

**All-New Format!**

# **POLICE QUEST™ 2**

*The Vengeance*

**INCLUDES COMPLETE WALK-THRU**

**INCLUDES ALL AREA MAPS**

**LIST AND LOCATION OF ALL OBJECTS**

**ALL SOLUTIONS REVEALED**

**HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED**

**THE PERFECT GAME ACCESSORY**



lost notes

# POLICE QUEST™ 2

*The Vengeance*

## HINT BOOK



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## INTRODUCTION

**W**elcome back to the City of Lytton with "Police Quest Two." I hope you are finding your experience as a Homicide Detective both fun and challenging. As in "Police Quest," we have attempted to install a sufficient amount of realism to give you, the adventure game player, a feel of being in the drivers' seat again with true-to-life situations.

It is quite different from Sierra's other adventure games, which tend to wait for you to solve their puzzles in whatever order you wish. Often "Police Quest Two" will just continue without you; if you fail to solve a puzzle, you will miss those points! Therefore, we expect many people to finish the game with a low score. This hint book will get you through successfully. If, in the unlikely circumstance that you have a problem that isn't covered in this hint book, feel free to contact Sierra's Customer Support Department at (209) 683-6858. In addition, take a moment right now and read your reference card. Be sure to experiment with all the Menu items.

### HOW THIS BOOK WORKS

The whole point of playing "Police Quest Two" is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or, this may be your first experience with an adventure game. Hence, this hint book.

### HOW TO USE THIS HINT BOOK

When you get stumped, look through this book and find the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here's the solution. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

### HOW NOT TO USE THIS HINT BOOK

You wouldn't be developing true detective skills by just scanning through the book reading all the answers! Read only those hints absolutely necessary, and as few of those as you can. Beware, you may find one or more fake questions hidden in this book.

### IF YOU HAVE FINISHED "POLICE QUEST TWO"

After you have "won" the game, we invite you to check out the back of this book. It contains several "potent" sections you will enjoy. But, be very cautious using this section! Don't even look at it until you have actually seen the end of "Police Quest Two."

Thank you for playing "Police Quest Two." Hopefully, this game has given you a little insight as to some of the things you can experience as a Police Detective.

*Jim Walls,  
California Highway Patrol, retired*



## GENERAL QUESTIONS

### All I do is wander about! Is this it?

That's the point of the mission to find the keys to your car.  
You will need them where you are in the field.  
Press the button on the left that is with the mouse.

### What's the point of this game, anyway?

It's a test of your ability to solve the puzzles that  
involve weapons, explosives, and field kit items.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### I'm tired of dying and starting over again from the beginning!

When you die, you will be taken to the start of the mission. It is  
not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles. It's a test of your ability to solve the puzzles.

### Sonny walks too slow! Sonny walks too fast!

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### How can I "look at" the objects I have?

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

## AT THE STATION

### I can't find the key to get into the station.

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### I can't find the passwords for the computer.

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### I can't find the keys to the unmarked car.

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### How do I find the combination to my locker?

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### Where in the world do I find the field kit?

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### I'm not successful adjusting my gun sights. What am I doing wrong?

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### What do I do with Lloyd Pratt?

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.

### The Captain calls me in and reprimands me, why?

When you start the mission, you will be taken to the start of the  
mission. It is not a test of your ability to solve the puzzles.  
You'll find it in the manual. It's a test of your ability to solve the  
puzzles.



## GENERAL QUESTIONS

All I do is wonder about this it?

Search the police station to find the tools of your trade.  
You will need them when you are in the field.  
Read the documentation that came with the game.

What's the point of this game, anyway?

Find escaped felon Jessie Bains, the "Death Angel."  
Discover evidence, follow leads, and build your case.  
Finally, come face-to-face with the Death Angel and take the appropriate action.

I'm tired of dying and starting over again from the beginning!

Everyone fails a lot in adventure games. That's one reason it's so satisfying when you finally solve one.  
You need to read your game documentation. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

Sonny walks too slow! Sonny walks too fast!

Refer to the game menu.  
Scenes with lots of animation, may appear to run at "normal" speed even though in "fast" mode.

How can I "look at" the objects I want?

Type "look gun" to see your gun.  
Read your game documentation included in your game.

## AT THE BUREAU

I can't find the key to get into the station.

It can be found on a ring.  
Think of a logical location for a key.  
Look in your car.  
Look at the dash.

I can't find the keys to the computer.

They are located in the homicide office.  
Try looking on a desk.  
Look at the papers on the Captain's desk.

I can't find the keys to the computer.

They're in one of the offices.  
Hanging on a keyboard.  
Try the Homicide office.

How do I find the combination to my locker?

It can be found in a very logical place.  
The glove box of your personal car.  
On a business card.  
Turn the card over.

Where in the world is Mind the Field Kit?

It's found in the police station.  
Make sure you search each scene thoroughly.  
It's located in the hallway.  
You need to face the front of the counter, on the right side of screen.

I'm not successful adjusting my gun sights. What am I doing wrong?

Aim at the same location on the target each time you fire.  
To develop a pattern, fire at least twice each time.  
Bring the target forward for viewing.  
"Look target."  
"Adjust sights" accordingly.  
Repeat the above steps until....  
The message reads, "your sights are correctly adjusted."

What do I do with Lloyd Price?

Talk to him.  
Save his job.  
You first have to use the computer in the office.  
Look in the "personnel" directory.  
Then go back to Lloyd and type "Help man."

The Captain calls me in and tells me why?

Captain Hall enjoys his work.  
He likes picking on you.  
You took too long starting your investigations.



## What is operation code name "Ice man?"

It was Dick's original idea in the Wake  
Lobby and designed for Wally  
A highly levered operation  
Facing a nuclear attack alternative  
Watch for it in late summer 1999

## Where do I find Marie's phone number?

Your desk holds the answer  
1747 is at your service  
Call it in 1999  
250 311  
Look for Marie's phone

## Where do I find Colby's phone number?

At the office  
It's listed in room 100  
In the directory  
In the book

## DRIVING

### At the start of the game I can drive my personal car around but nothing happens.

You're supposed to be driving in Hong Kong during the  
Don't drive your personal car in the beginning

### How do I get anywhere in the car?

Just ask him  
With your eyes wide open  
He's a simple type. Drive to him

### How do I make Keith stop his smoking?

Just tell  
Doesn't he have a lot of goodies?  
Maybe the Betty's treatment

## AT THE JAIL

### How can I get inside of the jail?

There is a procedure to follow  
Bring the burger  
Bring your identification

### What do I do once I'm inside?

Talk to those who can help you  
Talk to later  
Talk to witness  
You need to look at two files  
Look at Elaine file and see how things about  
Look at Paul's file and note his wife's phone number

## AT THE MALL

### I'm stumped at the mall.

Have you investigated everything thoroughly?  
You will need your field kit  
Investigate the store's cat  
Use the glove box  
Take the keys  
Get your dog and take holster and bullets

### What is the sale item I need from the mall?

How do women look on the line  
You're still missing one  
Nothing at the mall is so take  
You can't even get the file

## COTTON COVE

### I keep dying from the ambush.

Marie isn't there to play tag  
Did you read the message that followed your demand?  
Your gun sight wasn't properly adjusted  
And after Marie orders you to get gun, get the file



What is operation code name "Ice man"?

A new Sierra adventure game in the works.  
Author and designer, Jim Walls.  
A military, covert operation.  
Features a nuclear attack submarine.  
Watch for it in late summer 1989.

Where do I find Bains' phone number?

Your desk holds the answer.  
LT&T is at your service.  
Dial information.  
Dial "411"  
Ask for "Marie Wilkans."

Where do I find Coffey's phone number?

At the motel.  
It's found in room 108.  
In the bathroom.  
In the sink.

What is the rule about DRIVING?

At the start of the game I can drive my personal car around but not in the woods.

You're supposed to be going to work not getting off.  
Don't drive your personal car in the beginning.

How do I get someone in the car?

Very carefully.  
With your eyes wide open.  
For example type, "drive to jail."

How do I talk to Noah about his shooting?

Ask him.  
Didn't do you a bit of good did it?  
Maybe the Schick treatment.

AT THE JAIL

How can I get inside of the jail?

There is a procedure to follow.  
Ring the buzzer.  
Show your identification.

What do I do once I'm inside?

Talk to those who can help you.  
Talk to jailer.  
Talk to witness.  
You need to look at two files.  
Look at Bains' file and take new mug shot.  
Look at Pate's file and note his gun's serial number.

AT THE MALL

I'm stumped at the mall.

Have you investigated everything thoroughly?  
You will need your "field kit."  
Investigate the jailer's car.  
Dust the glove box.  
Type "use the tape."  
Open glove box and take holster and bullets.

What is the solo item I need from the mall?

You're wasting time on this one.  
You're still wasting time.  
Nothing at this mall is on sale.  
You can't even get inside.

COTTON DOVE

I keep dying from the ambush.

Bains isn't there to play tag.  
Did you read the message that followed your demise?  
Your gun sights must be properly adjusted.  
Just after Bains enters scene fire your gun, you will miss.



### I keep getting run down by Bains.

Try making some random walks.  
You can avoid being run down if  
you look up toward the roof.

### After the ambush, is that all there is?

Can you talk to the trigger?  
Search each scene.  
Bain's car can be found in the far left scene.  
It's found by the water's edge on the way to the left.  
Look down.

