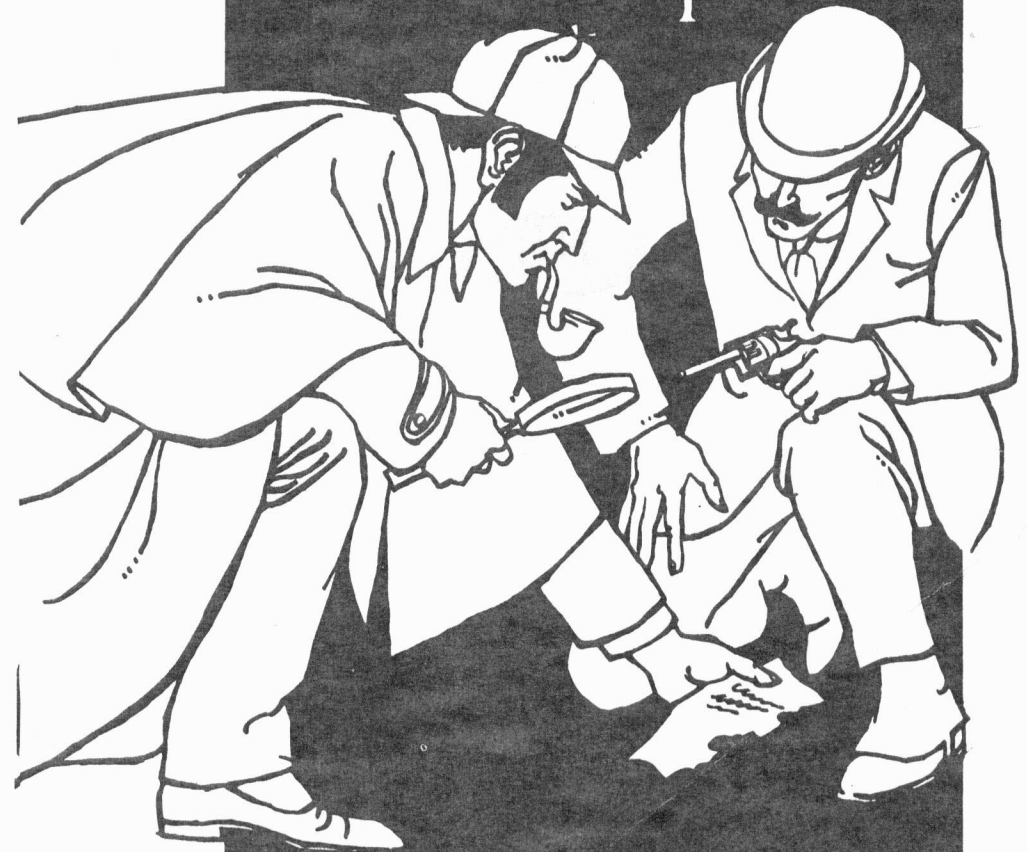


Sherlock Holmes and Doctor Watson

Murder on the Orient Express



INSTRUCTIONS

REPORT & SCORE SHEET

Spy	1-8 Hours				9-16 Hours				17-24 Hours						
	Murdered by	Place	Time	Is still alive	Score	Murdered by	Place	Time	Is still alive	Score	Murdered by	Place	Time	Is still alive	Score
A				✓	1										
B	C	Corr	7		1										
C				✓	1										
D				✓	1										
E	G	500	2		1										
F				✓	1										
G				✓	1										
H	A+ D	200	7		1										
J	B	Corr	5		1										
K				✓	1										
L				✓	1										
M	K	Corr	7		1										
Total <input type="text"/>															

Sherlock Holmes and Doctor Watson in the Case of Murder on the Orient Express

For 2 to 6 players

When you board the Orient Express — you take your life in your hands! Twelve of the most notorious, international spies are on board with you — all have a common goal: to reach Istanbul alive! You must be there to witness their premeditated murders of one another—and their clever moves to outwit Sherlock Holmes and Doctor Watson. Don't turn away for a second! You might never see the murder in the corridor . . . you may never even notice that one of the spies was killed in his own compartment. Intrigue is your constant companion . . . do you dare board the Orient Express?

OBJECT. OF THE GAME:

To gain the most points by logical reasoning and astute observation in determining which spies on the Orient Express have been murdered and which are still alive.

