Suspect

Preface to the Story
Halloween night. You are a guest at a very exclusive party: the annual Costume Ball at Ashcroft Farm. You are mingling with society's blue bloods and power brokers, sampling caviar and champagne, and enjoying the fine orchestra and the outlandish costumes. Quite a treat for a newspaper reporter like you -- until someone plays a nasty trick on you. You're framed for a murder you didn't commit. You'll have a hard time convincing the police of your innocence. You'll have to figure out who did commit the heinous crime, and why. You'll need irrefutable proof. The murderer is no doubt watching your every move. But you have only a few hours to escape the trap that's been laid for you.
The murderer is in your midst, laughing behind your back.

About the Author
Dave Lebling was born in Washington, D.C. and grew up in suburban Maryland. He attended the Massachusetts Institute of Technology, and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He was a co-author of the original mainframe Zork. He has co-authored Zork I, Zork II, Zork III, and Enchanter, and written Starcross and Suspect on his own

Suspect Special Commands

*ACCUSE (someone) OF (something) - This makes an accusation against someone.

*AGAIN - SUSPECT will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

*ASK (someone) ABOUT (someone or something) - This is an impersonal form of the sentence CHARACTER, TELL ME ABOUT (someone or something).

*CONTINUE - This lets you continue on to wherever it was that you were going. You can abbreviate CONTINUE to C.

*DIAGNOSE - This will give you a brief description of your physical condition.

*EXAMINE (something) - You will probably use this a lot.

*EXAMINE (something) CAREFULLY - You will probably use this occasionally, when you think that spending more time will give you more results.

*GO TO (a location) - This command starts you on your way to a specific room; it will take you there one move at a time and will tell you what rooms you're passing through and what events are happening there. Once you're on your way, you can continue on to your destination by typing CONTINUE or C at subsequent prompts.

*SEARCH (someone or something) - This is a search for unusual items.

*SEARCH (someone) FOR (something specific) - This is a search for something in particular, whether unusual or not.

*SHOW (something) TO (someone) - You may get an interesting reaction.

*TIME - This tells you the time in the story.

*WAIT FOR (someone or some amount of time) - You may wait for some specified amount of time; if something interesting happens in the meantime, however, your wait will terminate then. You may also wait for a character to arrive; if something interesting happens in the meantime, or if the character doesn't show up after a long time, SUSPECT will ask you if you want to keep waiting.

*WAIT UNTIL (time) - This causes time to pass until the desired time arrives. If anything interesting happens during this time, you will have a chance to stop waiting.

You are cordially invited to
the gala Halloween Ball

Mr. and Mrs. Michael Wellman
request the pleasure of your company
at the Halloween Ball
on the thirty-first of October
at half after eight o'clock.

Ashcroft Farm

R.S.V.P.
318 Oak Manor Lane
Crofton

Appropriate Halloween Dress

Dearest...
It has been too long since we last talked. Please do try to come to the party. There are so many things I have to tell you. Until then,
Veronica

The Washington Representative

from the desk of

Earl Davis Jackson, Editor

Since you've already been invited to this big society bash, why not go ahead and make a story out of it for our Sunday Living section?

From the looks of this article, there may be an angle that hasn't been covered. Perhaps... The Old Hunt Club types fleeing the onslaught of suburbia. Could play it either straight or humorous depending on what you get.

Enjoy.
Earl Davis J.

MARYLAND

R A M B L E R

THERE GOES THE NEIGHBORHOOD.