### What's the deal with the trash can?

Nothing is seen the trash can has taken a load.  
Examination can be found inside the can.  
Basic garbage.  
Get on the road and find a bag.

### I can't help search the river because I don't have a dive card....Where do I find it?

How do I look stuff up from your desk drawer you have?  
Is it your wallet?  
System wallet.

### Is there really a body to be found?

Yes.  
It's wedged between the rocks.  
It's in the scene all the way to the left.  
At the right side of scene in the middle rock scene.  
You can't move rock, which is on the right.  
Look at the hand.  
Type "Remove the body."

### Is there other evidence to be found in the river?

Yes, before you return to the  
Scene is the scene all the way to the left.  
Loaded near the middle of the scene you can find the makeout hole  
and in the escape type look down.  
In the middle scene in the center of the scene, type "Look down," and  
you will find the Jew's badge.

### After changing into the "Bag Lady," how do I change back to Sonny Bonds?

How do I get out of the  
Back of the car? The car is in the scene all the way to the left.  
Over a structure, a structure, a structure.

### Where in the world do I go when I finish Cotton Cove?

How do I get out of the scene the Virgin scene?  
How do I get out of the scene the Virgin scene?  
Don't know.

## AIRPORT

### Is there anything to find in the stolen car?

How do I get out of the scene the Virgin scene?  
How do I get out of the scene the Virgin scene?  
How do I get out of the scene the Virgin scene?  
How do I get out of the scene the Virgin scene?  
How do I get out of the scene the Virgin scene?

### How do I get into the stolen car?

How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?

### What do I do in the airport?

How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?

### I bought flowers, now what do I do with them?

How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?  
How do I get into the scene the Virgin scene?



I keep getting run down by Bains.

That's his sole purpose in life.  
You can avoid being run down if...  
You walk up toward the river.

After the ambush, is that all there is?

Did you talk to the jogger?  
Search each scene.  
Evidence can be found in the far left scene.  
It's found by the water's edge all the way to the left.  
"Look down."

What's the deal with the can?

Nothing unless the ambush has taken place.  
Evidence can be found inside the can.  
"Search garbage."  
Get clothes and read tag.

I can't help search the river because I can't have a diver.  
Where do I find it?

If you took everything from your desk drawer, you have it.  
It's in your wallet.  
"Search wallet."

How do I find a body in the river?

Yes.  
It's wedged between the rocks.  
It's in the scene all the way to the right.  
At the right side of screen in the middle "look down."  
You must "move rock" which exposes a hand.  
"Look at the hand."  
Type "remove the body."

How do I find evidence in the river?

Yes, before you remove body.  
Swim to the scene all the way to the left.  
Located near the middle of the scene you can find the makeshift knife used in the escape. Type "look down."  
In the middle scene, in the center of the scene, type "look down," and you will find the jailer's badge.

After changing into the "Bag Lady," how do I change back to Conny Donda?

This is really off the wall.  
If you change into the "Bag Lady" we have a serious problem.  
Please contact our "customer service" and report it.

Where in the world do I go when I finish Dragon Cove?

You can find a clue from the radio broadcast.  
Recall the last known direction of the fleeing vehicle.  
"Drive to the airport."

Where do I go to the airport?

Is there anything to find in the stolen car?

Yes, a fingerprint.  
Think of a logical place it can be found.  
One of the first things a thief would do after stealing a car.  
He might adjust the rear view mirror.  
"Dust rear view mirror."  
Type "use tape."

How do I get into the stolen car?

You must have probable cause.  
Look the car over carefully.  
Stand at the front of the car.  
Look at the license plate.

What do I do at the airport?

Much information can be found here.  
Try talking to the ticket agents and car rental agents.  
Remember the procedure.  
Identify yourself.  
Show Bains' mug shot.  
Look at the lists the agents will give you.

I bought flowers, what do I do with them?

Nothing right away.  
Be patient.  
You can give them to a nice young lady.  
Give them to Marie when you have dinner.



### What do I do in the airport?

What do I do in the airport?  
I'm at the airport with Marie, what do I do?  
I bought flowers, now what do I do with them?  
Is there anything tangible I can find?  
Where do I go when I finish the airport?  
How do I get authorization to purchase a ticket?

### I bought flowers, now what do I do with them?

I bought flowers, now what do I do with them?  
Is there anything tangible I can find?  
Where do I go when I finish the airport?  
How do I get authorization to purchase a ticket?

### Is there anything tangible I can find?

Is there anything tangible I can find?  
Where do I go when I finish the airport?  
How do I get authorization to purchase a ticket?

### Where do I go when I finish the airport?

Where do I go when I finish the airport?  
How do I get authorization to purchase a ticket?

### How do I get authorization to purchase a ticket?

How do I get authorization to purchase a ticket?

### ARNIE'S RESTAURANT

### I'm at the restaurant with Marie, what do I do?

I'm at the restaurant with Marie, what do I do?  
Did I miss anything significant at the murder scene?  
I drive to the murder scene but nothing is there.  
What do I do or where do I go after the murder scene?

### ROBERTS MURDER SCENE

### Did I miss anything significant at the murder scene?

Did I miss anything significant at the murder scene?  
I drive to the murder scene but nothing is there.  
What do I do or where do I go after the murder scene?

### I drive to the murder scene but nothing is there.

I drive to the murder scene but nothing is there.  
What do I do or where do I go after the murder scene?

### What do I do or where do I go after the murder scene?

What do I do or where do I go after the murder scene?  
MOTEL

### MOTEL

### The motel manager won't tell me anything.

The motel manager won't tell me anything.



What do I do in the mirror?

- Much information can be found here.
- Try talking to the ticket agents and car rental agents.
- Remember the procedure.
- Identify yourself.
- Show Bains' mug shot.
- Look at the lists the agents will give you.

Nothing right away.

- Be patient.
- You can give them to a nice young lady.
- Give them to Marie when you have dinner.

Is there anything...

- Evidence.
- Found in a room of rest.
- Look around in the bathroom.
- Try different things.
- Flush the toilet.
- Remove the tank lid.
- In the middle stall.
- Remove the gun.
- Use the hand dryer to dry gun.

What do I do when the trail gets cold?

- When the trail gets cold, head for the barn.
- Drive back to the station and finish your work.
- Take care of the evidence you've gathered.
- "Book evidence" at the booking window.

How do I get information to convince the Captain?

- You need enough evidence to convince the Captain.
- You need Colby's business card.
- You need the hit list.

- Call Steelton Police Dept.
- Call and warn Colby.
- You need to show the evidence to the Captain.

You mean you can't think of anything?

- Try talking to her.
- Buy her something to eat.
- Try kissing her.
- Give her the flowers.
- Kiss her more than once.

- Before you removed the body did you find the corner of envelope?
- After getting the corner of envelope tell Coroner to remove body.
- Did you find the "death threat note" in the trunk?

- Nothing will be at the murder scene if...
- You go there before day two or...
- If you take too long getting there.

- Did you find the address to the Snuggler's Inn?
- It's in the trunk.
- Clutched in the victim's hand.
- "Drive to address on the corner of envelope."

- Does he know who you are?
- You have to identify yourself.
- Did you show him Bains' mug shot?



### What can I find inside the motel room.

The room is empty except for a few chairs and a table.  
The room has a bed and a sink.  
The room is clean and tidy.  
The room is very comfortable.  
The room is very nice.

### Where do I go when I'm finished with the motel?

You can go to the office or the kitchen.  
You can go to the bathroom or the living room.  
You can go to the bedroom or the dining room.  
You can go to the hallway or the entrance.  
You can go to the parking lot.

## MARIE'S HOUSE

### Marie's house is a mess but that's about it.

Marie's house is a mess but that's about it.  
Marie's house is a mess but that's about it.  
Marie's house is a mess but that's about it.  
Marie's house is a mess but that's about it.

### What do I do with the souffle in Marie's oven?

The souffle is in the oven.  
The souffle is in the oven.  
The souffle is in the oven.  
The souffle is in the oven.

### What do I do after finishing Marie's house?

The house is clean and tidy.  
The house is clean and tidy.  
The house is clean and tidy.  
The house is clean and tidy.

## AIRPLANE

### I keep getting thrown off the plane.

The plane is very noisy.  
The plane is very noisy.  
The plane is very noisy.  
The plane is very noisy.

### I can't get by the hijacker, he keeps killing me.

The hijacker is very dangerous.  
The hijacker is very dangerous.  
The hijacker is very dangerous.  
The hijacker is very dangerous.

### The hijacker still keeps killing me!

The hijacker is very dangerous.  
The hijacker is very dangerous.  
The hijacker is very dangerous.  
The hijacker is very dangerous.

### I'm sorry but the hijacker STILL keeps killing me.

The hijacker is very dangerous.  
The hijacker is very dangerous.  
The hijacker is very dangerous.  
The hijacker is very dangerous.

### I can't find the bomb.

The bomb is in the room.  
The bomb is in the room.  
The bomb is in the room.  
The bomb is in the room.

### Defusing the bomb is something else!! How do I do it?

The bomb is in the room.  
The bomb is in the room.  
The bomb is in the room.  
The bomb is in the room.

### I'm still having problems defusing the bomb!

The bomb is in the room.  
The bomb is in the room.  
The bomb is in the room.  
The bomb is in the room.

