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QED: Cosmo's Casebook FAQ

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V1.1 (Brought to you by b4DR0m4nZ)

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1.0 General questions about the game

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1.1 How would you describe QED:Cosmo's Casebook to someone?

QED: Cosmo's Casebook is a fun, educational game set in Ancient Rome during the time of the Republic. Players take on the role of Cosmo Veritas, a public advocate with a heart of gold. Cosmo wants to make a name for himself in the law courts of Rome, and dares to take on cases which other lawyers deem unwinnable. In each case, Cosmo explores Rome, interviews persons of interest and finds evidence to clear the names of his clients. Throughout the investigation, the player collects historical information about Roman people and culture.

Each case ends with a duel in the Courtroom, as the player uses the narrative evidence and their historical knowledge to win the case for their client.

1.2 What style of game is QED:Cosmo's Casebook?

QED: Cosmo's Casebook is part of a genre of games known as "visual novels". These games are highly accessible and easy to play. The main activities in the game are reading, exploring and problem solving. There is no time pressure; the game is designed to be enjoyed at the player's own pace. Like a book, you can stop reading at any time and return to the game at your leisure. This works for the classroom or home play.

The game rewards the player in a number of ways: the joy of discovery, funny dialogue, the thrill of unravelling a mystery, and the excitement of winning the battle in the court-room.

Games are often perceived as a male-biased medium; "*visual novel*" style games appeal to a broad audience, and enjoy a strong female-fan base. You don't have to be an experienced gamer in order to enjoy **QED**. Focus testing with **QED** found it to be equally popular with male and female students.

1.3 What is QED:Cosmo's Casebook about?

QED is set late in the year **60BCE**, during the final decades of the mighty **Roman Republic**. **Rome** is a crowded city of nearly **one million people**. Crime and unemployment are major problems which no politician seems to be able to solve. The **Roman** legions are continuing to conquer the world in the name of Rome, sending back vast riches and thousands of slaves. The **Senate** cares more about foreign affairs, than it does about the problems of those living in the city. The **Roman** courts provide justice only to those who can afford it. Something's got to change...

It's against this backdrop that the three cases of **QED: Cosmo's Casebook** are set. The three cases involve Cosmo investigating aspects of **Roman law and culture**, and then fighting for his clients in Court.

1.4 QED:Cosmo's Casebook is unrated; what is the suggested age for players?

The game has been built with **Year 7** students in mind. This does not mean that it can't be enjoyed by older or younger gamers. There's no graphic or cartoon violence; though, there are some *mildly gruesome* crime scenes, which may trouble younger players. The game does require reasonably good reading comprehension, and some unfamiliar Roman terms may be difficult for younger players. A glossary is available in the teacher's notes.

1.5 What platforms can QED:Cosmo's Casebook be played on?

QED:Cosmo's Casebook can be played in your browser, and is also available as an **iOS** and **Android app**. All versions of **QED:Cosmo's Casebook** are free to play, and require no in-app purchases.

You can play the browser version by visiting the ABC Splash website. (<http://splash.abc.net.au/ged>) The browser version of **QED** will need the Unity Player plug-in installed before you can play the game. You will need an internet connection in order for the plug-in to be installed.

QED will run in the following browsers: Internet Explorer, Firefox, Chrome, Safari, and Opera. PC users will need: Windows XP or later operating systems. Mac users will need: Mac OS X 10.5 or later operating systems.

You can download the App version from **iTunes** or **Google Play**.

1.6 Do I need to know anything about Roman History to play this game?

The game is enjoyable as a stand-alone experience, **no historical knowledge is required**. If the player finds settings or concepts in the game to be confusing or unfamiliar, there is plenty of Roman history lore to help explain the context of each case.

1.7 I'm not a big fan of "educational" games, why should I play this?

For gamers:

First and foremost, **QED** has been designed to be an entertaining experience - it's a game-y game. The developers took pains to avoid the "*tastes like medicine*" tang which haunts many educational products. The cases have been tailored to maximise player laughter and enjoyment. By playing the game, you're actually learning important skills, but you're too busy pwn'ing Gracchus to notice. Go on, take a peek, you might find you like it.

For teachers:

QED: Cosmo's Casebook presents a rich and detailed window into the Ancient World, offering teachers a new way to engage students with history and critical thinking. The slick game design and high production values make it an easy sell to students who might otherwise not be interested in historical research.

