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CD-ROM  
SET



HOMICIDE

# SFPD HOMICIDE™

CASE FILE: THE BODY IN THE BAY



A TRUE-CRIME MURDER  
MYSTERY GAME

# SFPD HOMICIDE™

Case File: The Body in the Bay



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# SYSTEM REQUIREMENTS

## MACINTOSH®:

- Macintosh with 68030 processor, 25 MHz or faster
- System 7.1 or higher
- 5 MB of free RAM in addition to RAM used by the system
- 10 MB free hard disk space
- 13" or larger color monitor with at least 256 colors
- Double-speed CD-ROM drive (300 KB/sec or higher)
- QuickTime™ 2.1 (supplied with SFPD)

## WINDOWS™/MPC:

- IBM compatible PC, 486-33 MHz or faster (486DX-33 MHz or faster recommended)
- Microsoft® Windows™ 3.1 running DOS 5.0 or higher, or Microsoft Windows 95™
- 8 MB RAM (total system RAM)
- 10 MB free hard disk space
- SVGA video adapter (640x480x256 color resolution) and color monitor
- Windows-supported sound card
- Double-speed CD-ROM drive (300 KB/sec or higher)
- Windows-supported mouse or pointing device, Microsoft or 100% compatible
- MSCDEX 2.21 for Windows (not supplied with SFPD)
- QuickTime for Windows™ 2.03 (supplied with SFPD)

# GAME OVERVIEW



SFPD Homicide puts you in the role of a new detective in the Homicide Division of the San Francisco Police Department. You're about to be handed your first case: the discovery of an unidentified body, found bound and gagged and floating in San Francisco Bay. You can be sure of one thing...it wasn't an accident.

The game is based on a real case from the files of retired Homicide Inspector Frank Falzon, the San Francisco Police Department detective who solved the case. The key pieces of evidence you'll gather at the crime scene are the same ones that were instrumental in convicting the real murderer. This time it's up to you to solve it.

With more than 80 minutes of full-motion video filmed at over 20 locations in San Francisco to help you, you'll question the family, friends and enemies of the victim. You'll follow authentic police procedures as you experience the closest thing to real police work without wearing a badge.

You're going to need a cool head and a keen eye for details because you have only two weeks to solve this case — ten twelve-hour days to sort through the extensive evidence and hundreds of facts surrounding the murder, facts and evidence which will lead you to pinpoint the suspect and help you to build a case that will stand up in court. There's a killer loose out there. Your job is to bring him, or her, to justice.

Good luck, detective.

# INSTALLATION

## MACINTOSH:

1. Put disc 1 into your CD-ROM drive with the label side up.
2. Double-click on the "SFPD Homicide" icon on your desktop.
3. Double-click on the icon titled Installer and follow the directions on the screen.
4. Restart your computer.

## WINDOWS/MPC:

1. Put disc 1 into your CD-ROM drive with the label side up.
2. Select Run from the File menu.
3. Type d:\setup (where d is the letter of your CD-ROM drive) and press Enter.
4. Follow the on-screen instructions.

# TECHNICAL SUPPORT

Technical Support (Voice) 1-800-356-5590 —  
Technical Support (BBS) 203-797-6872 —  
Customer Service, Sales and Product Information —  
1-800-285-4534 • FAX (203) 797-3130

All numbers active Monday through Friday,  
8:30 a.m. -- 4:30 p.m. EST

Please make sure you have the 3 file names from the IDENT directory/folder on your CD drive before calling.

Internet address — <http://www.grolier.com>

## IMPORTANT! PLEASE SEND IN YOUR REGISTRATION CARD

We'll keep you informed of updates and upgrades  
for SFPD Homicide.

# GETTING STARTED

## MACINTOSH STARTUP:

1. Open the SFPD Homicide folder on your hard drive.
2. Double-click the Body in the Bay icon.

NOTE: For best performance, your computer should not be on a network. Make sure virtual memory is turned off in the Memory Control Panel. Also turn off Modern Memory Manager, if you have it. Set colors at 256 in the monitor control panel.

## WINDOWS/MPC STARTUP:

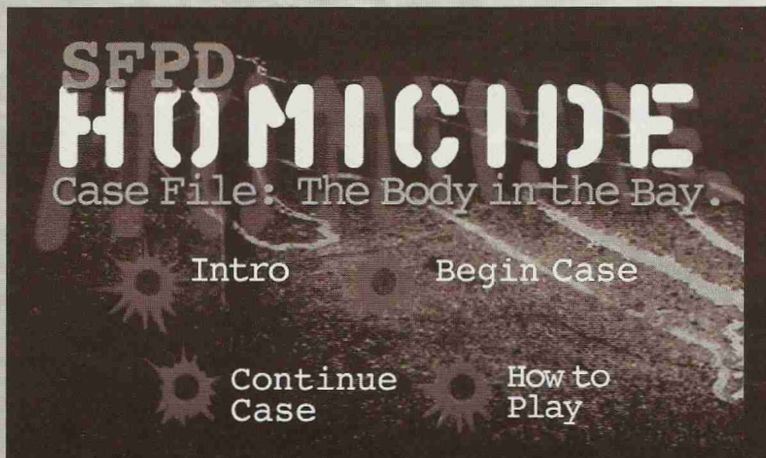
1. Open the SFPD Homicide program group on the Program Manager.
2. Double-click the Body in the Bay icon.