## STEELTON PARK

### What do I do with that confounded dog?

The dog is very noisy.  
The dog is very noisy.  
The dog is very noisy.  
The dog is very noisy.



What can I find inside the motel room?

You really don't want to know everything do you?  
Try searching a little harder.  
You can find blood, envelope and letter, lipstick and business card.  
The lipstick is under the bed on the far side.  
The letter is in the nightstand next to bed.  
The business card is in the sink in the bathroom.

Where do I go when I'm finished with the motel?

Do you remember any of Marie's conversation?  
Did you remember the color of Marie's lipstick?  
She said she was worried about the escape.  
You had better check on her.  
Drive to Marie's.

### MARIE'S HOUSE

What's Marie's house like and what's inside it?

Are you sure you have looked everywhere?  
Have you found the "hit list?"  
It's on the floor.  
Near the ashtray.

What do I do with the soufflé in Marie's oven?

If it's hot, eat it.  
Give it to Keith.  
There's no soufflé in Marie's oven.

What do I do after leaving Marie's house?

After any good investigation it is a good idea to use radio.  
Head for the barn.  
Book any evidence you have.  
Check with the Captain.

### AIRPLANE

What's going through my mind on the plane?

Listen to the stewardess.  
Follow instructions.  
Make sure you fasten your seat belt.

I can't get by the hijacker, he keeps idling me.

You need to act fast.  
You have to use your gun.  
Act when the stewardess falls to the floor.

The hijacker still keeps idling me!

What happened at the motel is affecting you here.  
When the shotgun discharged, Sonny spun around hitting his gun hand.  
You should have adjusted your gun sights before leaving station.

I'm sorry but the hijacker STILL keeps idling me.

Have you been enjoying the refreshments?  
Drinking alcoholic beverages and shooting just don't mix.

I can't find the bomb.

It's located in the rear of the plane.  
Somewhere in the restroom.  
You mean you still haven't found it?  
Try the paper towel dispenser.

Defusing the bomb is something else! How do I do it?

The answer is in the plane.  
The dead hijackers have the answer.  
Try searching them.  
On one of them, you need to search the turban.

The wire cutting procedure (defusing the bomb)

You will need wire cutters.  
You need the bomb instructions.  
Study the instructions carefully.  
Perform each step of the instructions in reverse.

### STEEL TON PAIL

What do I do with the steel ton pail?

He has a purpose.  
In this life but..  
Not in this game!



### I can't seem to get by the mugger!

The mugger blocks the way, and you're stuck in a narrow hallway. You can't get by the mugger, and you're stuck in a narrow hallway. You can't get by the mugger, and you're stuck in a narrow hallway.

### How can I make friends with the mugger?

The mugger is a friend, and you're stuck in a narrow hallway. You can't get by the mugger, and you're stuck in a narrow hallway. You can't get by the mugger, and you're stuck in a narrow hallway.

### I just keep wandering, is there anything here to find?

The mugger is a friend, and you're stuck in a narrow hallway. You can't get by the mugger, and you're stuck in a narrow hallway. You can't get by the mugger, and you're stuck in a narrow hallway.

## SEWER

### I can't get past the methane gas.

The methane gas is a friend, and you're stuck in a narrow hallway. You can't get past the methane gas, and you're stuck in a narrow hallway. You can't get past the methane gas, and you're stuck in a narrow hallway.

### After I release Marie, Bains immediately enters the room and shoots me.

Bains is a friend, and you're stuck in a narrow hallway. You can't get past Bains, and you're stuck in a narrow hallway. You can't get past Bains, and you're stuck in a narrow hallway.

### I just can't figure out how to get Bains.

Bains is a friend, and you're stuck in a narrow hallway. You can't get past Bains, and you're stuck in a narrow hallway. You can't get past Bains, and you're stuck in a narrow hallway.

### I still can't get Bains!

Bains is a friend, and you're stuck in a narrow hallway. You can't get past Bains, and you're stuck in a narrow hallway. You can't get past Bains, and you're stuck in a narrow hallway.



I can't seem to get by the mugger!

Did you look around the Lieutenant's office at Steelton PD?  
You can get rid of the mugger one of two ways.  
You can use the hand held radio or...  
Draw your weapon on him.

How can I make friends with the mugger?

Call him "sir."  
It didn't work, did it?  
You can't. His sole purpose is to mug you.

I just keep going. I'm sure my skills will help me find it.

Yes.  
Try a little harder.  
It's near the right side of a little hill.  
Type "look down," you will discover the sewer entrance.

I can't get past the methane gas.

You're going the wrong direction.  
You need a gas mask.  
After entering the sewer, walk to the right and stay on the lower side.  
Continue into the next scene on your right and ignore all messages about the gas.  
Make a right turn and walk down the screen staying on the left side.  
Continue walking down the screen into the next scene.  
Walk into the scene on the left and find the gas mask.

After I robbed Marie, Bains immediately enters the room and alerts me.

Bains was alerted by the noise.  
In her excitement Marie became too loud.  
Before untying Marie, you must tell her to "keep quiet."

I just can't figure out how to get Bains.

Listen to Marie.  
You need to hide.  
Hide behind the large pipe on the left.

I still can't get Bains!

Make sure your gun is loaded.  
Make sure your gun is drawn.  
Make sure you are facing toward the center of the room.  
Do all the above before Bains enters the room.

I still can't get Bains!

Make sure your gun is loaded.  
Make sure your gun is drawn.  
Make sure you are facing toward the center of the room.  
Do all the above before Bains enters the room.

I still can't get Bains!

Make sure your gun is loaded.  
Make sure your gun is drawn.  
Make sure you are facing toward the center of the room.  
Do all the above before Bains enters the room.

I still can't get Bains!

Make sure your gun is loaded.  
Make sure your gun is drawn.  
Make sure you are facing toward the center of the room.  
Do all the above before Bains enters the room.

I still can't get Bains!

Make sure your gun is loaded.  
Make sure your gun is drawn.  
Make sure you are facing toward the center of the room.  
Do all the above before Bains enters the room.

I still can't get Bains!

Make sure your gun is loaded.  
Make sure your gun is drawn.  
Make sure you are facing toward the center of the room.  
Do all the above before Bains enters the room.



**OBJECTS**

Object	Where found	Where Used
Key to apartment	Marble room	Apartment
Personal car key	Ignition	Personal car
Small black chair	Marble room	Red Hall
Radio Show program	Locker	Information only
Advertisement for shoes	Locker	Can't identify anything
Matchbox	Locker pocket	Through gun
White tobacco	Desk drawer	Through gun
Strong smelling shoe	Locker	Garage door
Shoe's label	Desk drawer	Through gun
Bill to business man	Through car	Through window to see car
Handcuff	Locker	Not in this game
Phone No.	PC screen	Through the door
Car magazines	Range 2000	Through car
Bank of money box	Marble room	Through the game
Shoe's box with shoe	Locker	Through the game
Handcuff	Small car at mall	Not in this game
Handcuff	Small car at mall	Not in this game
Shoe	Small car at mall	Not in this game
Unassisted car models	Garage door	Not in this game
Shoe's label	Locker	Not in this game

Empty box	Calvin Cove	Not in evidence
Car license	Bottom of river	Only in found program
Stakes in knife	Bottom of river	Not in evidence
Fingerprint	Shoe on at airport	Not in evidence
Flowers	Support postcard	Present for Marie
Photograph	Support postcard	Information only
Car rental list	Car rental agency	Information only
Murder weapon	Airport restroom	Not in evidence
Flourishes	Robert's murder scene	Not in evidence
Blood sample	Robert's murder scene	Not in evidence
Box of envelopes	Robert's body	Car's with the shoe's address
Three dollar note	Trunk of Robert's car	Not in evidence
Marie's room key	Hotel manager	Marie room
Blood sample	Marie room	Not in evidence
Envelope & letter	Marie room	Not in evidence
Latex tube	Marie room	Not in evidence
Colby's business card	Hotel manager	Not in evidence
Die hat	Marie's house	Not in evidence
Shoe	Marie's shoe box	Information only
Suzanne sticker	Support	In Marie's phone
Wire cutter	Wacker	In Marie's phone
Bomb instructions	Turner	In Marie's phone
Car model	Support screen	Suzanne screen



## AFTER THE END OF THE GAME

Object	Where found	Where Used
Key to unmarked car	Homicide office	unmarked car
Personal car key	Ignition	personal car
Hand held radio	Steelton PD	Burt Park
Colt 10mm automatic	Locker	Threatening situations
Ammunition & clips	Locker	Colt 10mm automatic
Money clip	Jacket pocket	Throughout game
Wallet & badge	Desk drawer	Throughout game
Diving certificate	Inside Wallet	Cotton Cove
Marie's letter	Desk drawer	Information only
LPD business card	Private car	Combination to locker
Handcuffs	Locker	Never in this game
Field Kit	PD hallway	Throughout the game
Ear protectors	Range officer	Shooting range
Bains' old mug shot	Homicide file cabinet	Throughout the game
Bains' new mug shot	Jailer	Throughout the game
Fingerprint	Stolen car at mall	Book as evidence
Jailers holster	Stolen car at mall	Book as evidence
Bullets	Stolen car at mall	Book as evidence
Discarded jail clothes	Cotton Cove	Book as evidence
Blood sample	Cotton Cove	Book as evidence

