

## *FROM THE EDITOR'S DESK*

Re: Tips for Holmesians

Date: 3/1/85

"Another Bow" again finds Dr. Watson at the Master's side, retelling his adventure. You, the player, discover yourself cast in the role of Holmes. So...

- \* Read the directions! Holmes is a complex man. "Another Bow" is his most complex collection of cases.
- \* In each scene, observe your surroundings. Where are you? Who appears to be present? Who is not?
- \* Take notes in order to recall what passengers have said and done, as well as to chart the patterns of their movements.
- \* Passengers on the *Destiny* are continually moving. It may be necessary to follow a passenger for several consecutive moves until you discover what he or she is up to.
- \* If a passenger is reluctant to answer questions, or answers them with other questions, it is best to move on.
- \* Be leisurely. You must live through many days of the cruise before solving all of the cases. It is often advisable to "wait" or "smoke three bowls" if nothing is currently happening. Also, get enough sleep at night and eat your meals.

In 1919, Holmes was well into his sixties. Due to his age, he required the healthier Dr. Watson to remind him of appointments, keep him apprised of the time and direct him toward events.

Watson's manuscript however, shows that, while sailing on the *Destiny*, Holmes's powers were unbroken by his failing health. Deducing from the facts, he examined the threads of the cases, unspinning each to its resolution. As a player, you are well advised to follow in the Master's footsteps. For in 1919, his may have been the only way left to save the free world.

Good luck.

A handwritten signature in black ink, appearing to read "R. A. Parker". The signature is fluid and cursive, with a long, sweeping underline that extends to the right.