesh, like some sort of disgusting treasure hunt. As the passageway splits into several galleries, you begin to hear screams, grunts and footsteps. And they are all converging on the same point: you. The flashlights slip out of your hands as the tide of fangs and claws sweeps you away. And there, in the beam of a flashlight, you see a body curled up on the ground. You have perfectly completed your mission by finding the bodies of the two students without any external help. Ironically, it would seem that your sagacity and curiosity will not be rewarded today. You're dead.

1921

Taking advantage of Gerald's absence, you use the keys entrusted to you by Mrs. Charline to let yourselves into his room. Apart from a creaky floor that reminds you a ship's deck, an assortment of trash, and dirty clothes, you find nothing of great interest. But! Ah, yes, you find in the drawer of his nightstand a beautifully made brooch that must have belonged to a woman. If you want to ask someone about this brooch or associate it with a particular location, add 5 to the relevant paragraph and read the corresponding entry.

1922

Rose's room is neatly kept. Nothing seems unusual. However, after a short search, you find many letters she received from her parents, which give a glimpse of quiet, everyday life in the small town of Ipswich (2000). You also learn that Rose must be there at this very moment. The crumpled piece of paper you take from the waste-paper

basket turns out to be the breakup letter Albert wrote her last week. Finally, Rose's jewelry box is complete except for a case that could hold, for example, a pendant.

1927

You take the brooch out of your pocket and try placing it in the case. It fits perfectly.

1931

Making sure to keep the tenant away, you enter Emily's room. At first glance, it seems perfectly maintained. A little too much, even. You quickly notice that the stack of books and the writing utensils on her desk are covered in dust, indicating that they have not been used for quite some time. The same cannot be said of the typewriter and the piles of documents hidden under the bed. Most are political leaflets whose primary goal is the emancipation of women. Some pamphlets draw a parallel between the English suffragette movement and the application of their methods in the United States. You find her diary, in which she shares her remarks and thoughts about the boarding house. She does not understand why Rose is infatuated with this 'loser' Albert, whom she reproaches for his rather suspicious behavior. She describes his nocturnal comings and goings and deems them to be sleepwalking.

1932

As part from some curious wax-soaked cotton balls on the nightstand and a recently added interior lock on the door, you notice nothing special in this room that you visit while its tenant is away.

1941

Albert's room leaves you relatively perplexed at first. The corners of the room are illogical, as if they were partitions. But after knocking on all the walls, nothing sounds particularly hollow. You find a large number of books borrowed from the Arkham Library (1340). Most of them are about astronomy, ancestral rites, and esotericism. But the strangest thing you notice is the traces of dirt on the floor. And these scratching noises coming from the walls...

2000

After spending an hour waiting in your car, not far from the house of Rose's parents, you see a suspicious-looking individual knocking on their door. He speaks with Rose's father for a few minutes before continuing on his way. A quick tailing reveals his 'headquarters': a covered truck that he has converted into a mobile office (2010).

2010

You take the time to observe this curious individual as he bustles in and around his truck. He reads some documents and the contents of a large brown envelope. But he is quickly interrupted by the arrival of two bruisers in black frock coats. The conversation is short, as he finds himself threatened by one of them while the other grabs most of the papers he was just rifling through.



INTERVENTION

1900

A quick overview of the boarding house allows you to focus on one essential point: the pantry. After breaking open the lock with a crowbar, you notice a flight of stairs leading to the basement.

As you are about to descend the stairs, two men in black frock coats stop you, flashing badges for a federal bureau you didn't even know existed: the BOI. At the sight of their gear — a flashlight attached to a 12-gauge shotgun, trench daggers, heavy-caliber handguns, and harnesses strung over their suits — you take a step back. These guys are professionals. They undertake to descend into the bowels of the earth. After an hour and a series of detonations, the two men finally come back upstairs, dirty and injured.

"There's nothing more we can do for these kids. You did everything you could, but it was already too late."

The taller of the two places a caring hand on your shoulder and continues: "You did an outstanding job today. We always need resourceful and courageous guys like you at the Bureau. If you're interested, come and see us tomorrow morning." They leave as quickly as they came. No one would know the floor, the smell of rotting carcass emanating from the basement, and this business card from the Bureau of Investigation.

You have completed your mission and can now discover even more exciting and strange adventures in the Bureau of Investigation game.

1918

Yon glance over at your colleagues from the police station who have come to lend you a hand. Their determined looks restore your confidence, and you launch the intervention. Everyone knows their part, and you quickly secure the first floor. You rush to the kitchen and fiddle with the combination lock that bars the door leading to the pantry. 1... 9... 1... 8... You were right! Instead of a pantry, a flight of damp stairs awaits you. Encouraged by the presence of your brothers in arms, you make your way down.

Quickly, the stone floor gives way to a chaos of rocks and loose earth. As you progress through a muddy trench with some difficulty, you are stopped by injunctions further up the assault column: "Stop! Come back up!" Climbing the stairs last, you discover your colleagues in a semi-circle facing two guys in black frock coats flashing

badges for a federal bureau you didn't know existed: the BOI. These men look impressive: flashlights attached to 12-gauge shotguns, trench daggers, heavy-caliber handguns, and harnesses over their suits. These guys are professionals. The tallest points to the stairs behind you: "We are taking command of this operation. Your mission: stop anyone else from following us in. Now step aside." Then, they undertake to descend into the bowels of the earth. After an hour and a series of detonations, the two men finally come back up, dirty and injured.

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1921

Searching through Gerald's room, you find a rather large stock of contraband alcohol under, carefully hidden under the floorboards. There are too many of them to be for his personal consumption. Gerald just earned a one-way ticket to jail.

But no trace of Albert or anyone else. You failed.

1941

Armed with your tools — shovels, pickaxes, and elbow grease — you are determined to find what this curious room is hiding. But, after several hours of digging behind every wall and smashing the few pieces of furniture there, you have to face the facts: Albert's not here. You have failed. And what's more, the almost imperceptible scratching noises are still all around you.

A game based on the Sherlock Holmes Consulting Detective system designed by Suzanne Goldberg and Gary Grady
Bureau of Investigation is a game designed by Gregory Privat and published by SPACE Cowboys.
The Disappearance of a Student was written by CROC and Gregory Privat.
All the latest news about the Bureau of Investigation and SPACE Cowboys are available at @SpaceCowboysFR, @space_cowboys_officiel, and SpaceCowboysSL.