Object	Where found	Where Used
Footprint cast	Cotton Cove	Book as evidence
Lost badge	Bottom of river	Book as found property
Makeshift knife	Bottom of river	Book as evidence
Fingerprints	Stolen car at airport	Book as evidence
Flowers	Airport entrance	Present for Marie
Passenger list	Airport ticket agent	Information only
Car rental list	Car rental agency	Information only
Murder weapon	Airport restroom	Book as evidence
Fingerprints	Robert's murder scene	Book as evidence
Blood sample	Robert's murder scene	Book as evidence
Corner of envelope	Robert's body	Gives you the Motel address
Threatening note	Trunk of Robert's car	Book as evidence
Motel room key	Motel manager	Motel room
Blood sample	Motel room	Book as evidence
Envelope & letter	Motel room	Book as evidence
Lipstick tube	Motel room	Book as evidence
Colby's business card	Motel restroom	Book as evidence
Hit list	Marie's house	Book as evidence
Note	Marie's front door	Information only
Airplane ticket	Airport	To board plane
Wire cutters	Hijacker	To disarm bomb
Bomb instructions	Turban	To disarm bomb
Gas mask	Steelton sewer	Steelton sewer



## SOME THINGS YOU MAY HAVE MISSED

### Have you...

1. Tried to get into the South Island?
2. Tried to get into the North Island?
3. Tried to get into the Cook Islands?
4. Tried to get into the Tokelau Islands?
5. Tried to get into the Phoenix Islands?
6. Tried to get into the Marshall Islands?
7. Tried to get into the Federated States of Micronesia?
8. Tried to get into the Republic of the Marshall Islands?
9. Tried to get into the Republic of the Palau?
10. Tried to get into the Republic of the Philippines?
11. Tried to get into the Republic of Indonesia?
12. Tried to get into the Republic of the East Timor?
13. Tried to get into the Republic of the East Timor?
14. Tried to get into the Republic of the East Timor?
15. Tried to get into the Republic of the East Timor?
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49. Tried to get into the Republic of the East Timor?
50. Tried to get into the Republic of the East Timor?

## \* WARNING \*

Do not read this section unless you are definitely stuck and have no idea what to do!

### ACTIVITY

### POINTS

#### INSIDE PERSONAL CAR

1. Try to get into the car.
2. Try to get into the car.
3. Try to get into the car.
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47. Try to get into the car.
48. Try to get into the car.
49. Try to get into the car.
50. Try to get into the car.



## SOME THINGS YOU MAY HAVE TRIED

- ...Talked to the man sitting in the locker room toilet?
- ...Tried to open the toilet door?
- ...Tried knocking on the toilet doors?
- ...Talked to Lloyd Pratt, Narcotics officer?
- ...Talked to Mario Gelepsi, uniformed officer?
- ...Talked to Steve, Narcotics officer?
- ...Tried not following orders?
- ...Tried kissing the jogger at Cotton Cove?
- ...Tried scuba diving without your weight belt?
- ...Tried standing near the bottom of the screen after the ambush?
- ...Tried shooting your gun unnecessarily?
- ...Tried flying to Houston?
- ...Tried talking to other characters in the airport?
- ...Talked to the man in the white suit upstairs in the airport?
- ...Tried to arrest the man in the white suit?
- ...Tried talking to the men seated on the bench?
- ...Tried crossing the street without pushing the traffic control button?
- ...Tried kissing Marie at Arnie's restaurant?
- ...Tried kicking the door down at the Snuggler's Inn?
- ...Tried drinking alcoholic beverages while on the airplane?
- ...Tried shooting the mugger in Burt Park?
- ...Tried climbing any of the ladders while down in the sewer?
- ...Tried jumping the liquid sewage flow?
- ...Tried shooting the rats?
- ...Tried firing your weapon while in a cloud of methane gas?

## WARNING

Do not read this section unless you are absolutely stuck and have no idea what to do!

## ACTIVITY

### INSIDE PERSONAL CAR

1. type "look car" & "get keys" . . . . . 1
2. type "open glove box"
3. type "look in box" & "get card" . . . . . 1
4. type "turn card over" (combo to locker)
5. type "exit car" or use function key
6. type "look coat" (read msg about money clip)
7. walk to police station door
8. type "unlock door"
  
9. walk to Homicide Office and enter
  
10. walk to Captain Fletcher Halls desk anytime throughout the game and type "look desk" (read msg about files and paper)
11. type "look paper" (read passwords for computer: *Miami, ice-cream, pistachio*) . . . . . 1
12. walk to rear wall and type "look wall"
13. type "get key" (key to unmarked car) . . . . . 1
14. type "look bulletin board" (read msg about shooting scores) . . . . . 1
15. walk to desk and type "sit down"
16. type "look basket" (read msg about subpoena) . . . . . 1
17. type "unlock desk drawer"



## INSIDE DESK DRAWER

11. type "get ready"
12. type "get ready"
13. type "press enter" (and also 200)
14. type "get ready" & "get ready"
15. type "press enter"
16. type "press enter"
17. walk over to Hardware Office

## HALLWAY

18. walk over and type "get ready" Hardware Office

## LOCKER ROOM

19. stand in front of the locker on the left wall
20. type "open locker" (a prompt will come up asking for the combination)
21. press "enter" (204-12)

## INSIDE LOCKER

22. type "get ready"
23. type "get ready"
24. type "get ready"
25. type "press enter"
26. type "press enter" & use function key
27. walk over to locker keys

## HALLWAY

28. walk over and type the front desk counter (at the banking counter)
29. type "press enter"
30. type "press enter" (and also press "back" key)
31. type "get ready"
32. type "get ready"
33. walk over and type "press enter" and "press shooting target"

## SHOOTING RANGE

34. walk up to counter (talk to weapons officer "get ready")
35. type "get ready" (press enter)
36. walk to sliding glass door and enter booth area
37. walk to and open door and type "back ready"

## INSIDE SHOOTING BOOTH

38. type "get ready" (press enter)
39. type "press enter" or use function key
40. use directional keys to adjust aim
41. hold "fire gun" or use function key
- NOTE: FIRE AT LEAST TWICE IN ORDER TO DEVELOP A PATTERN. YOU CAN ONLY SHOOT A TOTAL OF 7 TIMES BEFORE RELOADING. YOU CAN RELOAD ONCE FOR MORE AMMO. YOU MUST SEE WEAPONS OFFICER ONE CITY HAS TO BE EMPTY BEFORE WEAPONS OFFICER WILL GIVE YOU AMMO. IN ORDER TO RELOAD, TYPE "LOAD" OR USE FUNCTION KEY
42. type "press enter" or use function key
43. type "press view" and "back target"
44. type "adjust sights"
- NOTE: THE SIGHTS WILL HAVE TO BE ADJUSTED UP AND/OR DOWN TO HIT THE 7 TARGETS OF WHERE YOU ARE AIMING FOR. A SUCCESSFUL ADJUSTMENT WHEN SIGHTS ARE PROPERLY ADJUSTED, YOU WILL GET A MESSAGE TELLING YOU:
45. type "press target"
46. type "press view"
47. type "press target" or repeat this step 46
48. walk through sliding glass door
49. walk to counter and type "press view" (press enter)
50. type "press enter" or "press enter"
51. walk out of shooting range

## HALLWAY

52. walk over and type Hardware Office



### INSIDE DESK DRAWER

- 18 type "get wallet" . . . . .1
- 19. type "look wallet"
- 20. type "search wallet" (find dive card) . . . . .2
- 21. type "get letter" & "read letter" . . . . .1
- 22. type "close drawer"
- 23. type "stand up"
- 24. walk out of Homicide Office

- 25. walk to door just right of Homicide Office

### LOCKER ROOM

- 26. stand in front of first locker on the left wall
- 27. type "open locker" (a prompt will come up asking for the combination)
- 28. combination (36-4-12) . . . . .5

### INSIDE LOCKER

- 29. type "get gun" . . . . .1
- 30. type "get cuffs" . . . . .1
- 31. type "get ammo" . . . . .1
- 32. type "close locker"
- 33. type "load gun" or use function key
- 34. walk out of locker room

### HALLWAY

- 35. walk over and face the front side of counter (not the booking counter)
- 36. type "look counter"
- 37. type "unlock bin" (read msg about field kit)
- 38. type "get kit" . . . . .2
- 39. type "close bin"
- 40. walk toward right side of picture and enter shooting range

### SHOOTING RANGE

- 41. walk up to counter (talk to weapons officer Ken Mills)
- 42. type "get ear protectors" . . . . .2
- 43. walk to sliding glass door and enter booth area
- 44. walk to any open booth and type "look booth"

### INSIDE SHOOTING BOOTH

- 45. type "put ear protectors"
- 46. type "raise gun" or use function key
- 47. use directional keys to adjust aim
- 48. type "fire gun" or use function key

**NOTE: FIRE AT LEAST TWICE IN ORDER TO DEVELOP A PATTERN. YOU CAN SHOOT A TOTAL OF 7 TIMES BEFORE RELOADING. YOU CAN RELOAD ONCE. FOR MORE AMMO YOU MUST SEE WEAPONS OFFICER. ONE CLIP HAS TO BE EMPTY BEFORE WEAPONS OFFICER WILL GIVE YOU AMMO. IN ORDER TO RELOAD, TYPE "LOAD" OR USE FUNCTION KEY**

- 49. type "lower gun" or use function key
- 50. type "push view" and "look target"
- 51. type "adjust sights" . . . . .5

**NOTE: THE SIGHTS WILL HAVE TO BE ADJUSTED UP AND/ OR DOWN, TO WITHIN 7 PIXELS OF WHERE YOU ARE AIMING FOR A SUCCESSFUL ADJUSTMENT. WHEN SIGHTS ARE PROPERLY ADJUSTED YOU WILL GET A MESSAGE TELLING YOU.**

- 52. type "replace target"
- 53. type "push back"
- 54. type "exit booth" or repeat from step 46
- 55. exit through sliding glass door
- 56. walk to counter and type "get new ammo" . . . . .2
- 57. type "return ear protectors"
- 58. walk out of shooting range

### HALLWAY

- 59. walk over and enter Homicide Office



## HOMICIDE OFFICE

- 63. You are in the Homicide Office and you are looking for a file.
- 64. You are in the Homicide Office.
- 65. You are in the Homicide Office.
- 66. You are in the Homicide Office.