NOTE: For best performance, your video should not be set to 64K colors.

## THE MAIN MENU:

The first thing you'll see is the startup screen and Main Menu with the following choices:

- How to Play
- Intro
- Begin Case
- Continue Case



When you click on How to Play, you'll see a short segment which takes you through the basic game play procedure.

Selecting Intro lets you view a short introduction to police investigative procedures presented by Deputy Police Chief Kevin Mullen (Ret.) of the San Francisco Police Department.

Begin Case starts the game. After the introduction, your partner, Inspector Manserro, hands you your first case: An unidentified body found floating in the bay off Pier 91.

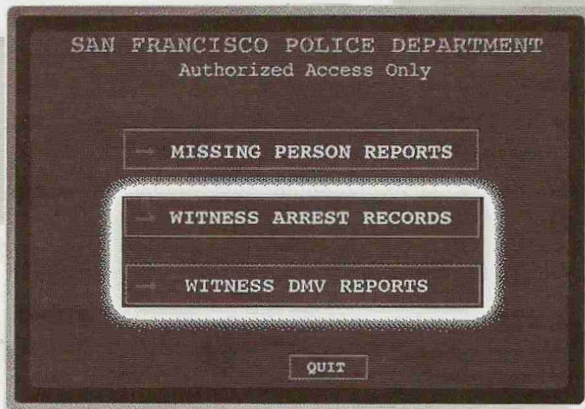
Continue Case lets you resume a saved game at the point where you left off.

## OFFICE TOOLS: COMPUTER AND ANSWERING MACHINE

### COMPUTER

With the computer, you'll be able to access the missing persons database to help determine the identity of the victim once you have visited the crime scene. You can also study the DMV (Department of Motor Vehicles) and arrest records to uncover additional information about witnesses and suspects. To use the Computer, simply click on it and you'll see a screen with the following choices: Missing Persons, Witness DMV

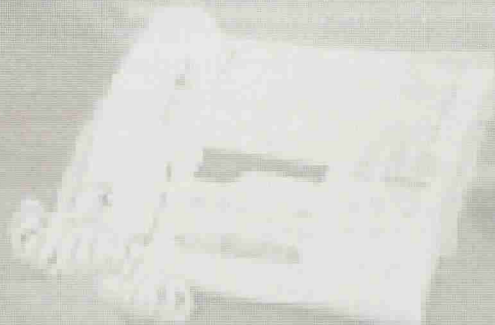
Reports, and Witness Arrest Records. Click on any of these files to access the records. To view the DMV records of a witness or suspect, click on the name of the person



you are investigating. The information will automatically be entered in the witness' background file in your casebook. Use the same procedure to access witness arrest records.

### **ANSWERING MACHINE**

Whenever you return to your office, it's important to check your answering machine for messages or tips from witnesses. The lab will also leave you messages when the results of tests are ready. When the Answering Machine is blinking, click on it to play back messages. A summary of the messages from witnesses will be automatically entered both on the appropriate Witness Page in your notebook, and in your casebook.



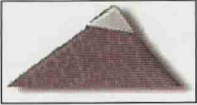
## NAVIGATIONAL TOOLS: WATCH, CASEBOOK, MAP, BADGE

Across the bottom of your screen you'll see a row of icons which represent the main sources of information relating to your progress in the investigation. This information can be accessed at any time, whether you are in your office or in the field. You'll also find the Help and Quit buttons at the end of this line.



### **WATCH**

The first of these icons is your Watch, which tells you the date and time of day. You'll use it to keep track of the time remaining to solve the crime. Your regular workday is from 9 A.M. to 9 P.M. If you work longer on a particular day, your next day will begin correspondingly later.

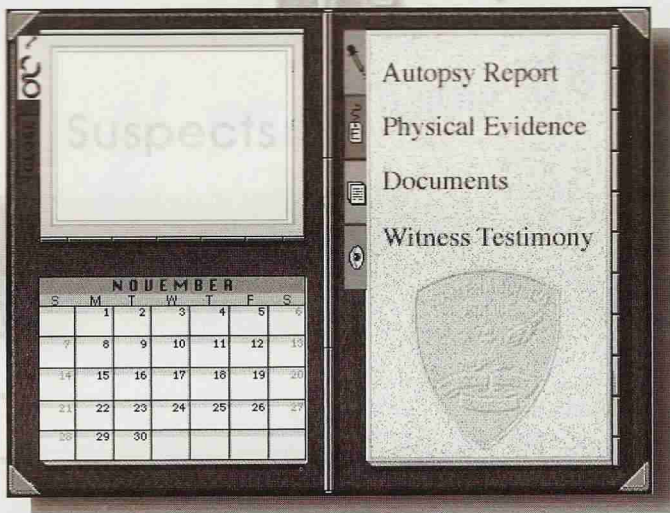


### **CASEBOOK**

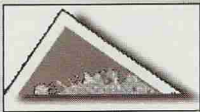
Your Casebook is an indispensable crime-solving tool and the repository for all the evidence you have gathered. Everything you learn about the crime, from evidence and lab tests to witness statements will be recorded here. From your casebook you can also initiate additional tests on physical evidence. As your investigation progresses, you'll use it to initiate Search Warrants, Interrogations and Arrests and to Build a Case.