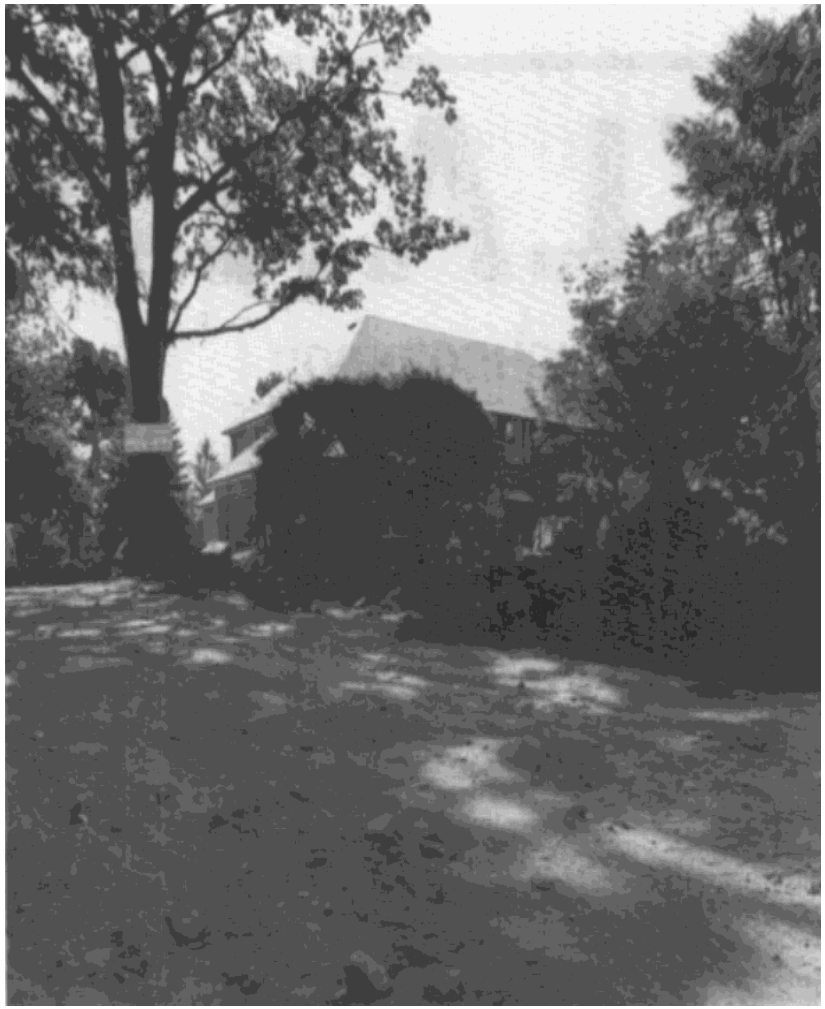
As suburbia spreads out, Maryland's Blue Bloods move on.

ON THE FIRST SATURDAY OF EACH month, privileged equestrians from Montgomery and neighboring counties gather at the Eaton Hills Hunt Club dressed in scarlet coats, white cravats and black velvet bowlers. At precisely 8:00 a.m., a copper horn sounds a muted but distinct tune signalling the hunters to mount their horses. On cue, 40 eager hounds sing out their own baleful music. Pulling eagerly at their chains, they, too, are ready for another Eaton Hills fox hunt to begin.

"Very soon all this will be gone," says former Maryland Senator Daniel Horn, standing in a dewy field on a crisp October morning presiding over this Saturday's hunt. "Only 20 years ago, the Allison Club (a former thoroughbred farm, now defunct) bordered us to the east, and Sharp's Hill lay to the south." Horn points off to the south, and one can see the roofs of homes interspersed through groves of oak and pine; there are not a lot of homes, not inexpensive homes, but homes nonetheless.

"There was plenty of acreage and plenty of solitude then," he says. "But now look at it. There are too many people, too many houses. In a few years, we'll be staging hunts in people's back-yards. Or not at all!"

BY SUE ANNE FRANK



A sign of the times: Estate breakups change the face of Maryland's past.

The Allison Club, Sharp's Hill and a handful of other private sanctuaries for the rich--once sprawling farms of hundreds, even thousands of acres--have been replaced by "planned communities," as club members derisively call them. Estates formerly belonging to some of the nation's wealthiest families have been transformed into two- and three-acre plots for the upper middle class who have graduated from the fashionable suburbs of Bethesda and McLean to the more pastoral climes of Montgomery County.

New projects in this part of Montgomery County by no means cater to the impecunious. Prices for new homes start at around $250,000 and go to over a million dollars. Still, the old and sometimes intractable super-rich find it hard to coexist with their new neighbors. Begrudgingly, many of them move on; and as they go, they leave more and more of the old estates open to new development.