## INSIDE FILE CABINET

- 67. You are in the Homicide Office.
- 68. You are in the Homicide Office.
- 69. You are in the Homicide Office.
- 70. You are in the Homicide Office.
- 71. You are in the Homicide Office.

## NARCOTICS OFFICE

- 72. You are in the Narcotics Office and you are looking for a file.
- 73. You are in the Narcotics Office.
- 74. You are in the Narcotics Office.
- 75. You are in the Narcotics Office.
- 76. You are in the Narcotics Office.

## HALLWAY

- 77. You are in the Hallway.

## PARKING LOT

- 78. You are in the Parking Lot and you are looking for a file.
- 79. You are in the Parking Lot.
- 80. You are in the Parking Lot.
- 81. You are in the Parking Lot.
- 82. You are in the Parking Lot.
- 83. You are in the Parking Lot.
- 84. You are in the Parking Lot.

## INSIDE UNMARKED CAR

- 85. You are in the Inside Unmarked Car and you are looking for a file.
- 86. You are in the Inside Unmarked Car.

## JAIL PARKING AREA

- 87. You are in the Jail Parking Area and you are looking for a file.
- 88. You are in the Jail Parking Area.
- 89. You are in the Jail Parking Area.
- 90. You are in the Jail Parking Area.
- 91. You are in the Jail Parking Area.
- 92. You are in the Jail Parking Area.
- 93. You are in the Jail Parking Area.
- 94. You are in the Jail Parking Area.

## JAIL

- 95. You are in the Jail and you are looking for a file.
- 96. You are in the Jail.
- 97. You are in the Jail.
- 98. You are in the Jail.

## LOOKING AT FILE

- 99. You are looking at a file in the Jail.
- 100. You are looking at a file in the Jail.
- 101. You are looking at a file in the Jail.
- 102. You are looking at a file in the Jail.

## LOOKING AT FILE

- 103. You are looking at a file in the Jail.
- 104. You are looking at a file in the Jail.
- 105. You are looking at a file in the Jail.
- 106. You are looking at a file in the Jail.



## HOMICIDE OFFICE

60. learn from Captain that Jessie Bains has escaped (Captain will order you to get mug shot and investigate.)
61. walk over and stand in front of file cabinet
62. type "open file cabinet"

## INSIDE FILE CABINET

63. type "Bains"
64. type "take mug shot" . . . . . 1
65. type "close file"
66. type "close file cabinet"
67. exit Homicide Office

## NARCOTICS OFFICE

68. enter door on left of Homicide Office and talk to man on left
69. type "talk man" (speech is slow due to drugs)
70. type "help man"
71. type "talk man"
72. exit Narcotics Office

## HALLWAY

73. exit hallway into parking lot

## PARKING LOT

74. walk to rear of unmarked car, first one on left
75. type "open trunk"
76. type "put kit in trunk"
77. type "close trunk"
78. walk to drivers door
79. type "unlock door"
80. type "open door" or use function key

## INSIDE UNMARKED CAR

81. type "drive to jail" (series of messages from dispatch)
82. you will automatically exit car

## JAIL PARKING AREA

83. walk over and stand in front of gun lockers
84. type "open locker"
85. type "put gun"
86. type "lock the locker" . . . . . 3
87. walk to the right side of the door
88. type "push buzzer"
89. type "open door"
90. type "show ID"

91. walk to booking counter
92. type "describe pate's car" . . . . . 1
93. type "ask for file"
94. type "Bains"

## LOOKING AT FILE

95. type "get mug shot" (more recent picture) . . . . . 2
96. type "close file"
97. repeat step 93
98. type "Pate" . . . . . 2

## LOOKING AT FILE

99. type "turn page"
100. take down information about jailer's gun
101. type "close file"
102. type "see witness" . . . . . 1



103. walk over to victim's screen, formulate job walk out

104. type "talk release"

105. walk out of jail

### JAIL PARKING AREA

107. walk to rear of car

107. type "open trunk"

108. type "get gun"

109. walk to driver's door of unmarked car

110. type "open door" or use hidden key

### INSIDE UNMARKED CAR

111. type "back to Harbor" (or any location)

**NOTE: FROM 101 APPROX. AT LOCATION DISPATCH WILL SEND YOU TO OAK TREE MALL.**

112. type "stay in car"

### OAK TREE MALL

113. walk to rear of unmarked car and open trunk

114. type "open trunk"

115. type "get radio"

116. walk to passenger door of other's car, lower right car

117. type "open door"

### INSIDE JAILERS CAR

118. type "open glove box"

119. type "use radio"

120. type "open glove box"

121. type "get holster"

122. type "get radio"

123. type "close glove box"

124. type "close door"

125. program camera, Office: Harbor, arrive: Bay to Bay

126. type "talk about car"

127. walk to trunk of unmarked car

128. type "open trunk"

129. type "get gun from trunk"

130. type "close trunk"

131. walk to driver's door of unmarked car

132. type "open door" or use hidden key

### INSIDE UNMARKED CAR

133. type "back to Harbor"

**NOTE: FROM 101 APPROX. AT LOCATION DISPATCH WILL SEND YOU TO OAK TREE MALL.**

**NOTE: FROM 101 APPROX. AT LOCATION DISPATCH WILL SEND YOU TO OAK TREE MALL.**

134. type "stay in station" (or any location)

**NOTE: FROM 101 APPROX. AT LOCATION DISPATCH WILL SEND YOU TO OAK TREE MALL.**

135. type "drive to Harbor"

136. type "open trunk" (or any location)

137. type "get gun from trunk" (or any location)

138. type "close trunk" (or any location)

### COTTON COVE (ENTRY SCENE)

139. walk over to victim's screen, formulate job walk out

**NOTE: FROM 101 APPROX. AT LOCATION DISPATCH WILL SEND YOU TO OAK TREE MALL.**

140. walk to rear of car, open trunk and get gun from trunk

### COTTON COVE (MIDDLE SCENE - AMBUSH)

141. type "open door" (or any location)

142. walk to rear of car, open trunk

143. walk to driver's door of other's car, lower right car

144. type "open door" (or any location)

### COTTON COVE (LEFT SCENE)

145. formulate job walk out, formulate job walk out

146. walk to rear of car, open trunk and get gun from trunk



- 103. walk over to visitors screen, (witness will walk out)
- 104. type "talk witness" . . . . .2
- 105. walk out of jail

JAIL PARKING AREA

- 106. walk to gun lockers
- 107. type "open locker"
- 108. type "get gun"
- 109. walk to drivers door of unmarked car
- 110. type "open door" or use function key

INSIDE UNMARKED CAR

- 111. type "drive to station" (or any location)
- NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO OAK TREE MALL.*
- 112. type "drive to mall"

OAK TREE MALL

- 113. walk to rear of unmarked car and face trunk
- 114. type "open trunk"
- 115. type "get field kit"
- 116. walk to passengers door of jailer's car, lower right car
- 117. type "open door"

INSIDE JAILER'S CAR

- 118. type "dust glove box"
- 119. type "use tape" . . . . .3
- 120. type "open glove box"
- 121. type "get holster" . . . . .1
- 122. type "get bullets" . . . . .1
- 123. type "close glove box"
- 124. type "close door"
- 125. program control (Officer Haines brings lady to you)

- 126. type "ask about car" . . . . . 3
- 127. walk to trunk of unmarked car
- 128. type "open trunk"
- 129. type "put kit in trunk"
- 130. type "close trunk"
- 131. walk to driver's door of unmarked car
- 132. type "open door" or use function key

INSIDE UNMARKED CAR

- 133. type "radio dispatch"  
(info about jailer's gun) . . . . . 1  
(info about stolen car) . . . . . 2
- 134. type "drive to station" (or any location)
- NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO COTTON COVE.*
- 135. type "drive to cotton cove"
- NOTE: MSG FROM PARTNER WAGING A BET*
- 136. "You're ON!" is highlighted so press "enter"
- 137. you will automatically exit car

COTTON COVE (ENTRY SCENE)

- 138. walk over and type "question jogger"  
(actual msg about evidence gains the points) . . . . . 2
- 139. walk to left side of screen and enter middle scene

COTTON COVE (MIDDLE SCENE) (ARTHUR)

- 140. type "draw gun" or use function key
- 141. walk toward middle of scene
- 142. when Bains appears, type "fire gun" or use function key . . . . . 4
- 143. walk to far left and enter "left" scene