MATERIALS:

The Game Board depicts one car of the famed Orient Express. The car is divided into 12 compartments, numbered 100 through 1200. A corridor runs the length of the car passing in front of all compartments. Attached to the board is a Time-Itinerary Wheel. This wheel indicates the hour of time and the stations at which the train stops.

12 Spy Figures • 1 Sherlock Holmes Figure • 1 Doctor Watson Figure
• 1 Fact Sheet Pad • 1 Report and Score Pad • Die

PREPARATION:

(Notice that each of the spy figures has a letter on the base.) Place Spy A in compartment 100, Spy C in compartment 300, Spy E in compartment 500, Spy G in compartment 700, Spy J in compartment 900 and Spy L in compartment 1100.

Sherlock Holmes and Doctor Watson will in the future, be referred to as detectives. Place one detective in the corridor in front of compartment 100, and the other detective in the corridor in front of compartment 1200.

Set the Time-Itinerary Wheel on 1 (the first hour) marked Paris. Each player takes a Fact Sheet and a Report and Score Sheet.

HOW SPIES AND DETECTIVES MOVE:

Players may move both spies and detectives anywhere on the train, according to the throw of the die.

MOVING INTO COMPARTMENTS:

Spies and detectives can move in and out of all compartments. Moving into a compartment counts as one move and moving out of a compartment counts as one move. Notice that each compartment has a definite entryway; spies and detectives must use the entryway when entering or leaving a compartment. A compartment may be occupied by any number of spies and detectives.



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MOVING IN THE CORRIDOR:

Spies and detectives may move both forward and backward in the corridor on the spaces provided. They can move forward and backward on the same turn — but cannot land on the same space on which they started. Each space counts as one move. No more than two movers (spies or detectives) may occupy any one space in the corridor at the same time.

START:

Players decide who shall go first. First player rolls the die and moves any Spy or Detective the number of spaces shown on the die. He must move the full number shown. After he has completed his moves, the player on his left rolls the die and moves. Each of the other players follows in turn. After all the players have moved, the first hour is over. The Fact Sheets are filled in by all players. The Time-Itinerary Wheel is turned to the next hour and the player who went *last* in the previous hour goes *first* in the next hour.

SPLITTING MOVES:

After a player rolls the die, he may split the number shown on the die among as many movers as he chooses. He may move:

One spy or one detective or any combination of spies and detectives the full amount of spaces shown. For example, the player rolls a 4. He may move Spy A 4 spaces or move Spy A 1 space and Spy C 3 spaces; or he may move Spy A 1 space, Spy C 1 space, one detective 1 space and the other detective 1 space; or any other combinations he chooses as long as the total number of moves equals the number shown on the die.

BOARDING INFORMATION:

Spies A, C, E, G, J and L are the only spies who are placed in designated compartments when the game begins. Spies B, D, F, H, K and M board the train at later hours. The boarding information is noted at the bottom of your Fact Sheet. Notice that Spy B and Spy M both board the train on the 4th hour. Spy H boards the train on the 5th hour, and so on.

EXAMPLE: After the third hour is over, the Time-Itinerary Wheel is advanced to 4. The player going first in the 4th hour places Spy B and Spy M on the train, and then rolls the die and moves (placing the spies on board is not considered a move).

Spies boarding the train can be placed in any compartment that the player chooses.

Once a spy has been placed on the train, he may be moved immediately by any player.

HOW A SPY IS MURDERED:

Once a spy has boarded the Orient Express, he is vulnerable and can be murdered by any other spy or combination of spies. Two or more spies must be together in the same compartment, or on the same or adjacent spaces in the corridor for a murder to be committed.

TWO OR MORE SPIES CAN MURDER ANOTHER SPY.

ONE SPY CAN MURDER TWO OR MORE SPIES.

HOW SPIES ARE MURDERED IN COMPARTMENTS:

In order for a spy to be murdered in a compartment, he must be in that compartment for at least one hour before the crime is committed. Any spy entering that compartment during a *later* hour can murder the first spy.

EXAMPLE: Spy A enters compartment 200 in the 4th hour, and remains there. Spy C enters compartment 200 during the 5th hour and remains there. Spy E enters compartment 200 during the 8th hour. Spy C could have murdered Spy A in the 5th hour. Spy E could have murdered Spy C in the 8th hour. Spy E could not have murdered Spy A, since Spy A was already dead.