In your casebook you'll find pages on which the evidence you accumulate is filed and organized. These pages are labeled Autopsy Report, Physical Evidence, Documents, and Witness Statements. Click on the corresponding tab to open the page and then either add to or review its contents.

Opposite the Witness Statements Page there is a section labeled Suspects. You can make any witness into

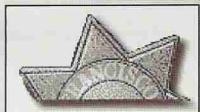


a suspect by selecting the witness and clicking on the Suspect Tab. You'll also find a calendar on this page which tracks the days of your investigation.



### **MAP**

When you click on the Map icon, you'll get a map of San Francisco. You'll use the map to travel to various locations throughout the city. Just place the cursor on your destination and click. Pins in the map indicate the places you can visit to question witnesses and search for evidence. By questioning witnesses, you can learn of new witnesses and new locations which then appear as additional pins on your map. Remember that travel between locations uses up a half-hour of your time.



### **BADGE**

When the Badge becomes gold, click on it and Frank Falzon will appear to give you tips and advice on your investigative procedures and techniques.

### **HELP**

The Help button provides you with help on game play procedures — its rules, controls, and commands.

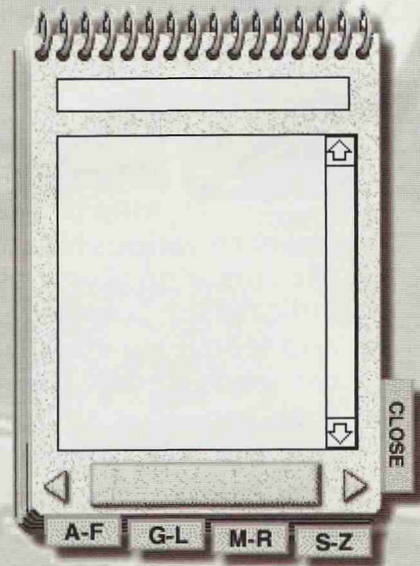
## QUIT

When you click on Quit, you'll get a dialog box which gives you four choices. You can Quit, Save the Case and Quit, Save the Case and Return to Play, or Cancel. If you choose to save the case, you'll be asked to name your case. The next time you play, you can resume the case from the point where you saved. You can save different versions of the case by giving them different names.

## LOCATION TOOLS: YOUR NOTEPAD

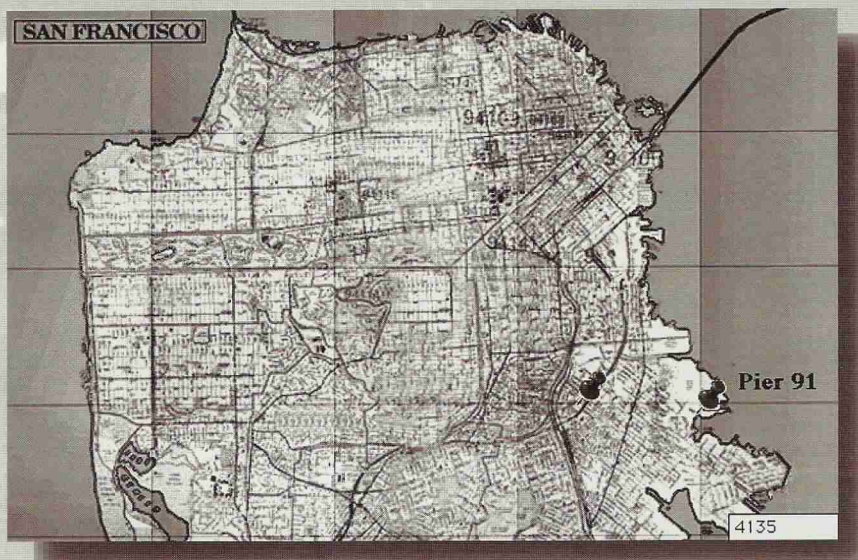
You'll use your Notepad to question witnesses. When you move your cursor over a witness, the cursor changes to an icon of the notepad. Click to question the witness.

Potentially significant responses will be summarized on your notepad and automatically entered in the Witness File in your casebook. Click on these or previous witness summaries to question a witness further.



# PLAYING THE GAME

The first thing you'll need to do is to go to the scene of the crime. Click on the Map Icon. When the map appears, you'll see two pins stuck in it. One marks the location of your office and the other is the scene of the crime. Click on the crime scene to go there. At the



crime scene, you'll engage in the two primary investigative procedures: Interviewing Witnesses and Collecting Evidence.