COTTON COVE (LEFT SCENE)

- 144. immediately walk up screen (to avoid being run down)
- 145. after Bains flees scene in stolen car, walk back to unmarked car



### COTTON COVE (ENTRY SCENE)

#### INSIDE UNMARKED CAR

### COTTON COVE (ENTRY SCENE)

#### COTTON COVE (LEFT SCENE)

#### COTTON COVE (MIDDLE SCENE)

#### INSIDE VAN

#### UNDER COTTON COVE (MIDDLE SCENE)

#### UNDER COTTON COVE (LEFT SCENE)

#### UNDER COTTON COVE (RIGHT SCENE)



### COTTON COVE (ENTRY SCENE)

- 146. walk to driver's side of unmarked car
- 147. type "enter car" or use function key

### INSIDE UNMARKED CAR

- 148. type "radio dispatch" . . . . . 2
- 149. read messages from dispatch
- 150. type "exit car" or use function key

### COTTON COVE (ENTRY SCENE)

- 151. walk to rear of unmarked car
- 152. type "open trunk"
- 153. type "get field kit"
- 154. walk all the way into far left scene

### COTTON COVE (LEFT SCENE)

- 155. walk to garbage can
- 156. type "search trash"
- 157. type "get clothes" . . . . . 1
- 158. type "look clothes"
- 159. type "read name tag" . . . . . 2
- 160. walk to river's edge and to the left
- 161. type "look down" . . . . . 1
- 162. type "take sample of blood" . . . . . 2
- 163. type "get footprint" . . . . . 2
- 164. type "take picture of scene" . . . . . 1
- 165. walk back to unmarked car

### COTTON COVE (MIDDLE SCENE)

- 166. walk to diver when he shows up
- 167. type "dive in river" (diver will ask for card)

- 168. type "search wallet" if you haven't already (diver will change clothes)
- 169. walk to van and face sliding door

- 170. type "get tank 1" (or 2 or 3)
- 171. type "check air supply," repeat until you find the full tank . . . . . 2
- 172. type "get vest"
- 173. type "get belt"
- 174. type "get mask"
- 175. type "get fins"
- 176. type "get wet suit"
- 177. type "exit van" program control takes you into the water

### UNDER COTTON COVE (MIDDLE SCENE)

- 178. a successful dive is worth 6 points . . . . . 6
- 179. swim to middle of scene and type "look down"
- 180. type "get object" . . . . . 2
- 181. type "look badge"
- 182. swim into scene to the left

### UNDER COTTON COVE (LEFT SCENE)

- 183. swim to middle of scene and type "look down"
- 184. type "get object" (knife) . . . . . 2
- 185. swim to the right and through middle scene into the right scene

### UNDER COTTON COVE (RIGHT SCENE)

- 186. swim to right side in the middle and type "look down"
- 187. type "move rock"
- 188. type "look hand"
- 189. type "remove body" program control takes you out of the water . . . . . 5



## COTTON COVE

- 181. walk to right and enter scene
- NOTE: WHEN YOU ENTER WHOLE SCENE, PROGRAM DUNFRIES TAKES OVER UNTIL SWAMY IS CHANGED BACK INTO STREET CLOTHES
- 182. walk back into scene on right with car and George
- 183. walk to rear of unmarked car
- 184. type "open door"
- 185. type "open door"
- 186. type "open door" or use function key

## INSIDE UNMARKED CAR

- 187. walk to rear of unmarked car
- 188. type "use radio"
- 189. read messages about driver being dispatched
- 190. type "use radio"
- 191. type "drive to station" or "shy location"
- NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL INQUIRE ABOUT SUBJECT
- 192. type "leave to airport"

## AIRPORT PARKING LOT

- 203. walk to rear of unmarked car, type "open trunk"
- 204. type "open trunk"
- 205. walk to black car, type "use door" from unmarked car
- 206. stand in front of car, type "use show" (use car screen)
- 207. type "use show" and use "open door" to get into station car, or "open door"
- 208. walk to passenger side of station car, type "open door"

## INSIDE STOLEN CAR

- 209. type "shift door view mirror"
- 210. type "use door"
- 211. type "close door"

- 212. walk to rear of unmarked car
- 213. type "use key"
- 214. type "open trunk"
- 215. walk to driver's door of unmarked car
- 216. type "open door" or use function key

## INSIDE UNMARKED CAR

- 217. Kelly will enter the car
- 218. type "radio phone"
- 219. type "use door" or use function key
- 220. look to the top of the screen (limited activity)

## AIRPORT FRONT

- 221. walk to the box located on the left in the entrance
- 222. type "open trunk"
- 223. walk to the street using the cross walk
- NOTE: SIVA WILL ANNOUNCE SELLER FOR FLOWERS
- 224. walk to the "use" or "show" or "open door"
- NOTE: if changed, and it is possible to move
- 225. walk into airport

## INSIDE AIRPORT (TICKET COUNTER)

- 226. walk to the second floor ticket counter
- 227. type "show show"
- 228. type "show show show"
- 229. type "use passenger list"
- 230. walk to upper left of the screen and enter "use show"

## INSIDE AIRPORT (CAR RENTAL COUNTER - "SIVA")

- 231. walk to the rental agent, type "show show"
- 232. type "show show show"
- 233. type "use rental list"
- 234. walk back to ticket counter screen and use "show show"



190. walk to right into middle scene

**NOTE: WHEN YOU ENTER MIDDLE SCENE, PROGRAM CONTROL TAKES OVER UNTIL SONNY IS CHANGED BACK INTO STREET CLOTHES.**

191. walk back into scene on right with car and Gelepsi

192. walk to rear of unmarked car

193. type "put kit"

194. type "close trunk"

195. walk to driver's door of unmarked car

196. type "open door" or use function key

INSIDE UNMARKED CAR

197. wait for Keith to enter car

198. type "use radio" . . . . .2

199. read messages about coroner being dispatched

200. type "use radio"

201. type "drive to station" (or any location)

**NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL RADIO ABOUT PURSUIT**

202. type "drive to airport"

AIRPORT PARKING LOT

203. walk to rear of unmarked car, type "open trunk"

204. type "get kit"

205. walk to black car (2nd one down from unmarked car)

206. stand at front of car and type "look plate" (msg, car stolen) . . . . .1

207. if not "look plate", you can type "look vin" inside the stolen car for point

208. walk to passenger side of stolen car and type "open door"

INSIDE STOLEN CAR

209. type "dust rear view mirror"

210. type "use tape" . . . . .3      211. type "close door"

212. walk to rear of unmarked car

213. type "put kit"

214. type "close trunk"

215. walk to driver's door of unmarked car

216. type "open door" or use function key

INSIDE UNMARKED CAR

217. Keith will enter the car

218. type "radio plate" . . . . . 2

219. type "exit car" or use function key

220. walk to the top of the screen (toward airport)

AIRPORT FRONT

221. walk to the pole located on the left of the crosswalk

222. type "push button" . . . . . 1

223. walk across street using the cross walk

**NOTE: GIRL WILL APPROACH SELLING FLOWERS**

224. type "buy rose" or "plant" or "bouquet" . . . . . 2  
"rose" is cheapest and is acceptable to Marie

225. walk into airport

INSIDE AIRPORT (TICKET COUNTER)

226. walk to the second ticket agent (woman)

227. type "show id"

228. type "show mug shot" . . . . . 1

229. type "look passenger list" . . . . . 3

230. walk to upper left of the screen and enter next scene

INSIDE AIRPORT (CAR RENTAL COUNTER "GVA")

231. walk up to rental agent, type "show id"

232. type "show mug shot" . . . . . 1

233. type "look rental list" . . . . . 3

234. walk back to ticket counter scene and into restroom



## INSIDE AIRPORT (RESTROOM)

- 210 walk to restroom and look for "strip view"
- 211 look for signs
- 212 look for signs
- 213 look for signs
- 214 look for signs
- 215 look for signs
- 216 look for signs
- 217 look for signs
- 218 look for signs
- 219 walk out of restroom and get in close

## AIRPORT FRONT

- 220 walk to bus (look for signs)
- 221 look for signs
- 222 walk to bus stop with the sign
- 223 walk to bus stop and get in close

## AIRPORT PARKING LOT

- 224 walk to driver's side of unmarked car
- 225 look for "open door" or "open hood" key

## INSIDE UNMARKED CAR

- 226 look for "open door" and "open hood" key
- 227 look for signs

## POLICE STATION PARKING LOT

- 228 walk to police station door, look for "open door"

## POLICE STATION HALLWAY

- 229 walk to hallway and look for signs
- 230 look for signs
- 231 look for signs
- 232 look for signs
- 233 look for signs
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- 299 look for signs
- 300 look for signs

## COMPUTER

- 301 look for signs
- 302 look for signs
- 303 look for signs
- 304 look for signs
- 305 look for signs
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- 395 look for signs
- 396 look for signs
- 397 look for signs
- 398 look for signs
- 399 look for signs
- 400 look for signs



INSIDE AIRPORT (RESTROOM)

- 235. walk to middle stall, type "enter stall"
- 236. type "look toilet"
- 237. type "remove lid"
- 238. type "look in tank"
- 239. type "remove gun" . . . . .4
- 240. type "exit stall"
- 241. walk to electric hand dryer on wall
- 242. type "turn on dryer"
- 243. type "dry gun" . . . . .2
- 244. walk out of restroom and out of airport