The new money.

Real estate developers such as Montgomery County's William Cochrane, a firebrand entrepreneur who buys land from the wealthiest and sells to the wealthy, have adjusted comfortably to the new order that the past 10 years have wrought. Sitting behind the wheel of his vintage 1938 Dodge "Woodie" overseeing the survey and division of his latest acquisition, the Old Sewell House, he

RAMBLER

seems oblivious to the slow-boiling controversy that surrounds him.

"It's very simple," says Cochrane. "My clients are looking for a few acres and solitude. They don't need half a county; one or two acres will do. So they come to me. I have half a dozen properties now under development. The people who sold me this property sold it because they grew weary of fighting the inevitable. They realize how close DC has become. They know their property is worth a fortune. They know more and more people are coming, like it or not. And they know that if they can't get used to having neighbors, they're going to have to move. When they make that decision, they come to me. I pay top dollar, and I charge top dollar."

Cochrane has no romantic illusions about the Maryland Hunt Country. He plays a numbers game. And he often wins. But lately, Cochrane is beginning to feel the heat of a handful of old residents who refuse to be bullied and bought out.

A group of old-money landowners has formed a coalition to save what's left of the Hunt Country life; they are making no concessions to Cochrane and others like him. Their weapons? Money and influence.

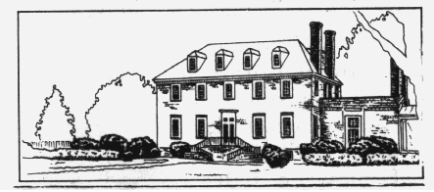
The old money.

1980 Census records indicate that Montgomery County's median household income is just over $70,000. Compared to the national average of $20,000, this makes Montgomery County one of the five wealthiest areas in the nation. Interestingly, the greatest concentration of this vast wealth lies in the hands of perhaps 20 or 30 families like the Ashcroft-Wellmans.

The power and influence of this elite group of landowners extends far beyond the county line. Records on file at the Montgomery County Courthouse list at least nine influential national legislators

(continued on page 117)

IN THE MARYLAND TRADITION



Seneca Creek Estate, Montgomery County Estate of nearly 40 acres. The Estate (circa 1824) consists of two brick Federal houses, with numerous nineteenth century dependency dwellings in fine condition. Ideal for the discriminating buyer in search of solitude. Price: 2.5 million. Call 555-7721 or write:

KING'S POINT

REALTY

One Saddle Oak Square

Rappanoc, Maryland 23393

Veronica's Bash "What is Halloween without the pumpkins?" asked Veronica Ashcroft-Wellman as she surveyed the unloading of a thousand of the 30-pound orbs onto the front lawn of her verdant Montgomery County estate. The jack-o-lanterns will be part of an elaborate prop for one of the country's most fabulous Halloween balls to be held next week at Ashcroft Farm, Veronica's ancestral home.

Veronica: Party Queen

The annual ball, a 110-year-old Ashcroft tradition, draws hundreds of dignitaries from the worlds of art, business and politics. Last year's guests included Senator Lance Duncan, actor Robert McCarron, Ka-tarina Ostrovsky of Metropolitan Ballet fame and British ambassador Sir Edward Black. And if Veronica has her way, this year's party will be even more spectacular. It promises to be second to none for sheer opulence.

Guests will dine on the rare delicacies of French Nouvelle Cuisine prepared by Master Chef Louis LeClerc of Washington's Ma Maison Restaurant. They'll be entertained by the famous Foggy Bottom Band under the direction of Vince Goodman, who, by the way, was a long-time friend of veronica's late father Cyrus Ashcroft III. And they'll come bedecked in costumes that make Hollywood's most garish productions seem pale by comparison. To all this, add the setting of Ashcroft.

The farm, a sprawling sanctuary of pine and oak forest and pastureland, commands over 120 acres of Montgomery County's most idyllic vistas. Dominating all this is Ashcroft Manor house, built by Veronica's great-great grandfather in 1872. The farm is one of the county's last remaining colonial estates of this grandeur, and Veronica has maintained it in the finest tradition.