HOW SPIES ARE MURDERED IN THE CORRIDOR:

In order for a spy to be murdered in the corridor, he must have been in the corridor for at least one hour before the crime. Any spy entering the corridor at a *later* hour, and subsequently landing on the same or an adjacent space with the first spy, can murder the first spy.

EXAMPLE: During the first hour, Spy A leaves compartment 100, enters the corridor and remains there in front of compartment 100. Spy C leaves compartment 300, enters the corridor and remains there in front of compartment 300. Spy E remains in compartment 500. During the second hour, Spy A remains where he is. Spy C moves down the corridor and lands on the same space as Spy A. Spy E leaves compartment 500 and remains in the corridor in front of compartment 500. During the third hour, Spies A and C remain where they are. Spy E moves down the corridor to a space adjacent to both Spy A and Spy C. Spies A and C could not have murdered each other, since they both entered the corridor during the same hour. Spy E could have murdered both Spy A and Spy C during the third hour, since he entered the corridor at a later hour and subsequently moved to a space adjacent to both spies.

NOTE: No spy in the corridor is ever considered to be adjacent to a spy in a compartment.

A MURDER IS COMMITTED AT THE EARLIEST POSSIBLE OPPORTUNITY:

If a spy could have been murdered in both the 2nd and 5th hours, he was murdered in the 2nd hour since that was the earliest possible opportunity.

ANY MOVES THAT OCCUR WITHIN ONE HOUR ARE CONSIDERED TO HAVE HAPPENED AT THE SAME TIME, AND NO MURDER CAN BE COMMITTED.

EXAMPLE: Spy A is moved into compartment 200 in the first hour by first player. Spy C is moved into compartment 200 in the first hour by the second player. No murder is committed, since A and C both entered compartment 200 in the same hour.

HOW A SPY REMAINS ALIVE:

A spy is considered to be alive if he *never* comes in contact with another spy. Obviously, if a spy remains alone in a compartment or

never comes in contact with another spy in the corridor throughout the entire game, there was never an opportunity for him to be murdered by another spy.

A spy is alive whenever he is seen by a detective. To "be seen" means that spy must be with a detective in the same compartment or on the same or adjacent space with a detective in the corridor. This automatically cancels out any murder of that spy that might have occurred at a previous hour. However, this spy can still be murdered at a later hour.

EXAMPLE: During the first hour, Spy A is in compartment 100. Spy C is in compartment 300.

During the second hour, Spy C enters compartment 100. Spy C could have murdered Spy A in the second hour.

During the third hour, Spy A is moved out into the corridor. Spy C remains in compartment 100.

In the fourth hour, Spy A is moved to a space adjacent to a detective in the corridor. Spy A is now seen by a detective, and is therefore still alive.

A SPY CANNOT BE MURDERED WHILE HE IS IN A COMPARTMENT WITH A DETECTIVE, OR WHILE HE IS ON THE SAME OR ADJACENT SPACE WITH A DETECTIVE IN THE CORRIDOR.

FILLING IN THE FACT SHEET:

When all players have rolled the die and moved, an hour is over. At the end of every hour, each player records, on his Fact Sheet, the exact position of every spy and detective in the appropriate hour column. Follow the Coding System provided (see section: CODING SYSTEM FOR FACT SHEET).

Players fill in their Fact Sheets independently of one another. It is important to remember that any moves made during an hour, are considered to have happened when the hour struck. That is, the last position that a spy or detective is placed in during an hour, is the position that is recorded on the Fact Sheet.

EXAMPLE: In the first hour, Spy A is placed in the corridor by the first player. The second player moves Spy A into compartment 200 and the last player moves Spy A back in the corridor. The first hour is then over, and Spy A is noted to be in the corridor. According to the rule, Spy A has never left the corridor, since he was there at the beginning of the hour and at the end of the hour.

WRITING THE 8 HOUR REPORT:

The 8 Hour Report is a summation of all that has happened during the first 8 hours of play. At the end of the first 8 hours, all play stops. Players consult their Fact Sheets and fill in their Report and Score Sheets from the facts noted. Every spy must be accounted for.

Players may not begin their report until everyone has finished recording the positions of spies and detectives in the 8th hour.

Players must work independently of one another! When each player finishes his report, he turns his Report and Score Sheet face down.

When working on the report, each spy is considered separately. Begin with Spy A and follow his moves from the first hour through the 8th hour. Know where he was at every hour, and who he was with. Pay special attention to his moves from one compartment to another compartment, and from the corridor to a compartment.