AIRPORT FRONT

- 245. walk to post (traffic signal device)
- 246. type "push button" . . . . .1
- 247. walk across street within the crosswalk
- 248. walk to bottom of screen into parking lot

AIRPORT PARKING LOT

- 249. walk to drivers side of unmarked car
- 250. type "open door" or use function key

LIBRARY

- 251. type "radio gun" and "radio rental car" . . . . .1
- 252. type "drive to station"

POLICE STATION

- 253. walk to police station door, type "open door"

POLICE STATION HALLWAY

- 254. walk to booking counter
- 255. type "book evidence" (series of msg) . . . . .10
- OR
- 256. type "book jailer's revolver"
- 257. type "book fingerprint"
- 258. type "book thumb print"
- 259. type "book spoon knife"
- 260. type "book blood sample"
- 261. type "book plaster cast"
- 262. type "book bullets"
- 263. type "book jail clothes"
- 264. type "book holster"
- 265. type "book lost badge"
- 266. walk into Homicide Office
- 267. type "look computer" and "turn on computer"

COMPUTER

- 268. type "dir"
- 269. type "cd"
- 270. type "Criminal"
- 271. type "dir"
- 272. type "cd"
- 273. type "vice"
- 274. type "Miami", then type "dir" . . . . . 2
- 275. highlight "Wilkans" (strike "return" key)
- NOTE: COPY ADDRESS
- 276. type "cd" (then strike "return" key)
- 277. type "personnel"
- 278. type "pistachio", then type "dir" . . . . . 2
- 279. highlight "Pratt" (strike "return" key)



REDACTED

**NARCOTICS OFFICE**

REDACTED

**HOMICIDE OFFICE**

REDACTED

**POLICE STATION PARKING LOT**

**OUTSIDE RESTAURANT**

**INSIDE RESTAURANT**

**POLICE STATION PARKING LOT**

**HOMICIDE OFFICE**



**NOTE: FIND OUT INTERNAL AFFAIRS HAS OPEN FILE ON PRATT DUE TO DFLG USE**

260. type "exit"

261. walk out of Homicide Office into Narcotics Office

**NARCOTICS OFFICE**

262. walk to left front desk

263. type "help man" . . . . .5

**NOTE: THIS CAN BE DONE AT ANY TIME ON DAY ONE, BUT CAN ONLY BE DONE FOR POINTS IF YOU HAVE SEEN COMPUTER FILE**

264. type "talk man"

265. walk into Homicide Office

**HOMICIDE OFFICE**

266. walk to desk and type "sit down"

267. type "look basket"

268. type "use phone"

269. type "411"

290. type "Lyton"

291. type "Marie Wilkans"

292. type "555-4169"

293. type "hello"

294. type "ok" . . . . .3

295. type "stand up" and walk out of police station

**POLICE STATION PARKING LOT**

296. walk to your private car and type "open door"

297. type "drive to restaurant"

298. type "open door" or use function key

**OUTSIDE RESTAURANT**

299. walk into restaurant

**INSIDE RESTAURANT**

**NOTE: WAITER WILL COME TO YOU AND TELL YOU TO FIND A SEAT**

300. walk to Marie's table

301. type "sit down"

302. type "talk Marie"

**NOTE: WAITER WILL COME OUT TO TAKE ORDER**

303. type "order meatloaf"

304. type "give flower" . . . . . 3

305. type "kiss Marie" . . . . . 2

306. type "look Marie"

307. type "kiss Marie" . . . . . 2

**NOTE: WAITER BRINGS FOOD**

308. type "eat food" . . . . . 1

309. type "bring bill" . . . . . 2

**NOTE: AFTER PAYING FOR FOOD, THERE WILL BE AN "IRIS" EFFECT AND YOU WILL BE BACK IN THE POLICE PARKING LOT.**

**POLICE STATION PARKING LOT**

310. type "get keys" and "exit car"

311. walk to police station door and type "open door"

312. walk over and stand at Captain's desk

**NOTE: MESSAGES TELLING OF MURDER VICTIM**

313. walk to key board and type "get key"

314. walk out of police station into parking lot







POLICE STATION PARKING LOT

- 315. walk to unmarked car
- 316. type "unlock door" and "open door"

INSIDE UNMARKED CAR

- 317. type "drive to warehouse"

WOODY ROBERTS' MURDER SCENE

- 318. type "open trunk" and "get kit"
- 319. walk to rear of victims car
- 320. type "get blood" when near blood .....1
- OR
- 321. type "get blood" when looking in trunk
- 322. type "dust trunk for prints"
- 323. type "take pictures" .....1
- 324. type "look trunk"

INSIDE TRUNK

- 325. type "look face" .....1
- 326. type "look hand"
- 327. type "get corner of envelope" .....2
- 328. type "read corner of envelope"
- 329. when coroner arrives, type "remove body" ..... 2
- 330. after coroner leaves with body, type "look trunk"

INSIDE TRUNK

- 331. type "search trunk"
- 332. type "get paper" .....2
- 333. type "close trunk"
- 334. go to rear of unmarked car
- 335. type "put kit"

- 336. type "close trunk"
- 337. walk to unmarked car and type "open door"

INSIDE UNMARKED CAR

- 338. type "drive to motel"
- 339. program control takes you out of car

MOTEL PARKING LOT

- 340. walk to manager's window
- 341. type "talk man"
- 342. type "show id"
- 343. type "show mug shot" ..... 3
- OR
- 344. type "ask about William Cole"
- 345. walk to car, type "enter car"

INSIDE UNMARKED CAR

- 346. type "radio warrant" ..... 2
- 347. type "radio backup" ..... 2
- 348. type "exit car"

**NOTE: OFFICER WILL WALK INTO PICTURE**

- 349. walk up to officer and type "get warrant"
- 350. walk to manager's window and type "show warrant"
- 351. type "get key" ..... 3
- 352. walk to and stand on the right side of the motel door
- 353. type "use key" ..... 3
- NOTE: USING THE KEY TRIGGERS AN EXPLOSION, THE SWAT TEAM RESPONDS. WAIT UNTIL TEAR-GAS STOPS**
- 354. walk to rear of car, type "open trunk"
- 355. type "get kit"
- 356. walk to and enter motel room



## INSIDE MOTEL ROOM

- 001 walk to the unmarked car to the left
- 002 look into car
- 003 turn right
- 004 walk to back of bed
- 005 look into back bed
- 006 look into front
- 007 walk to nightstand and look under drawer
- 008 look into dresser
- 009 look into dresser
- 010 look into night
- 011 walk into bathroom
- 012 look into shower
- 013 look into shower
- 014 look into shower
- 015 look into shower
- 016 look into shower
- 017 look into shower
- 018 look into shower
- 019 look into shower
- 020 look into shower

## MOTEL PARKING LOT

- 021 walk to rear of unmarked car type 100000
- 022 look into car
- 023 walk to the back of car

## INSIDE UNMARKED CAR

- 024 look into car

## OUTSIDE MARIE'S HOUSE

- 025 walk up to front door
- 026 look into car
- 027 look into car

- 028 look into car
- 029 look into car

## INSIDE MARIE'S HOUSE

- 030 look into car
- 031 walk to back of car type 100000
- 032 look into car
- 033 look into car
- 034 look into car
- 035 walk to the back of the unmarked car

## OUTSIDE MARIE'S HOUSE

- 036 look into car

## INSIDE UNMARKED CAR

- 037 look into car

## POLICE STATION PARKING LOT

- 038 look into car
- 039 look into car

## HALLWAY

- 040 walk to the back of car
- 041 look into car
- 042 look into car
- 043 walk to the back of car
- 044 walk to the back of car

## BURGLARY OFFICE

- 045 walk to the back of car
- 046 look into car
- 047 look into car
- 048 look into car
- 049 look into car



## INSIDE MOTEL ROOM

- 357. walk to the near corner of the bed
- 358. type "look floor"
- 359. type "take sample" . . . . .1
- 360. walk to back of bed
- 361. type "look under bed"
- 362. type "get tube" . . . . .3
- 363. walk to nightstand and type "open drawer"
- 364. type "get envelope"
- 365. type "look envelope"
- 366. type "read letter" . . . . .2
- 367. walk into restroom
- 368. type "look around"
- 369. type "look sink"
- 370. type "get card" . . . . .3
- 371. type "look card"
- 372. walk out of motel

## MOTEL PARKING LOT

- 373. walk to rear of unmarked car, type "put kit"
- 374. type "close trunk"
- 375. walk to car, type "enter car"

- 376. type "drive to Marie's"

## OUTSIDE MARIE'S HOUSE

- NOTE: WALK UP TO FRONT DOOR**
- 377. type "get note"
  - 378. type "read note"

- 379. type "look handwriting" . . . . . 3
- 380. type "open door"

## INSIDE MARIE'S HOUSE

- 381. type "look sofa"
- 382. walk to stuff on floor, type "look floor"
- 383. type "look ashtray"
- 384. type "get paper" (hit list) . . . . . 3
- 385. walk out of house, walk to unmarked car

## OUTSIDE MARIE'S HOUSE

- 386. walk to unmarked car, type "open door"

## DRIVE UNMARKED CAR

- 387. type "drive to station"

## POLICE STATION PARKING LOT

- 388. walk to police station door
- 389. type "unlock door"