1.8 What does QED mean?

Q.E.D. is set of initials used to summarise the Latin phrase: *quod erat demonstrandum*, literal meaning "which had to be demonstrated". It is commonly used in mathematical or philosophical arguments as a closing statement, demonstrating that a theorem has been proven true.

In the context of the game, Q.E.D is spoken by Cosmo to demonstrate that he has proven the innocence of his client, by exposing the true criminal before the eyes of the court.

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2.0 Basic Game instructions

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2.0 What do I do in the game?

You play as **Cosmo**, defender of Justice and champion eagle groomer. You take on cases, conduct investigations and then battle it out in the court room. **Booyah!**

2.1 Who is Cosmo?

Cosmo is an aspiring Roman advocate, trying to make a name for himself in the Roman courts. You didn't need any qualifications to be a barrister in ancient Rome, so Cosmo brings his own quirky style to the practice of jurisprudence. His unique court-room style involves plenty of eagle stunts and bald jokes!

2.2 Who is Aquila?

Aquila is a bird of mystery; is he just an avian affectation with separation anxiety or a mighty manifestation of divine justice? Whatevs...

We do know that Aquila follows Cosmo closely throughout each of his investigations. Aquila can be found in ***every*** case location, spying on Cosmo as he conducts his inquiries. If you spot Aquila, you can earn a **Hint Medal** by clicking/tapping on him! **Hint Medals** are really handy, and can help you if you're stuck in a case.

2.3 What are Hint Medals?

Hint Medals are game tokens which can be spent to help a player who is stuck. **Hint Medals** can be used on the **Map of Rome** during the investigation; and they can be used in the trial, during a **cross-examination**.

When a **Hint Medal** is used on the **Map of Rome**, **Aquila** flies over the map and finds **locations** which contain **evidence needed to win** the trial. This is helpful when a player gets stuck and doesn't know where to find evidence.

When a **Hint Medal** is used in a trial, it will tell the player if a ***single*** statement by a prosecution witness is **True** or **False**. If you find the **False** statement, all the other statements are, by inference, **True**. Knowing which statement is **False** helps you to break witnesses on the stand in the trial.

2.4 How do I investigate a case?

Investigating a case involves **interviewing characters** and **exploring locations**. As you do this, you will uncover evidence which can be used to defend your client. Talking to people also gives you fresh leads, opening up new locations for you to explore and new people for you to talk to.

When you find piece of **Evidence**, you are given an Evidence card. The **Evidence Card** contains information which will be used to win the trial for your client.

The **Map of Rome** has an **Evidence Bar**. This **Bar** shows you how many Evidence Cards you need to find in order to go to court.

You can only enter the **Court** when you have filled the bar. If you are stuck and don't know where to look next, try using a **Hint Medal** [see 2.3] on the **Map of Rome**.

If you are finding it difficult to find **Evidence** in a location, you should first talk to everyone. Next, look around the environment, some locations are quite large, you can move the camera around to explore them. Some locations also have sub-locations attached to them - **look everywhere, click on everything**.

If you still find yourself stuck, there are different solutions for different platforms.

If you're playing an **app version** of **QED**; try double-tapping the screen. **Double-tapping** will highlight all objects in the environment which you can interact with.

If you're playing the **browser version**, you need to activate the **Easy Find** cheat [see 4.0] in the **Options menu**. Once this cheat is activated, you can double-click in the environment to see all objects you can interact with. Regardless of platform, one of those objects could very well be the piece of evidence that you're looking for.

2.5 How many cases are there?

There are three cases in **QED:Cosmo's Casebook**. Each case takes between 60 - 90 minutes to complete. Playtime may vary from player to player.

[Case 1] - Citizen Exile involves defending a humble Roman blacksmith from the slanderous charge that he is not a Roman citizen. If Cosmo doesn't win the case, the blacksmith and his family will be expelled from Rome, under new laws which proclaim that Rome is only for Romans.

[Case 2] - School of Hard Knocks takes you into a Roman classroom where a teacher has been accused of viciously beating one of his students. If Cosmo fails to defend the teacher, he will be made a slave and sold to work in the mines (a virtual death sentence).

[Case 3] - **Death by Dormouse** sees Cosmo defending a slave accused of poisoning his master. Everyone is against Cosmo in this case, and there are multiple suspects for the murderer. Cosmo needs to solve the mystery or every slave in the household will be crucified.