"I have a vested interest in this countryside," says Veronica. "Once a year I like to share the magic of this place with my friends. And what better time for magic titan Halloween?"

Magic may be just what Veronica needs, because once the idle chatter has waned, talk is sure to turn to the sweeping changes that are afoot in Montgomery County.

The director of Ashcroft Trust and a close personal associate of the Ashcroft family, Colonel Robert Marston, talked to our Keyhole reporter about those changes.

"Of course land is an issue in Montgomery County these days. Veronica makes no secret of her desire to stop the influx of new residents to the county. She sees it as being the only way of preserving her way of life.

Marston: Here To Stay

"The many friends and relatives who will be attending this year's party are fully supportive of her position. They, too, want Ashcroft to endure as the tradition it has grown to be in the past century. That will certainly be a topic of conversation at the party."

The Halloween Ball at Ashcroft--regardless of the 'political weather' --promises to be a grand old time. For how many more years that will remain true, one can only .guess.

KING'S POINT
R E A L T Y
Specializing in finer homes since 1868.

WILLIAM COCHRANE
Owner

One Saddle Oak Square
Rappanoc, Maryland 23393
555-7721

Veronica—
Please call me ASAP.
Don't do something you'll regret.
Bill

COSTUMES UNLIMITED
"FROM ABRAHAM TO ZORRO, WE'VE GOT YOUR COSTUME."

312 WISCONSIN AVE. ROCKVILLE, MD
TEL. 555-9009

NAME
ADDRESS Cash
CITY

QUAN.	DESCRIPTION	DATE	PRICE PER DAY
1	Cowboy Costume with lariat and gunbelt	10/29	$65.00

004216

TOTAL $65.00

Deposit required on all rentals.
Ten dollar charge for late returns.

Five dollar cleaning fee for costumes returned soiled.

INTRODUCTION

Murder can rear its head in the most inappropriate places- weddings, cocktail parties, the theatre-even in your own home. Killers, it seems, have utter disdain for social convention and proper manners. Ironically, the most unfortunate aspect of a grisly murder is not the loss of a loved one, but the burden of social responsibility and proper behavior the survivors must bear. There are *questions of etiquette, accusations to make and deny puzzlement about proper dress and ironclad alibis to fuss over. The potential for social blunder is immense. Unless, of course, you* are *prepared to meet the challenges with finesse and sensitivity.*

Read MURDER AND MODERN MANNERS *and you'll soon be in complete command of even the most vile affairs. You will waltz through the proceedings while others* crawl *and weep. You will learn to integrate the dark underbelly of the criminal pathos into your subconscious. You will learn to deny even the most wellfounded accusations. You will slander your own best friends without compunction. And, should circumstances deem it necessary, you will learn to graciously accept life imprisonment without remorse. And without parole.*

J.D.W. October '84

CHAPTER ONE

Accepting an invitation to a murder.

The thoughtful guest.

An invitation should be answered promptly in writing using the third person. For instance, you, Mr. Charles Edwards, would reply: "Mr. Charles Edwards thanks Mr. and Mrs. Armstrong for their kind invitation to the ghastly murder to be held at Armstrong Manor on Saturday, the 30th of June, and has great pleasure in accepting.".

This formal reply is often accompanied by a more personal handwritten note that can be included in the envelope with your acceptance. (See *Why a written reply?)*

The importance of punctuality.

Since you may be the unfortunate guest of honor, your presence might make the difference between a fabulously successful homicide and a merely great party. Under *no* circumstances, however, should you reply using the pre-printed card that accompanies the invitation. It only convinces the host of your pedestrian upbringing and propels him or other guests towards more heinous behavior on the night of the party.

Why a written reply?

In recent years, the telephone has nearly eliminated the courtesy of a written reply. This is wrong.

A written reply, especially a fond note, gives blood-hungry investigators a bit of meaningful physical evidence. For example, the victim might be found lying dead with your note in his pocket. And if you've made that note temptingly personal, as suggested in the first part of this chapter, you've assured yourself the distinction of "prime suspect." Something like this might be nice:

"Dearest, I long to see you again. There has been too much between us these past few years." With this note, you might be perceived as an old lover with a vengeance. Or the police might infer that your sweet message was enough to drive an already distraught victim over the edge, making suicide a viable possibility.