## INTERVIEWING WITNESSES

To conduct interviews, move your cursor over the person and it will change to the Notepad Icon. Click the icon and you'll get a close-up video of the witness with your notepad appearing on the right. As the witness gives his or her statement, a summary will appear on the notepad. Each witness has a page, identified by his or her name at the top. Witnesses can be further questioned about a particular point by clicking on the

summary in the notepad. Each opening statement by a witness takes 20 minutes of game time, and each question answered takes 10 minutes.

Example:

WITNESS: "Figured one of you cops would come in here sooner or later asking about him. He was a real character, a very sociable guy, and a good customer. 'Course, he did have a few enemies, but I don't think any of them were murderers."

NOTEPAD ENTRY: "Victim had a few enemies."

## USING PREVIOUS WITNESS STATEMENTS TO QUESTION A WITNESS

You can also use the Notepad to question people about what other people have said. Use the Index Tabs and Arrows on the notepad to locate previous statements. Once you've found the statements, click on your notes to ask questions.

Example:

HARRY REDMONT: "Victim drank at City Club."

When you click on this statement summary, the current witness answers, "Can't help you. I've never been to the place."

You can return to your current witness page by clicking on the name at the bottom of the notepad. All of your notepad entries will be automatically filed in your casebook in the Witness Statement Pages, and you can refer to them at any time.

## SEARCHING FOR PHYSICAL EVIDENCE

You search for evidence by moving your cursor over objects in the scene. If the object is a potential item of evidence, the cursor will change to the Evidence Tag Icon. Sometimes when you move your cursor over an object, your cursor will change to a Magnifying Glass Icon. Click and you'll get a close-up view which will let

you gather evidence not revealed in the overall view. To return to normal view, click on the magnifying glass icon in the upper left corner.

## TESTING PHYSICAL EVIDENCE

When you click the Evidence Tag Icon on an item, a close-up view of it will appear with a box on the right containing five buttons representing the five tests — Fingerprints, Blood, Fiber, Chemical, and Imprint — which you can request the lab to perform.



Documents are a special category of evidence and are tested for Blood, Fingerprints, and Authenticity/Handwriting. Click the button for the desired test and the object will be sent to the lab for testing. Depending on the type of evidence and whether or not you have similarly-tested items of evidence already on file, you may request comparisons between two items — for instance, the results of blood analysis tests. As test

results come in, you'll be notified by the blinking of your answering machine. Click on it to retrieve the results. If no results appear, the lab has not yet finished.

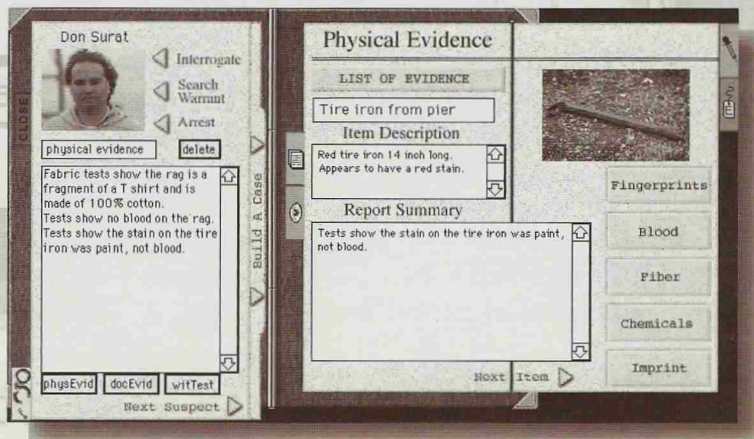
If you wish, you can defer testing until later when you feel you have sufficient reason to have the item tested. To request lab tests at a later date, open the Physical Evidence Page in your casebook and click on the item. Click on the requested test and it will be automatically filed on the appropriate page in your casebook.

Remember: When you click on an item and get a close-up view, it has been automatically collected.

## ORGANIZING EVIDENCE IN THE SUSPECT FILES

You begin to narrow your investigation by deciding who your possible suspects are. You can make any witness into a suspect by clicking on the Suspect Button on the Witness Statement Page.

By organizing your evidence and moving it onto the Suspect Page, you advance through your investigation. Select an item of evidence such as a witness statement or an item of physical evidence and then move it to the Physical Evidence, Documentary Evidence, or Witness Statement section on the Suspect Page. You do this by clicking on the evidence you want to move and then clicking on the Suspect Page where you want to move it. If you decide that a particular item of evidence doesn't belong, highlight it and click the Delete Button to remove it.



## **INTERROGATING SUSPECTS**

Now it's time to heat up the investigation and put a little pressure on your suspects by calling them in for an interrogation. In order to interrogate a suspect (a distinctly different act than questioning a witness), you must have enough evidence in the suspect's file. Click on the Interrogate Button. If Inspector Manserro agrees, you can go to the Interrogation Room. The Interrogation Room door will appear in place of the suspect's photograph. Click on the door to enter and begin your interrogation of the suspect. Only in the Interrogation Room may you question the suspect about physical evidence, documents and information you have obtained from computer records and other sources. You can also re-interrogate suspects at any time.