The cases have been designed to be played in order. Characters appear across cases and have knowledge of earlier cases.

2.6 What is Lore, and why should I collect it?

Lore!!! Lore is found sprinkled throughout **Rome**. **Lore** is expressed as collectible cards; each card contains facts about **Rome and Romans**. **Lore** covers a broad range of subjects: **Social Groups, Daily Life, Places of Interest, Famous People, and Politics**. You can learn a lot of neat stuff by reading your **Lore**, in fact, some of the information on **Lore** cards might help you solve a case. You should always read your **Lore! Lore!!!**

When you have collected sufficient Lore, you unlock the **Lore Master mini-game**. Playing **Lore Master** is good; it wins you **Justice Medals**.

Love the Lore! The **Lore** is life!

2.7 What is Lore Master?

Lore Master is a mini-game which is unlocked during an investigation by collecting plenty of **Lore**. The game is set in **Cicero's horti** (Latin: garden). In the mini-game, **Cicero** tests the player's cross-examination skills. **Cicero** will make a statement that is intentionally false; the player must play the correct Lore card which proves that **Cicero's** statement is false.

An example of a **Lore Master** statement is:

"Julius Caesar had his hair removed by pirates."

The statements are intentionally funny and designed to make the player look for the **Lore** which contradicts this statement. Each time you challenge Cicero with the correct Lore card, you will be awarded a **Justice Medal**. **Justice Medals** are mighty handy; you should play **Lore Master** in each case!!

When you finish a case, you unlock the **Lore Master Master's** series! This can be accessed from the front end of the game. Think you know your Lore, try matching wits with Cicero in the Lore Master Master's series.

2.8 Why should I play Lore Master before a trial?

You might be in a hurry to dive into the court once you've collected all the evidence.

Chill, Cosmo, chill! Take a deep breath and go play **Lore Master**.

The in-game **Lore Master** is a set of 5 statements for you to challenge. Each statement which you challenge correctly adds a **Medal** to your **Justice Medal** tally in the trial. So, if you play **Lore Master**, you can start the Trial with up to **+5 Justice Medals!** Sweet!

2.9 What are Justice Medals?

Justice Medals are game tokens which represent your "lives" in the trial. During the trial, **Cosmo** needs to spot the lie within a group of true statements. **Witnesses** don't make this easy and you might make mistakes.

When a player starts a trial, they **automatically** start with 3 **Justice Medals**. You can increase this number of Justice Medals by playing the **Lore Master** game, or by using the **Easy Mode** cheat. [see 4.0]

Each time you **incorrectly** challenge a witness statement, you will **lose** a **Justice Medal**.

When you have **zero** **Justice Medals**, the **Judge** is convinced that **Cosmo** is wrong and cannot beat the Prosecution's case. You and your client lose....

Don't panic! You can restart your trial from where you lost it!

2.10 Why do I have to go to court?

Cosmo goes to **Court** to see that **Justice** is done and that his client is saved from whatever awful fate **Gracchus** has in store for him. Determined to make a career for himself in **Roman** public life, **Cosmo** needs to become **famous**. Pulling off amazing and unlikely victories in the **Law Courts** is a good way to make a name for yourself.

In **game terms**, you can't complete a case without winning the trial. It's not enough to **think you know** what really happened in a case, you need to **prove it before the Court**.

2.11 How do I prove my case during a trial?

During the trial, the prosecutor (**Gracchus**) will produce a series of witnesses to testify against **Cosmo's client**. Some of these witnesses are there to confuse **Cosmo**, others are actually **hostile witnesses** who are **deliberately lying**. During the investigation, **Cosmo** will

have interviewed these witnesses and already knows some of what they have to say.

Cosmo's task is to listen to the witness statements and work out which of their statements is not true. **Cosmo** will have a set of Evidence cards which are used to challenge the witness statements.

The way to play is:

(A) Review ***each statement*** of the witness; each witness will say between 3-4 statements.

(B) Determine which ***one statement*** in the set of statements is a ***false statement*** [the Lie].

(C) **Challenge** the statement [the Lie] with an **Evidence card** which contradicts the statement [the Lie]!

When you challenge the ***false statement*** with the ***correct Evidence card***, you will begin to **break** the witness's **credibility**. You can see how many challenges you need to make in the **Trial Progress** bar. Once you have successfully broken the credibility of the prosecution witness, the **Judge** will remove that witness from the **Court**.