When you have reached a conclusion, stating whether Spy A is still alive or has been murdered, fill in your report on Spy A. Follow the same procedure for Spy B, Spy C and so on, until you have recorded an answer for each spy on your Report and Score Sheet. (See typical REPORT AND SCORE SHEET.) When all players have completed their 8th Hour Report, they turn their Report and Score Sheets face up and compare and discuss their findings.

SCORING POINTS FOR THE 8 HOUR REPORT:

After all players have completed the 8 Hour Report, their Report and Score Sheets are turned face up on the table and compared. One player reads all the information pertaining to Spy A, such as:

Spy A was murdered by Spy C in compartment 100 in the third hour. When he has finished reading all the statements concerning Spy A, and if all players concur on the answers, each player scores 1 point on his 8 Hour Report. If any player disagrees with the statement, or any part of the statement, that player may challenge the answer. All Fact Sheets are now turned face up and compared. If a disagreement of fact occurs as to where a spy or detective was at a specific hour, the majority rules. If the disagreeing player is proven wrong, he scores no points for that answer. All other players score 1 point. When 4 or 6 people play however, and there is an even split on the facts (i.e. two Fact Sheets show 1 set of facts all agreeing, and two Fact Sheets show a different set of facts all agreeing) all records up to and including the hour of disagreement are erased. The spies and detectives are placed back in the positions of the preceding hour, and the game is replayed from that hour on.

EXAMPLE: If players are comparing their answers after the 8th Hour Report, and a disagreement occurs in the 7th hour, both the 7th and 8th hours are erased on the Fact Sheet, and the spies and detectives are placed in the positions they were in during the 6th hour. All answers on the Report and Score Sheets are erased, and the game is replayed from the 6th hour on. All players again make their moves in the 7th hour, and the new positions are recorded on the Fact Sheets. The 8th hour is then played and recorded. After the 8th hour is completed, the 8th Hour Report is written as before.

All murdered spies are removed from the train at the end of 8 hours. All spies "still alive" remain on the train, and the game continues as before until the 16th hour.

WRITING THE 16 HOUR REPORT:

The 16 Hour Report is written at the end of the 16th hour, and is a summation of all that has happened from the 9th through the 16th hours. It follows the same procedure as the 8 Hour Report. The scoring

differs, however:

Each correct answer is now worth 2 points. An incorrect answer scores 0. Scoring is cumulative; players total their points earned on the 8 Hour Report and the 16 Hour Report.

All murdered spies are removed from the train at the end of 16 hours. All spies "still alive" remain on the train.

NOTE: At the end of the 16th Hour, there must be 4 or more spies "still alive" on the train for the game to continue. If there are less than 4 spies still alive, the game is over at the end of the 16th hour.

The player having the most points wins the game.

Assuming there are more than 4 spies on the train, the game continues as before until the 24th hour.

WRITING THE 24 HOUR REPORT:

The 24 Hour Report is the final report, and is written at the end of the 24th hour. It is a summation of all that has happened from the 17th through the 24th hours. It follows the same procedure as the 8 Hour and the 16 Hour Reports. The scoring differs however: Each correct answer is now worth 3 points. An incorrect answer scores 0. Scoring is again cumulative; players total their points earned on the 8 Hour, the 16 Hour and the 24 Hour Report. The game is then over.

WINNING THE GAME:

The player having the most points wins the game.

CODING SYSTEM FOR THE FACT SHEET:

All players must adhere to the coding system provided, when recording information on their Fact Sheet. It is important that players keep unified records, there is less chance of error and disagreement of fact. Study the coding system and the correct method of recording carefully, before attempting to play the game. Remember! Your Fact Sheet is your *only* basis for determining whether a spy has been murdered or is still alive.

The Code:

The letters A through M represent the spies.

The letter X represents a detective.

The Fact Sheet:

Look at one Fact Sheet.

Across the top of the sheet are the numbers 1 through 24, they represent the hours of travel.

Down the left side are the compartment numbers, 100 through 1200. The Boarding Information (the time the spies board the train) is noted at the bottom of the sheet.

Notice that each individual box on the Fact Sheet depicts a compartment, and the two spaces in the corridor directly outside the compartment.

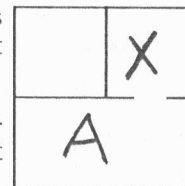
The top half of the box shows the 2 spaces in the corridor.

The bottom half of the box is the interior of the compartment.