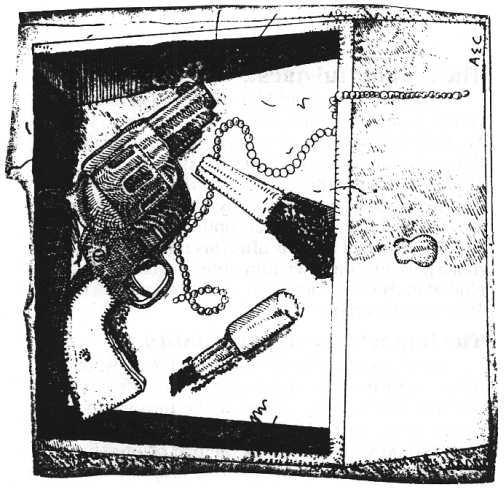
Now, had you replied with a simple telephone call, none of this would have been possible. There would be no scathing rumors, no heated court bat-ties. No allure.

Special considerations.

Once you've opted to attend the party, some background work must be accomplished. Make your acceptance known among your friends and neighbors. Describe in detail your past tempestuous affairs with the host (or hostess), real or imagined. Visit a gun shop and purchase several boxes of ammunition and inquire lovingly about "that little snub-nosed .38 that would be great to have around for special occasions."

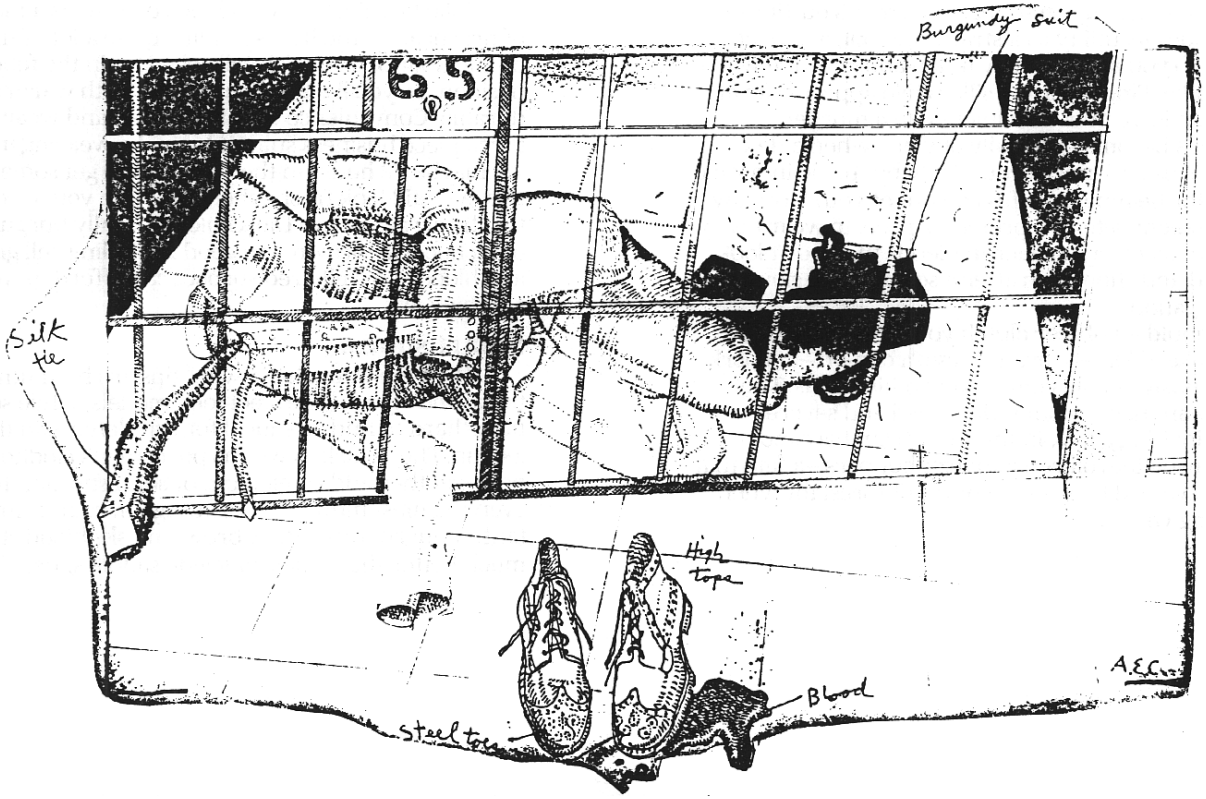
Make it clear that your intentions for attending are more complex and sordid than anyone's reason for attending a party could possibly be. Put tantalizing images in people's minds, and you've assured yourself a sensational headline in the following day's newspaper: *MODEL CITIZEN TURNS KILLER!*