Success in the **Trial** involves **breaking *all*** of the Prosecution witnesses. Sometimes the **prosecution** is sneaky and brings in witnesses that **Cosmo** has never met.

2.12 I find the trial section of the game to be difficult, how can I make it easier?

If you run out of **Justice Medals**, **QED** will always allow you to restart the trial from where you were when you were kicked out of court.

You should also consider playing **Lore Master** with **Cicero** before you go to the trial. This not only gets your **brain** primed for finding contradictory evidence, but can also win you bonus **Justice Medals**.

You could also try playing the game using the **Easy Mode cheat**. [see **Section 4.0**]

2.13 Is it OK if I play the cases out of their suggested order?

The cases are designed to be enjoyed sequentially. However, the game comes with an **Unlock Cases** cheat [see **section 4.0**] which...unlocks all the cases. It's **almost the same** as having played the cases in order, except that you didn't, you cheated. **Cheater!**

2.14 I haven't finished the case, but I've got to go!! What do I do?

Ludus interruptus - as the **Romans** called it - is that **awful** moment when you realise that you've **run out of time to play** the game, even though you **haven't finished the case** yet.

Don't panic!

QED ***automatically*** saves your progress whenever you go to the **Map of Rome** screen.

If you're playing the **browser version**, make sure you **log into your ABC ID account**. This means your **save data** will be **stored** in the **ABC Cloud**, and you can restart your game using the save data logged against your user account.

If you are playing the **browser version**, but ***don't*** have an **ABCID** account, **your game progress** will be **saved locally** on in the browser you are playing it on. **TIP:** Don't let anyone else play your game, as they will be able to overwrite your save game. **TIP:** Get an ABCID account.

If you're playing the **app version**, your **progress** will be **saved locally** to your **phone/tablet/phablet**.

If you **come back** to your game after a **long break**, you can brush up on what's been happening in your game by looking at the **Case Notes**.

3.0 Ask Cosmo

We asked **Old Cosmo** to chime in with some tips on how won all the cases in **QED:Cosmo's Casebook**. He was kind enough to send us these recollections from his luxurious seaside villa, in **Stabiae**.

"Salve Fans!

Thanks for playing this game about...me. Y'know, I have fond memories of those early cases. Aquila and I would get up early and share a meal together before we went on the hunt for Justice. Mouse heads for breakfast take some getting used to but its all part of the fun.

"The best tip I can give you is: Explore everything and talk to everyone.

"One final thing I should say: look out below....SPOILERS!!!"

3.1 General questions

3.1.1 I seem to have trouble collecting all the evidence I need, got any tips?

Cosmo says:

"Evidence, huh? Well, you've just gotta keep looking!! You should try finding Aquila in each location and collecting Hints Medals. Those Hint Medals can help you find those last pieces of Evidence which open up the trial."

3.1.2 I think I must be doing something wrong in the trial, got any tips?

Cosmo says:

"I know how easy it is to zone out when Gracchus is crapping on, but this can cause you to make mistakes. Make sure that you are challenging the right statement – and by right statement, I mean, the wrong statement - the one which isn't true! Sometimes, you might detect the Lie, but move on past it to the end of the witnesses statement. This might make you play the correct piece of evidence on the wrong statement. **Always** double check the statement you are challenging before you play the Evidence card."

3.1.3 What happened to all my evidence after I walked into the Court room?

Cosmo says:

"During my investigations, I always gather a LOT of evidence! It's really useful stuff! When I arrive in court, the clerks of the court take that evidence and store it away. Aquila watches over them too!

Then, when it comes time to cross-examine the witness, the clerks select five evidence cards for me which seem related to the witness's statements. They seem to know what they're doing. The correct Evidence card is **always** one of the five Evidence cards."

3.2 Case 1 Questions

3.2.1 After I visited the Court House, I noticed that Cicero has a new tag; do I need to speak to him again?

Cosmo says:

"Cicero loves to talk. He's got a way with words, ol'MTC. After you first visit the Court House, make sure you go back to the Forum and talk with him some more. He had some

really important things to tell me. I **couldn't** have won the trial without one piece of advice he gave me!"