Adapting the Coding System to the Fact Sheet:

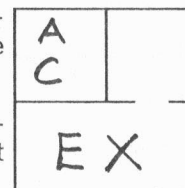
RECORD THE POSITIONS OF SPIES AND DETECTIVES EXACTLY AS THEY ARE SEEN ON THE GAME BOARD!

EXAMPLE: In the first hour, a detective is in the corridor outside compartment 100 and on the space in front of the entryway. Spy A is inside compartment 100.



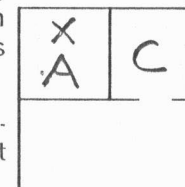
This is how it is recorded on the Fact Sheet:

EXAMPLE: In the first hour, Spies A and C are on the same space in the corridor outside compartment 100 and on the space to the left of the entryway. Spy E and a detective are inside compartment 100.



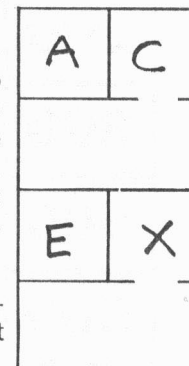
This is how it is recorded on the Fact Sheet:

EXAMPLE: In the first hour, Spies A and C are adjacent to each other in the corridor outside compartment 100, and a detective is on the same space as Spy A.



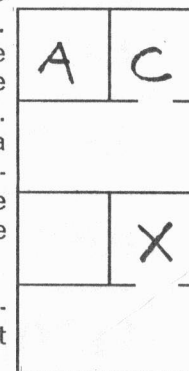
This is how it is recorded on the Fact Sheet:

EXAMPLE: In the first hour, Spies A and C are adjacent to each other in the corridor outside compartment 100. Spy E and a detective are adjacent to each other in the corridor outside compartment 200. Note that Spies C and E are also adjacent to each other.



This is how it is recorded on the Fact Sheet:

EXAMPLE: In the first hour, Spies A and C are adjacent to each other in the corridor outside compartment 100. A detective is in the corridor outside compartment 200. But since there is a vacant space between Spy C and the detective, they are not adjacent.



This is how it is recorded on the Fact Sheet:

FACT SHEET

HOUR

COMPART.

1 2 3 4 5 6 7 8 9

100	CORRIDOR	A	A									A
	COMPART.	X	X									
200	CORRIDOR			X	X	A	X	A	X			
	COMPART.							H	A	H	D	H
300	CORRIDOR			C	A	C	A					
	COMPART.	C						H	D			
400	CORRIDOR					J				X		
	COMPART.					B	C	E	C	E		
500	CORRIDOR					G	L	B	J	B		X
	COMPART.	E	E	G	E	G			J	E	E	
600	CORRIDOR			L					J	B	C	B
	COMPART.								G			
700	CORRIDOR	G										G
	COMPART.					G	L	G	X	L	X	L
800	CORRIDOR											X
	COMPART.											
900	CORRIDOR		L									J
	COMPART.	J	J	J								J
1000	CORRIDOR			X	X		M	M	K			
	COMPART.						M					
1100	CORRIDOR	L	X	X								K
	COMPART.											M
1200	CORRIDOR					X						
	COMPART.				M							

TIME SPIES BOARD TRAIN

➔ A, C, E, G, J, L
1st hr.

M&B
4hr.

H
5hr.

D
6hr.

K
7hr.

TYPICAL 8 HOUR REPORT:

Follow illustrated Fact Sheet. (Sample game for first 8 hour period).

Let's trace Spy A through an 8 hour period:

Spy A boarded the train at Paris, in compartment 100.

1st hour: A moved out of compartment 100, into the corridor in front of compartment 100.

2nd hour: A remained in the corridor in front of compartment 100.

3rd hour: A moved up the corridor, in front of compartment 300, adjacent to Spy C.

4th hour: A remained in the corridor outside compartment 300.

5th hour: A moved down the corridor to a space adjacent to a detective, in front of compartment 200.

6th hour: A remained in the corridor next to the detective.

7th hour: A moved into compartment 200, with Spy H and Spy D.

8th hour: A moved into the corridor, in front of compartment 100.

Let's trace Spy B through an 8 hour period:

Spy B boarded the train in the 4th hour, in compartment 400 with Spy C and remained there.

5th hour: B entered the corridor in front of compartment 500, adjacent to Spy J.

6th hour: B remained in the corridor in front of compartment 500.