Imagine if you were forced to bear the embarrassment of unflattering press coverage like this: "He was a perfectly normal fellow, quite quiet and reserved. He rarely went out; I think he was a bit of a wallflower." With a bit of pre-planning, you can have your neighbors describing you like this: "He was absolutely dashing and reckless. We called him 'Hollywood.' Some of the stories he told me about his love affairs were quite racy. An exciting fellow; I guess he just had a side to him that most normal people never experience."



CHAPTER TWO

What to wear *(men)*



Neckwear.

The most important part of a man's outfit is his tie. Besides its utility as a strangling tool, it says not only who you are, but how much abuse you're willing to take. Finely crafted silk, while appropriate at most parties, can be detrimental to a murder.

This becomes painfully obvious when a detective arrives and grasps you firmly by the tie in preparation for beating a confession out of you. Most law enforcement veterans prefer suspects to wear heavy wrinkle-proof rayon-dacron blends that won't look tattered and shopworn after a session of serious interrogation.

Should an officer clutch your expensive but frail Sulka Silkie-or even worse, a clip-on-and jerk it vigorously, it may come apart in his hands. The policeman then becomes disturbed and severe. You're inviting a kick in the shins from his canoe-sized, insulated, oil-resistant clodhoppers-a fate that can be avoided by a few minutes of foresight when choosing your tie.

The Suit

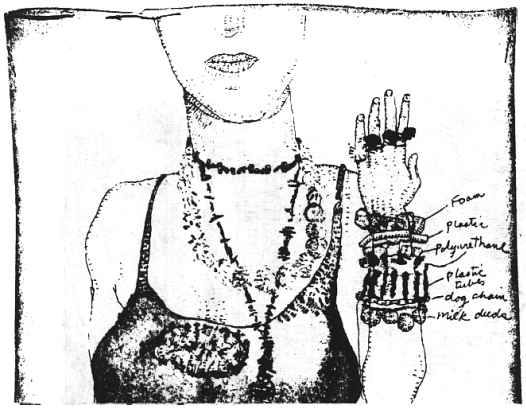
Like tie selection, the choice of a suit is a matter of practicality. You'll be spending quite a lot of time on the floor of a cold jail cell rolled up in the fetal position. So you'll want a suit that is both warm and durable. Convenience dictates a wash-and-wear three-piece business suit. You may be wearing it for 48, maybe 72 hours in the slammer, so get something that will still look fresh when they take you to court for the arraignment. Dark colors, usually burgundy or a chocolate brown, are good for hiding cell grime and blood. No well-bred suspect can afford to wear anything less.

Smart shoes.

High-top Naugahyde wing-tips are both functional and stylish. The steel-toed models, while sometimes hard to find, are ideal for self-defense in the lockup. They work as well as policemen's clodhoppers, yet they add an element of sophistication to even the most mundane outfit. Again, color is important. ^ burgundy or dark brown masks blood stains much better than a pair of suede saddle shoes.

CHAPTER THREE

What to wear (women)



When selecting a gown, never underestimate the suspicious nature of the authorities. You may be accused, arrested and taken downtown for a sun-tanning session under a very powerful heat lamp. So dress accordingly.