During interrogation, the door becomes the door leading back to SFPD Homicide. When you've completed your interrogation, click on the door to return to your office.

## **SEARCH WARRANTS**

You may gather further evidence with a Search Warrant which you apply for by clicking on the Search Warrant Button on your Suspect Page. It takes more evidence on file to justify a search warrant than it does to interrogate a suspect, but it's worth the effort since a search warrant may uncover additional evidence which could be important in your suspect interrogations and which may prove vital in building your case. If you have enough evidence, the suspect's picture is replaced by the door to the Impound Yard. Enter the Impound Yard by clicking on the door.

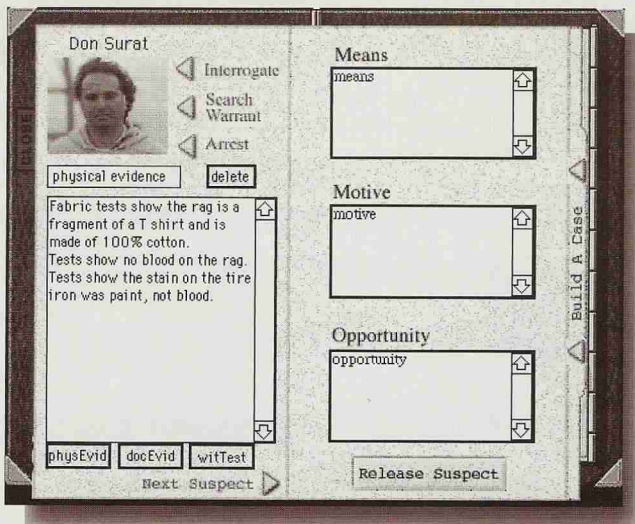
## **ARRESTING A SUSPECT**

If you accumulate sufficient evidence to convince your Lieutenant, you can place the suspect under arrest by clicking the Arrest Button on the Suspect Page. After you arrest the suspect, you'll need to build a case which will stand up in court.

## BUILDING A CASE

Once the suspect is safely locked away, the District Attorney will guide you through the final steps of building your case. Click on the Build a Case arrow on the Suspect Page and the Build a Case page opens. You'll see three files: Means, Motive, and Opportunity. You build your case by moving evidence from the Suspect Page into the appropriate file. Make sure you have all the relevant information and evidence on your Suspect Page and filed in the appropriate columns. If you are uncertain about the strength of your evidence, you may want to exit the Suspect File and search for additional evidence.

When you feel you have a strong enough case to go to trial, open the Suspect File and click on the D.A.'s Office Door. If you don't have enough evidence, the D.A. will let you know and send you back to work on your investigation. Each time you present your case to the D.A., it will cost you four hours, so be sure you have it all together before you knock on her door. If you've handled your investigation well, however, and you really do have enough evidence for a case that will stand up in court, the case will go to trial.



## Means

# SFPD Deputy Police Chief (Ret.) Kevin Mullen on Investigative Procedures and Techniques

### *Conducting Your Investigation*

The most important rule for a detective assigned to a murder case is to adopt a methodical approach. Things are not always as they seem at first glance, so avoid arriving at premature conclusions. If a detective proceeds forward hastily on insufficient information, valuable evidence can be irretrievably lost.

The detective must first establish the *corpus delicti* of the crime of murder. *Corpus delicti* is a much misunderstood term. The “body” referred to in *corpus delicti* is the “body” of the crime, not that of the murder victim. The *corpus delicti* of any crime consists of showing that a criminal act was performed and by a criminal agency.

Murder is defined as the unlawful killing of a human being with malice aforethought. The *corpus delicti* of the crime of murder is that the victim was killed by a criminal agency and that the killer intended in advance to commit the crime. More than a few murderers have been tripped up by thinking that they would escape prosecution by getting rid of the body of their victim. In fact, it is possible to prove the existence of a murder by circumstantial evidence alone.

### *At the Scene of the Crime*

A detective assigned to a murder investigation should make written notes of every step of the investigation, beginning with the time of notification and by whom notified. Thereafter, everything involved in any way with the case should be written down or recorded in some way.

- Go to the crime scene. (Call first and make sure that the scene has been secured from contamination and that any witnesses have been separated from each other.)

- Upon arrival, make sure that the scene is secure from contamination. Rope it off and make sure that no unauthorized persons are allowed in.
- Establish that the victim is indeed dead.
- Interview the patrol officers at the scene to obtain their preliminary ideas about what occurred.
- Have the entire scene completely photographed before anything is moved or touched. You will never get another chance to do this.
- Search for physical evidence (e.g., fingerprints, blood, fibers) which may have a bearing on the case. Anything may become an important piece of evidence, so be thorough.
- Arrange for its collection.
- Interview any witnesses separately.
- Canvass the neighborhood for any witnesses who might have seen or heard anything.