7th hour: B moved up the corridor in front of compartment 600, on the same space as Spy C and adjacent to Spy J.

8th hour: B remained in the corridor in front of compartment 600, adjacent to Spy C.

Let's trace Spy C through an 8 hour period:

Spy C boarded the train at Paris, in compartment 300.

1st hour: C remained in compartment 300.

2nd hour: C entered the corridor in front of compartment 300.

3rd hour: C remained in the corridor in front of compartment 300, adjacent to Spy A.

4th hour: C moved into compartment 400 with Spy B.

5th hour: C remained in compartment 400, where he was joined by Spy E.

6th hour: C remained in compartment 400 with Spy E.

7th hour: C moved into the corridor in front of compartment 600, on the same space as Spy B and adjacent to Spy J.

8th hour: C remained in the corridor in front of compartment 600, but now adjacent to Spy B.

Let's trace Spy D through an 8 hour period:

Spy D boarded the train in the 6th hour, in compartment 300, and remained there.

7th hour: D entered compartment 200 with Spy A and Spy H.

8th hour: D remained in compartment 200 with Spy H.

Let's trace Spy E through an 8 hour period:

Spy E boarded the train at Paris in compartment 500.

1st hour: E remained in compartment 500.

2nd hour: E remained in compartment 500, where he was joined by Spy G.

3rd hour: E remained in compartment 500 with Spy G.

4th hour: E remained in compartment 500 alone.

5th hour: E moved into compartment 400 with Spy C.

6th hour: E remained in compartment 400 with Spy C.

7th hour: E moved into compartment 500.

8th hour: E remained in compartment 500.

Let's trace Spy F through an 8 hour period:

Spy F has still not boarded the train.

Let's trace Spy G through an 8 hour period:

Spy G boarded the train in Paris, in compartment 700.

1st hour: G entered the corridor in front of compartment 700.

2nd hour: G moved into compartment 500 with Spy E.

3rd hour: G remained in compartment 500 with Spy E.

4th hour: G moved into the corridor in front of compartment 500, adjacent to both Spy J and Spy L.

5th hour: G entered compartment 700 with Spy L.

6th hour: G remained in compartment 700 with Spy L and a detective.

7th hour: G moved into compartment 600.

8th hour: G moved into the corridor in front of compartment 700.

Let's trace Spy H through an 8 hour period:

Spy H boarded the train in the 5th hour, in compartment 300, and remained there.

6th hour: H moved into compartment 200.

7th hour: H remained in compartment 200 with Spy A and Spy D.

8th hour: H remained in compartment 200 with Spy D.

Let's trace Spy J through an 8 hour period:

Spy J boarded the train in Paris, in compartment 900.

1st hour: J remained in compartment 900.

2nd hour: J remained in compartment 900.

3rd hour: J remained in compartment 900.

4th hour: J moved into the corridor in front of compartment 400, adjacent to Spy G.

5th hour: J remained in the corridor in front of compartment 500, now adjacent to Spy B.

6th hour: J entered compartment 500.

7th hour: J entered the corridor in front of compartment 600, adjacent to Spy B and Spy C.

8th hour: J entered compartment 900.

Let's trace Spy K through an 8 hour period:

Spy K boarded the train in the 7th hour, in compartment 1000.

7th hour: K moved into the corridor, in front of compartment 1000 adjacent to Spy M.

8th hour: K moved up the corridor in front of compartment 1100.

Let's trace Spy L through an 8 hour period:

Spy L boarded the train in Paris, in compartment 1100.

1st hour: L entered the corridor in front of compartment 1100, adjacent to a detective.

2nd hour: L moved down the corridor in front of compartment 900.

3rd hour: L moved down the corridor in front of compartment 600.

4th hour: L moved down the corridor in front of compartment 500, adjacent to Spy G.

5th hour: L entered compartment 700 with Spy G.

6th hour: L remained in compartment 700 with Spy G and a detective.

7th hour: L remained in compartment 700 with a detective.

8th hour: L remained in compartment 700 alone.

Let's trace Spy M through an 8 hour period:

Spy M boarded the train in the 4th hour, in compartment 1200 and remained there.

5th hour: M moved into compartment 1000.

6th hour: M moved into the corridor in front of compartment 1000.

7th hour: M remained in the corridor in front of compartment 1000, adjacent to Spy K.

8th hour: M moved into compartment 1100.

Let's trace the detective who was in front of compartment 100 through an 8 hour period:

1st hour: entered compartment 100.