Most women prefer something that gives them an innocent, demure look. A loose-fitting wrap or chemise is comfortable and cool, yet it belies the presence of the high-powered weapons that many women like to carry in metropolitan environs. The perfect solution for the occasion.

Jewelry.

Nothing catches eyes and turns heads like a vault of rare gems worn by an attractive woman. However, when there's a murderer about, the last thing a woman wants is attention. One need only consider the violent ends met by such diamond-studded beauties as Czarina Alexandra and Marie Antoinette.

Here again, let form follow function. Let the lessons learned by others serve as your precedents. When you seek to make a statement with your ornaments, say it with paste-the gaudier the better. Fake opals the size of walnuts, brooches that resemble peanut brittle during a nuclear meltdown, any Cub Scout arts-and-crafts project-gimcrack of this ilk, too long overlooked by the trendsetters of High Society, is *de rigeur* as regards the lady for whom being the hit of the party is secondary to getting home in one piece. Not only will your gewgaws discourage the killer intent on robbery, they'll prove more effective than mace in repulsing any jealous ex-lover, scorned admirer or sex slayer with even an inkling of fashion sense. Remember, when you prefer not to make the Society pages at the expense of making the obituaries, junk jewelry is a girl's best friend.

Shoes.

You can't run very swiftly in high heels. But then, you can't kick very effectively with sneakers. A sensible solution is to seek out a pair of Italian-designer jogging shoes. These combine a comfortable fiat crepe sole with a toe that resembles the tip of a cross-country ski.

CHAPTER FOUR

Conversation, Interrogation, Incarceration.

Opening conversational gambits.

The first art of a good conversationalist is the ability to put people at ease. Once you've accomplished this, you can begin to make good conversation. Your job as a pacifier and confidante is doubly complicated by the victim's knowledge of his or her impending doom. How does one allay the fears of a hapless murder victim?

You might start with a flourish of light-hearted foolery. Try hiding in the coat closet and scaring the daylights out of the victim as he opens the door to hang his coat. Or try a more conventional and earnest approach. Explain who you are: "Good evening, I'm Charles Edwards. I'm an emergency room surgeon. Have you ever been in an emergency room on Saturday night?" Now that you've got the conversation started, let it follow its natural course.

Practice is the best way to polish your conversational skills. Many beginners have difficulty at first. But rest assured, it's not really as important as you might think. After all, the victim will soon be dead. So if you fail to calm his fears, it is not going to matter anyway.

Interrogation:

Chatting with the police.

Yes Sir! Authorities, like royalty, should be treated with deference. Always refer to them as Sir, Ma'am, Officer, or Your Highness. All questions should be answered with a humble "Yes, sir," or "No, ma'am." And only under the most stressful situation should you direct questions back at your interrogator-when a gun is pointed at your head, for example.

The art of a good conversationalist is the ability to "lighten up" the atmosphere at times like these. There are a few simple and time-tested rules to follow. 1. The order of questioning should start with family-related matters. 2. Once the "ice has been broken," the subject should be either sports or sex. 3. Never ask authority figures about their jobs or salaries. This is considered *déclassé* and invites additional charges of bribery and slander.

A proven example.

Imagine for a moment that you have been arrested by the police. You are face down on a plush ballroom floor, the officer's knee rests firmly on your kidneys and his .357 Magnum is pointed at the base of your cerebellum. Light conversation might improve your situation. "So, sir, I trust that the wife and young ones are doing well?" He jabs the nose of his gun deeper into your skull.

Don't be alarmed. You've "broken the ice," so move on to the next subject.

"Say, officer, I'm certain you couldn't have missed that slug-rest of an Orioles game last night!"

The magic has begun to work. Watch as the officer takes his gun from your neck, grabs it by the barrel and cuffs you firmly across the knee cap with the finely oiled walnut grip of his beloved pistol.

There now, you've managed to get even the most ruthless authority to drop his gun from its threatening position! You've played him into your hand, and you're on your way towards a close friendship with a person who, only a few moments earlier, was a bitter enemy.

Patience, practice and perception; nothing can replace these three keys to successful conversation.

Comfortable incarceration.