### ***Circumstantial Evidence***

A commonly held misconception is that indirect or circumstantial evidence is somehow inferior to direct evidence. Often circumstantial evidence, such as the fingerprints of a perpetrator on a murder weapon, or the victim's blood found on the perpetrator's clothing, are very strong indicators that the person in question was involved in the crime. Direct evidence, on the other hand, (e.g., testimony that a witness saw the perpetrator commit the crime) is usually hard to come by in a murder case. Murderers who commit premeditated crimes often take great pains to avoid leaving clues, or may even create false trails. Furthermore, time and again, eyewitness testimony has been proven to be notoriously unreliable. Fortunately, murderers almost always leave physical evidence transfers at the scene[s] of a crime.

# Fingerprints

## ***Chemical Analysis***

Chemical analysis is used to compare two substances, or to identify the components of a single substance. Any number of items which may bear on the case can be found at the scene of a crime. Collect and preserve anything which might possibly have a bearing on the case, always being careful to protect samples from contamination.

Laboratory technicians can compare samples from different substances by means of spectrographic analysis, or by other types of chemical tests which identify unique components or determine that the samples came from the same or a similar source.

## ***Physical Analysis***

Physical analysis by direct or microscopic visual examination is useful for a variety of items frequently left at the scene of murders: fingerprints, shoe prints, tire imprints, and tool and tire impressions. Casting techniques are employed to recover three-dimensional impressions.

## ***Fingerprints***

The detective should make sure that all possible crime scenes are searched for fingerprints. Fingerprints should also be taken from all persons who had reason to frequent the scene of the crime so that prints not belonging to the perpetrator can be excluded. Fingerprints have long been more useful in excluding persons who have dissimilar prints than in identifying unknown subjects. With the introduction of fingerprint computers in recent years, however, detectives are now able to get positive identifications of unknown persons from single digit fingerprints — if the subject's prints are on file.

## ***Blood***

Blood is one of the most common types of evidence found at the scene of a murder. Patterns of blood shed by the victim during the course of the crime can help the detective understand how the crime was committed. Blood can also be used to estimate the time of death.

The perpetrator might have been injured during the mortal struggle and left blood at the scene. The area under the victim's fingernails should most certainly be checked for blood which might have been transferred in the death struggle. The detective should have all suspicious stains examined.

By typing blood found at the scene and comparing it to the blood types of the suspects, it can be absolutely determined that a given suspect was not the one who left the blood. Also, by applying successively sophisticated analyses of blood types and subtypes, technicians can narrow down the probability that a given sample belongs to a particular subject under investigation. DNA (deoxyribonucleic acid) testing can narrow the search down to a specific individual, if the sample being compared has not deteriorated too much. Climate and time conspire to deteriorate samples, so the detective should collect samples as soon as possible and carefully protect them from contamination and deterioration.

## ***Hair and Fibers***

Hair and fibers are also commonly found at the scene of a murder. While laboratory analysis can show that hair is similar to that of a possible suspect, it is not a positive identifier. Samples of hair can be used, however, as exclusionary evidence. If hair root cells are present, DNA testing can be used to make a positive identification.

With fibers, it is sometimes possible to identify the manufacturer of a rope or string by its composition. By microscopic examination, a technician can narrow down

the possibility that a piece of rope or fabric came from a specific sample or from a given wholesale or retail outlet.

### ***Documents***

Documentary evidence, in one form or another, makes up a great part of the physical evidence in murder investigations. Common problems encountered include questioned authorship, the age of a document, altered documents, and comparisons of handwriting and typewriting.

Handwriting comparison and microscopic examination of documents are performed by laboratory experts, but the detective can help by obtaining numerous handwriting samples from any subject in question, and by collecting and preserving suspected documents in question.

### ***Interviewing Witnesses***

Far more cases are solved by information than by physical evidence (although physical evidence in many of those instances is essential to proving the case in court). The ability to obtain information by interviewing witnesses and interrogating suspects is an important skill of the detective. In interviewing and interrogation, the detective as artist takes precedence over the detective as scientist. The competent detective must be able to establish rapport with all types of people.

The detective should promptly interview anyone with any knowledge of the crime. Witnesses can offer information about all aspects of the case. Forthright witnesses can fill in the holes in a case and suggest additional lines of inquiry, or witness statements might point to possible suspects or suggest a motive for the crime.

Information that witnesses can testify to from their own experience should be given more weight than that which they have heard from someone else, i.e., hearsay. Remember that a witness may turn out to be the perpetrator; so don't reveal too much of what you know about the case.

## ***Interrogation***

Interrogation, as distinguished from interviewing, is used to question suspected perpetrators or reluctant witnesses. Notify those subjects to be interrogated that they have the right to remain silent; that if they choose to speak, anything said can be held against them; that they have the right to the presence of an attorney during questioning and, if they cannot afford an attorney, one will be provided for them before any questions are asked.

If a subject gives informed consent the questioning can begin. The best initial approach, as in interviewing generally, is the friendly one. Deceptive techniques are acceptable as long as they don't result in a false confession. Once a statement has been made, commit it to writing and have the subject sign it.

