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Opening extract from
The Official Detective's Handbook

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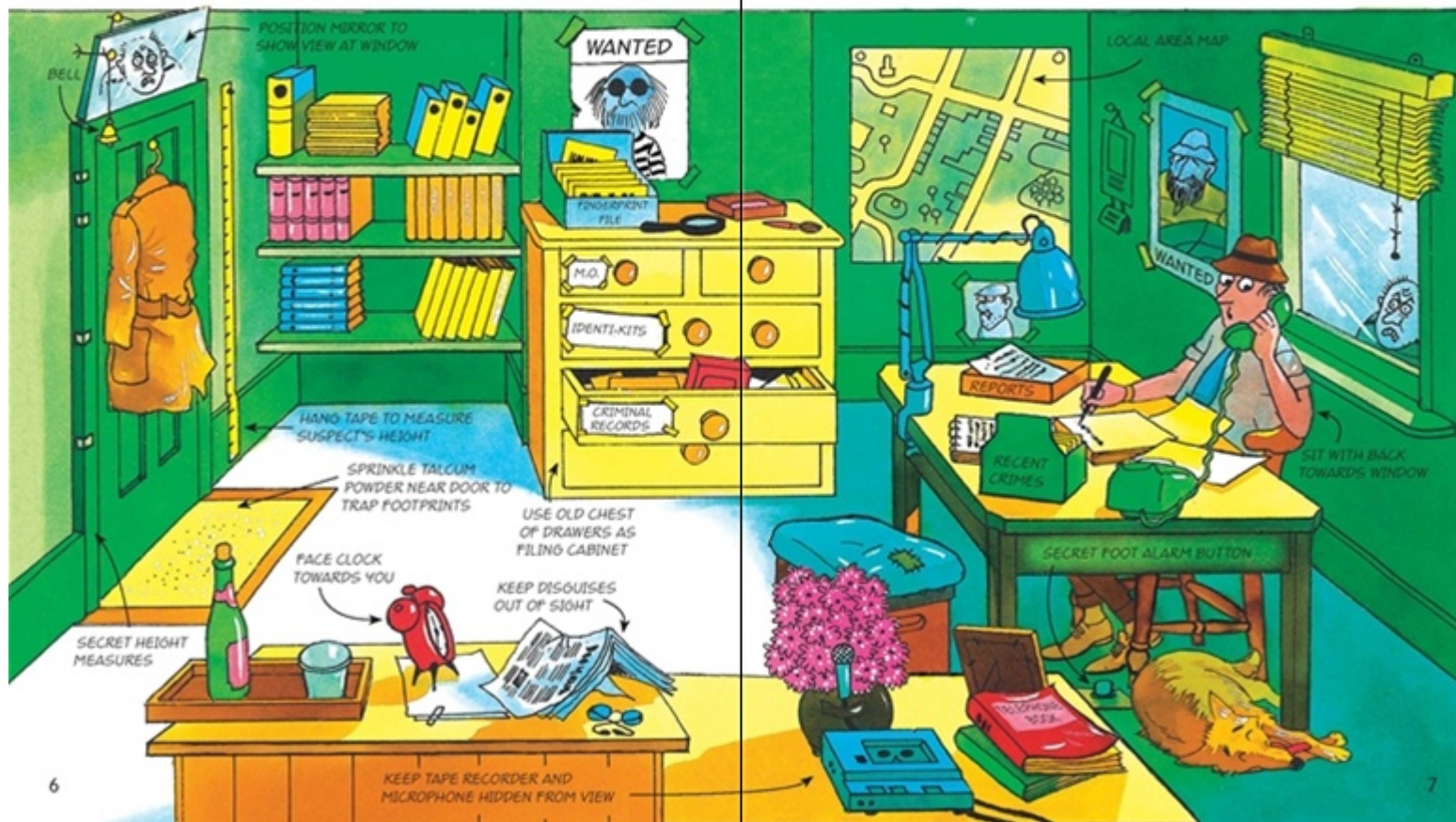
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Setting up an office

Before you can do any detective work, you need an office to work from. Here you can store your detective gear and set up crafty traps for crooks. Some may help you to guess if a suspect is innocent or guilty. Look at Detective Dodd's office to get some tips.

Sit with your back to the window, so when you question a suspect, you can see their face. Hang something above the door which makes a noise when the door is opened. Make sure you can also see if anything is going on behind you.



Give-aways

Even if he is in disguise, a crook may give himself away by a habit, such as pulling his ears or scratching his knees. Here are some of the different habits people have, which may help you to recognize a crook.

Whistling



Drumming fingers



Biting fingernails



Cracking knuckles



Scratching knees



Tapping feet



Wrapped legs



Biting glasses



Stroking beard



Twirling moustache



Twitch and tugging eyebrows



Picking teeth



Chewing gum



Grinding teeth



Pulling earlobe



Spot the clues

A cunning thief has robbed this room. The picture below shows what the room looked like before the burglary. The picture on the right is the same room after the crime has taken place.



How many clues can you spot? What has been stolen? Has anything been replaced with a fake? How many things have been disturbed?

You should be able to find at least 20 clues.