The gang's all here.[r] Let your memory drift back to the days of youth. Whether you're a man or woman, from the city or country, you must certainly have fond memories of the long summer days of your childhood. Prison is a throwback to those long lost days. You never have to work if you don't want to, you can play basketball and lift weights all day, and when you need the close companionship of a friend, there is always someone there. Someone who sympathizes with your plight. Someone who'll set you up. A good prison is just like a poorly run summer camp.

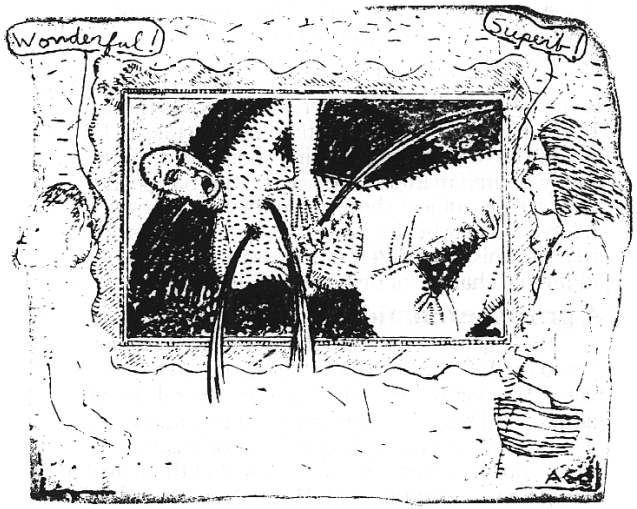
The secret of successful incarceration is connections. Upon arrival you should watch the other inmates closely. See who dominates and who submits. Then align yourself with the bullies. You'll always be assured of the best food and drink. And the best seats in the house for inter-prison boxing matches.

Prison projects.

After two or three years in a maximum security prison, you'll become more reflective. You've got "time to kill," as they say, and you'll want to develop some of those skills that you never had time for as an overworked free adult.

The key to selecting the right pursuits is to choose those that show the greatest signs of rehabilitation, or those that will supplement your meagre weekly income as a license-plate maker.

Poetry can be a wonderfully sensitive medium for expressing your remorse and anguish. The study of law will help you improve your oratory skills, a clear benefit when you make vehement pleas to the prison parole board. Writing books can also be quite rewarding: the first eight editions of this book were all highly successful and sold particularly well among guilt-ridden liberals. But perhaps the wisest choice is painting. Prisoners are perceived as having great depth of repressed artistic genius. There are literally thousands of deep-pocketed dilettantes who are willing to pay a fortune for prison art. Especially if the work is being done by prisoners with a background of violent crime.



A FINAL THOUGHT

Preparedness.

In these few pages, we have touched lightly on the subjects that have, for centuries, remained nebulous and unsettled. Now that you have a working basis for confronting murder and its many-faceted elements, it's time to move ahead. It's time to seek out a party that promises to be fraught with wickedness and deceit and to plunge into it with vigor. Only then can you truly appreciate the appropriateness of this lesson. Only then will you be able to conduct yourself in a manner befitting a homicide SUSPECT.

The end.

About the Author.

Jane Darling Worthington lives in Maryland and South America. Ms. Worthington was educated at the Emily Post Extension University in Ghanzi, Botswana, Retenue Academe in Clambridge, Massachusetts and The Attica Reformation Institute in Attica, New York. Ms. Worthington is currently at work on her new book, Death without Commitment.

About the Illustrator

Alan E. Cober, artist, illustrator and social critic, had his own ideas about SUSPECT and Murder and Modern Manners. *And since he's one of today's most widely acclaimed graphic artists, we asked Alan to put those ideas onto paper for this SUSPECT package. He did.*

Alan's name and works are *well-known in graphic* art *circles worldwide. His work has appeared in TIME, LIFE, NEWSWEEK, INSIDE SPORTS and SPORTS ILLUSTRATED. He's illustrated books, record albums, advertisements and anything else that calls for extraordinary interpretation and execution. In doing all this, he has collected countless awards and kudos. We hope you enjoy what he has done here.*