# SAN FRANCISCO HOMICIDE HISTORY

The San Francisco Police Department was founded in August 1849 in the midst of the great California Gold Rush, as a "protective" or "preventive" force, to keep the peace and arrest offenders for crimes committed in an officer's presence. It soon became evident, however, that serious crimes were going unpunished because no one had the responsibility to follow-up on cases where the identity of the perpetrator was not immediately known.

## Isaiah Lees

A small detective force was introduced into the department soon afterwards to conduct follow-up investigations in serious cases in which no arrest had been made and, "when notorious thieves are arrested, to hunt up evidence and convict the suspected persons, if guilty." Among the first detectives was Isaiah Wrigley Lees, who would serve San Francisco as a detective for the better part of fifty years, earning renown as one of the nineteenth century's foremost detectives.



## *The Case of the Pink Sash*

From the start, Lees demonstrated that he had the right stuff. In 1852, even before he joined the department, Lees helped solve his first homicide, a robbery-murder, which turned on the ownership of a brightly colored pink sash which had held the money. The suspect, Jose Forni, a Spaniard, said that the victim, a Mexican, had tried to rob him

of the sash, and that he killed the man in self-defense. In determining the ownership of the sash, Lees was to display the qualities of perception which would serve him well in his long detective career. At a time when most San Franciscans lumped all Hispanics together as "greasers," Lees understood the distinctions between different sub-groups in the community and reasoned correctly that any self-respecting Spaniard such as Forni would have disdained wearing a brightly-colored sash as would have been favored by a Mexican at the time. Other circumstantial evidence developed at the scene. Forni was convicted of murder and hanged — the first legal execution in gold rush San Francisco.

### ***Early Attempts at Scientific Detection***

One early attempt at using "scientific" evidence was the introduction of "mug" books, developed elsewhere but adopted by the San Francisco Police Department in the late 1850s. Police photographed every arrestee and placed the picture and descriptive identifying information in a large bound book. When a crime was committed, detectives would show the photograph or "mug" book to witnesses in an attempt to get an identification.

Mug books were more useful in property crimes where there was greater likelihood of witnesses than in murder cases in which the victim would, of course, be unavailable for comment. However, photographs were of some utility in those cases in which there were other witnesses. They still are.

### ***Can the Eye Reveal a Murderer?***

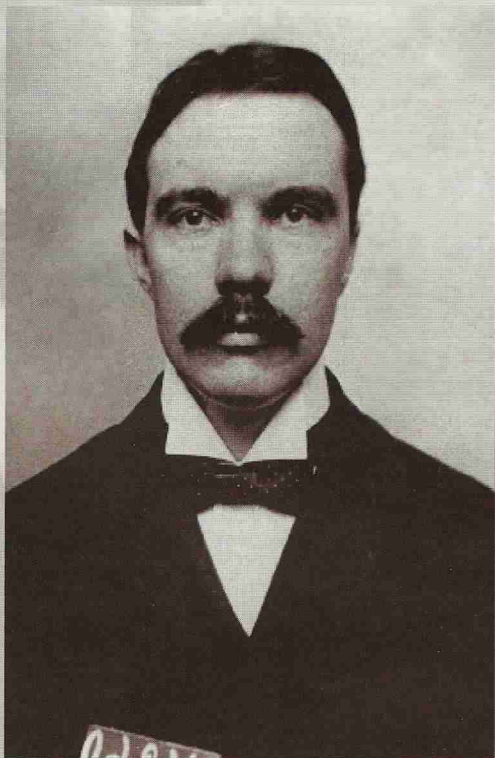
Lees tried a more experimental technique in the 1864 murder of Mary Smith, "a woman of the town," killed in her rooms in the Barbary Coast, the red-light district of the day. Given the nature of the location and its inhabitants there was little chance of a witness coming forward, and none did. The police were stymied. At that time, there was a theory going around in

pseudo-scientific circles that the retina of the human eye would retain the image of the last-viewed image for up to 30 hours after death. Captain Lees had Smith's eye removed surgically and photographed, with negative results. The detectives put the idea — along with Smith's eye — on the shelf, to await the improvement in camera technology.

### ***"Crime of the Century"***

More traditional methods were used in the solution of the nineteenth century "crime of the century." In 1895, the ravished bodies of two young women were found in the belfry of the church at 23rd and Bartlett Street in the Mission District. Suspicion soon turned to a young medical student named Theodore Durrant who had been seen in the company of both young women prior to their disappearance. Durrant vehemently denied any involvement in their killings and, because of his respected position as head of the church choir, there were many who refused to believe that he could have had anything to do with the crimes.

But detectives under Captain Lees pieced the case together with circumstantial evidence. They located witnesses who ascribed statements to Durrant which



contradicted those he had given to the police. Detectives found the purse of one of the victims in Durrant's room, and a pawnbroker testified that he had tried to pawn jewelry belonging to the other. In 1895, Durrant was found guilty of first-degree murder. Captain Lees capped his career in 1897 with his appointment as Chief of Police. In 1898 Durrant was hanged.