3.2.2 I can't find the three keys to open the strongbox in Titus' forge, where are they?

Cosmo says:

"Three keys, eh? I remember that I found one covered in blood - Gross! - I think it might have been on the floor. There was another key, it was wet - because I found it somewhere with a lot of water. There's a trough of water in the forge, right? The last key, I remember I found it out in the street...ugh....you might have to examine those bodies out there. I remember the key was...very sweaty!! Good luck!! Don't forget to talk to Titus after you open his strongbox."

3.2.3 I don't know the names of the Seven Hills of Rome, how can I solve the puzzle at the Docks?

Cosmo says:

"Ha! My street knowledge isn't so crash hot either, and I grew up in Rome. Luckily, I had Eagle Nav to help me get around. If you can't work out which hill is which, I seem to remember that Magistrate Licanus has a map of Rome on the wall of his office. Go back there and check it out!"

3.2.4 I don't have enough evidence to go to Court, how can I find the things I need?

Cosmo says:

"Make sure you thoroughly search the Forge. Titus had a lot of useful stuff in there. Ask him about that sword, the bust of Pompey and the Amphora. They're all keys to solving the mystery in this case."

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3.3 Case 2 Questions
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3.3.1 There are lots of locations to explore in this case, how did you proceed with the investigation?

Cosmo says:

"Oh yeah, I remember this case, Timon and that other guy, right? The weather was gorgeous; I was strolling around Rome doing my thing and getting sassed by school kids. Good times! You can explore the locations in this case in whatever order you like. That's part of the fun."

When I started the case, I went and talked to Timon at his school, then I visited Nikon the Apothecary, and then, I went to the Fuller's Yard."

3.3.2 Can I talk to Lucius?

Cosmo says:

"Lucius can't talk, but you should definitely **try** to talk to him. You'll notice something that will blow this case wide open. Also, please talk with his sister, Felicia. She was so worried about Lucius, and that bag he stuffed under his bed...well, just let's say that when you find everything in Lucius' bedroom you'll have plenty of new leads in this case."

3.3.3 I found some coins under Lucius' bed, what should I do with them?

Cosmo says:

"The coins! They're stolen property, they must be returned to their rightful owner! You must ask Felicia about them."

3.3.4 I can't get into the Locked Room, how do I get that door opened?

Cosmo says:

"Well, without giving too much away, the real owner of those coins has the key which opens the Locked Room. My advice: ask Felicia and then talk to Magistrate Licanus. Licanus knows a lot about the neighbourhood and knows who has been robbed. Ask him and he'll tell you who the coins might belong to."

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3.4 Case 3 Questions

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3.4.1 I want to snoop around in Justinia's atrium, but she won't let me. What can I do?

Cosmo says:

"Justinia was in mourning. It's understandable that she was a bit touchy. Even so, I had to wait until she went to her daily prayer meeting at the Temple of Bona Dea, before I could go back to her house. My advice: talk to her at home, go and visit the temple, and then talk to her when you see her at the Temple of Bona Dea. She'll probably be rude to you, but while she's praying at the Temple, you could pay a visit to her house... Sneaky!"

3.4.2 I can't open the strong box in the Atrium, where do I find the combination?

Cosmo says:

"This stumped me too. I got all cranky, so I walked over to the statue of Numerius and started shouting at it. Stupid, I know, but then I noticed there were some numbers scratched on the front of the statue. Bingo! Open sesame!"

3.4.3 I got some important evidence from Anna, as she's a slave - can I use this evidence in Court?

Cosmo says:

"Y'know, Grumio begged me not to involve Anna in the case, and fair enough, too. Cicero told me why: you can't use the Evidence from a slave, unless that slave has been TORTURED first!! Seriously, only creeps think torture is cool, so the answer is NO!

Don't try to use Anna's testimony in Court. Gracchus will jump on it immediately."

3.4.4 I really want to find out what's inside the temple of Bona Dea, how do I do that?

Cosmo says:

"I still don't know what's in there but if you find out, let me know..."

You can email info@robot-circus.com if you have any further questions for Cosmo.

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4.0 Cheat Codes
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All Lore [VII]:[II]:[III]:[VIII]
All Cases [II]:[V]:[III]:[VII]
Easy Mode [V]:[VIII]:[IX]:[VI]
[Browser only]
Easy Find [IV]:[IV]:[I]:[XI]

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Shouts: M4dG4vLz hVNw4r3z c1z3R0 4Qvi14
Respect the devs!! SPQRFTW
MMXIV
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