2nd hour: remained in compartment 100.

3rd hour: entered the corridor in front of compartment 200.

4th hour: remained in the corridor in front of compartment 200.

5th hour: remained in the corridor in front of compartment 200, adjacent to Spy A.

6th hour: remained in the corridor in front of compartment 200, adjacent to Spy A.

7th hour: moved up the corridor in front of compartment 400.

8th hour: moved up the corridor in front of compartment 500.

Now, you trace the detective who was in front of compart-

ment 1200. As a start, in the 1st hour he moved down the corridor in front of compartment 1100 adjacent to Spy L — take it from there!

HOW TO DRAW CONCLUSIONS FROM YOUR FACT SHEET:

1st hour: Note that no spies were together at the same time. Therefore, no murders could have been committed.

2nd hour: Spy G and Spy E were together in compartment 500. Since E was in the compartment during the first hour, and Spy G entered during the second hour, Spy G could have murdered Spy E. You will also note that Spy E was never seen by a detective again.

CONCLUSION: Spy E was murdered by Spy G in compartment 500 in the second hour.

3rd hour: Spy C landed on a space adjacent to Spy A in the corridor, in front of compartment 300. Since Spy A was in the corridor since the first hour, Spy C could have murdered Spy A during the third hour. However, note that in the fifth hour Spy A is adjacent to a detective in the corridor; and in the 6th, 7th and 8th hours no other spy had an opportunity to murder Spy A.

CONCLUSION: Spy A is still alive.

4th hour: Spy B and Spy C are in compartment 400 together. However, since they both entered during the same hour neither one could murder the other.

During the same hour, Spy L who was in the corridor, was joined by Spy G; Spy G was joined by Spy J. Spy G could have murdered Spy L. Spy J and Spy G could not have murdered each other, since they entered the corridor during the same hour. Note, however, that Spy L is seen by a detective in the 6th and 7th hours, and is alone in the 8th hour.

CONCLUSION: Spy L is still alive.

5th hour: Spy C is joined in compartment 400 by Spy E. Therefore, Spy E could have murdered Spy C in the fifth hour. However, since Spy E was already murdered in the second hour, he certainly could not have murdered Spy C in the fifth hour.

NOTE: At this point, it may be confusing to see that Spy E who was already murdered, could have moved into compartment 400 in the Fifth hour. It must be assumed, for the purposes of this game, that when a spy, who has been murdered, is moved at a later time and is not seen by a detective, that the body has been moved.

Spy C had no opportunity of being murdered by another spy in later hours.

CONCLUSION: Spy C is still alive.

During the same hour, Spy J who was in the corridor during

the 4th and 5th hours, is joined by Spy B. Spy B could have killed Spy J in the fifth hour. Note that Spy J is never seen by a detective again.

CONCLUSION: Spy J was murdered by Spy B in the corridor in the fifth hour.

During the same hour, Spy G and Spy L are together in compartment 700. However since they both entered the compartment at the same time, neither one could have murdered the other. Spy G could not have been murdered by any other spy at a later hour.

CONCLUSION: Spy G is still alive.

6th hour: There is no opportunity for any spy to murder any other spy.

7th hour: Spy H, who was in compartment 200 during the 6th and 7th hours, is joined by Spy A and Spy D. Spy A and Spy D could have murdered Spy H. Spy H is never seen by a detective again.

CONCLUSION: Spy H was murdered by Spy A and Spy D in compartment 200 in the 7th hour.

During the same hour, Spy B who has been in the corridor since the 5th hour is joined by Spy C and Spy J. Spy C and Spy J could have murdered Spy B together. However, since Spy J was murdered in the 5th hour, he could not possibly commit the crime. Spy B is never seen by a detective again.

CONCLUSION: Spy B was murdered by Spy C in the corridor in the 7th hour.

During the same hour Spy M who was in the corridor during the 6th and 7th hours, is joined by Spy K. Spy K could have murdered Spy M in the 7th hour. Spy M was never seen by a detective again.

CONCLUSION: Spy M was murdered by Spy K in the corridor during the 7th hour.

8th hour: There is no opportunity for any further murders to be committed, due to what has happened previously.

Spy F is still alive, since he has not yet boarded the train.

(SEE ILLUSTRATION OF TYPICAL REPORT AND SCORE SHEET ON BACK PAGE. Notice how the conclusions are recorded.)