## **History of the SFPD Homicide Division**

When first organized, and for many years thereafter, San Francisco police detectives were generalists. When assigned by the Chief of Police or Captain of Detectives, an investigator would handle any kind of case, ranging from homicide to robbery, burglary, and even simple theft.

It was not until this century that investigative specialization for homicide and other types of crimes was developed. The Homicide Detail was established as a separate unit of the San Francisco Police Department in 1923. The specialization was occasioned in part by the development of scientific methods of detection which called for a higher level of technical skill from the detective.

The development of fingerprints as a positive means of identification was adopted by American police departments including San Francisco in the early part of this century. Since then there have been countless advances in the field of scientific detection. Chemical tests can now make comparisons that not long ago were impossible. DNA blood analysis approaches a degree of certainty that was until recently reserved for fingerprints.

The Homicide Division of the Inspectors Bureau of the San Francisco Police Department consists of one supervising Lieutenant and a number of Inspectors. The inspectors "catch" cases in sequential order as they occur. The hundred or so criminal homicides which occur each year produce a rate which places San Francisco in the low average among major American cities.

## ***Why People Kill***

### *Crimes of Passion:*

Crimes of passion can result from a sudden dispute or long-festering enmity. These crimes usually involve matters of sex and infidelity. Most often the participants are known by or related to one another. Most crimes of passion, especially those rising from sudden impulse, are easy to solve. The killer takes no precautions against detection and is found, often quite literally, with the smoking gun in hand. Hate crimes, which are committed by members of one racial or lifestyle group on another, usually strangers to each other, constitute an exception.

### *Murder for Gain:*

Murders for economic gain range from those motivated by a desire for an early inheritance, to contract killings, to murders which occur during a robbery or burglary. Such murders can be a real challenge to solve. Where there is a family or associative connection in a murder for gain, the killer often plans the crime carefully and takes great pains to avoid detection. The fleeting contact of stranger-to-stranger, which characterizes murder committed during a robbery or other felony, provides few clues for the detective to pursue.

### *Thrill Killers:*

Some people kill others for the thrill of it. Serial killers who often kill their victims in the course of acting out some aberrant sexual fantasy come under this group. Some few kill simply because they enjoy it. The crimes of thrill killers are often the most difficult to solve. Most often there is nothing to connect the killer to the victim before the crime. Serial killers are commonly very intelligent and adept at avoiding identification. Even if they do come under suspicion, they don't give themselves away by showing the emotions which can betray normal people in similar situations because they are psychopaths. They have

often been known to fool polygraph machines. One weakness these killers have, however, is a common tendency to keep articles belonging to their victims as mementos. Once these artifacts are found, the detective usually has irrefutable evidence of guilt.

### *The Changing Face of Murder*

Murders have some common characteristics. Most victims — at least until recently — were related to, or at least acquainted with, their killers. Alcohol and other drugs are associated with murder in more than half the cases. Firearms are the weapons of choice in a majority of murders, followed by knives and other sharp-edged instruments. Seventy-five percent of murder victims are male, most of them under 30. Generally, murder does not cross racial lines.

In recent years, after several decades of increase, the incidence of murder seems to be leveling off. In 1965, the murder rate nationwide was 5.1 per 100,000 of population. Murder peaked in 1980 at 10.2 per 100,000. In 1992 the rate was 9.3. The nature of murder is changing. Traditionally, in the words of one old-time detective, murder was a crime motivated chiefly by “money or love.” Wives killed husbands or husbands killed wives. Murders for money would result from a business deal gone sour or a disputed estate. Now, murders have become more random, making them more difficult to solve. In 1965, one third of all murders were committed by persons within the victim’s own family. Now, this figure is down to 12%.

### *Unsolved Murders*

Thirty years ago, the murder clearance rate was 95%. Now, because of the reluctance of witnesses to come forward and the increase in stranger-to-stranger crimes, almost 40% of murders are unsolved.

One of the most notorious unsolved cases is the Zodiac killer, a serial killer who paralyzed the San Francisco Bay area in the 1960s and 70s with a string of brutal murders. The killer sent taunting letters which

contained encrypted clues to his identity to police and the newspapers. These cyphers, which used signs from the Zodiac, are still unsolved, despite the best efforts of codebreakers from the FBI and CIA. The police have a general description of the killer from one of his intended victims who survived, and he was once almost caught by police, minutes after one of his murders. But he escaped, and for more than twenty years his pursuers have been unable to gather enough evidence to support an arrest.

### *Whodunit*

It is the “whodunits,” like the case of “The Body in the Bay,” which tax the abilities of the homicide detective and present the most challenging cases. In these cases there are usually no witnesses to the actual crime, and perpetrators do all in their power to avoid detection. It is all a skilled detective can do, by following a dim and sometimes misleading trail, and by piecing apparently disconnected bits of evidence together, to bring one to a successful conclusion.

For all the advances in modern scientific methods of detection, the tried-and-true detective traits and methods — patient legwork, a logical mind open to new possibilities, and the ability to extract information from a wide variety of witnesses — remain the heart of the detective’s job. If you have what it takes, you can solve the case.

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