## HALLWAY

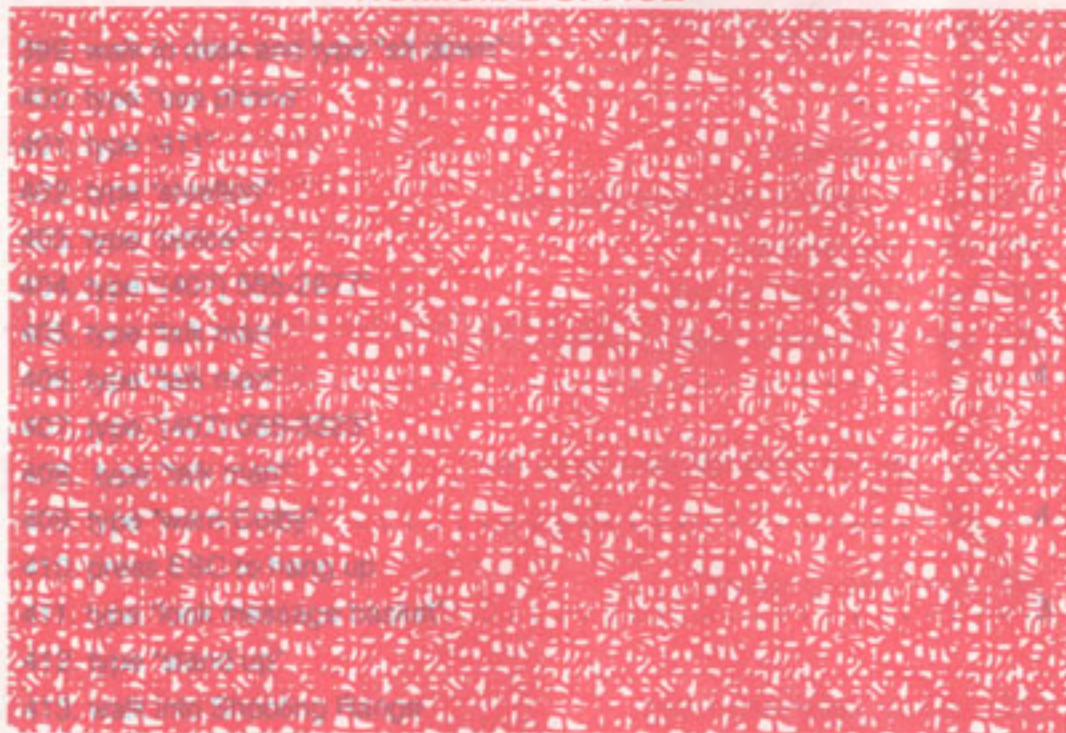
- 390. walk to booking cage
- 391. type "talk man"
- 392. type "book evidence" . . . . . 6
- 393. walk to door just right of cage, type "open door"

## BURGLARY OFFICE

- 394. walk to first desk (Jim Simpson)
- 395. type "talk man"
- 396. type "ask about shotgun" . . . . . 2
- 397. type "ask about prints" . . . . . 2
- 398. walk into Homicide Office



## HOMICIDE OFFICE



## SHOOTING RANGE



## PARKING LOT



## INSIDE UNMARKED CAR



## AIRPORT PARKING LOT



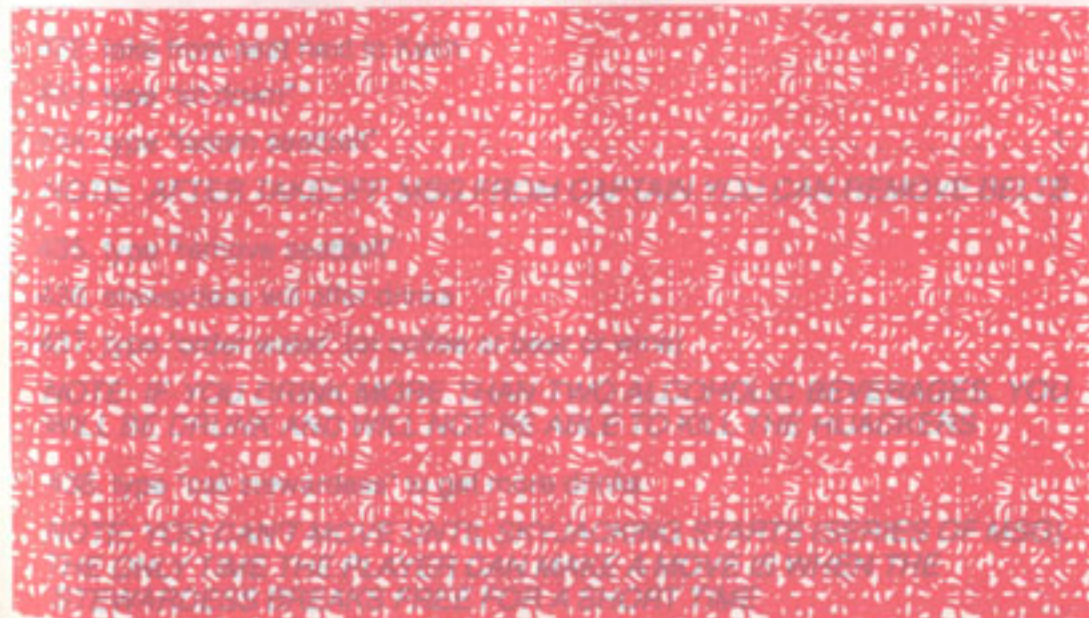
## AIRPORT FRONT



## INSIDE AIRPORT



## INSIDE AIRPLANE





## HOMICIDE OFFICE

- 399. walk to desk and type "sit down"
- 400. type "use phone"
- 401. type "411"
- 402. type "steelton"
- 403. type "police"
- 404. type "(407) 555-2677"
- 405. type "talk man"
- 406. type "talk man" . . . . . 4
- 407. type "(407) 555-3323"
- 408. type "talk man"
- 409. type "warn Colby" . . . . . 4
- 410. press ESC to hang up
- 411. type "look message basket" . . . . . 3
- 412. type "stand up"
- 413. walk into Shooting Range

## SHOOTING RANGE

*NOTE: BEFORE LEAVING STATION YOU HAVE TO SIGHT YOUR GUN. (FOR STEP-BY-STEP INSTRUCTIONS, SEE PAGE 20.) WALK INTO PARKING LOT. LOAD YOUR GUN.*

- 414. walk to unmarked car, type "open door"

## INSIDE AIRPORT

- 415. type "drive to airport"

## AIRPORT PARKING LOT

- 416. walk to rear of unmarked car, type "open trunk"
- 417. type "get kit" and "close trunk"
- 418. walk to the top of the screen (toward airport)

## AIRPORT FRONT

- 419. walk to the pole located on the left of the crosswalk
- 420. type "push button"
- 421. walk across street using the cross walk
- 422. walk into airport

## INSIDE AIRPORT

- 423. walk to ticket agent
- 424. type "buy ticket to Steelton"
- 425. Keith will telephone for authorization
- 426. type "buy ticket to Steelton" . . . . . 3
- 427. walk to upper left of the screen and enter next scene
- 428. ride up elevator
- 429. walk to metal detector
- 430. type "show ID" . . . . . 2
- 431. board plane

## INSIDE PLANE

- 432. take front seat next to Keith
- 433. type "sit down"
- 434. type "fasten seatbelt" . . . . . 1

*NOTE: AFTER TAKEOFF, MSG FROM CAPTAIN YOU CAN REMOVE BELTS*

- 435. type "remove seatbelt"
- 436. stewardess will offer drinks
- 437. type "order water" (or coffee or beer or wine)

*NOTE: IF YOU DRINK MORE THAN TWO ALCOHOLIC BEVERAGES, YOU WILL BE DRUNK AND WILL NOT BE ABLE TO KILL THE HIJACKERS*

- 438. type "call stewardess" to get more drinks

*NOTE: YOU CAN'T MOVE UNTIL SKYJACKING STARTS (SERIES OF MSG). THE ONLY TIME THE PLAYER CAN MAKE A MOVE IS WHEN THE STEWARDESS BREAKS FREE FOR A SHORT TIME*







- 439. after stewardess breaks free and falls to the floor, type "stand up"
- 440. type "draw gun" or use function key
- 441. type "fire gun" or use function key . . . . . 6

*NOTE: THE FIRST SKYJACKER WILL FALL TO THE FLOOR AND THE SECOND WILL COME BACK THROUGH THE COCKPIT DOOR*

- 442. type "fire gun" or use function key . . . . . 3
- 443. walk to masked skyjacker
- 444. type "search masked hijackers pockets" (wire cutters) . . . . . 3
- 445. walk to the other man and type "search turban" (instruction to defuse bomb) . . . . . 3
- 446. walk to the rear of the plane and enter the restroom
- 447. type "look dispenser"
- 448. type "open dispenser" . . . . . 2

**INSIDE PAPER TOWER DISPENSER**

- 449. type "cut yellow wire" . . . . . 3
- 450. type "cut blue wire" . . . . . 3
- 451. type "cut purple wire" . . . . . 3
- 452. type "connect yellow wire" . . . . . 3
- 453. type "cut white wire" . . . . . 3
- 454. type "cut yellow wire" . . . . . 3
- 455. type "close dispenser"

*NOTE: AFTER DEFUSING THE BOMB RETURN TO YOUR SEAT. THERE WILL BE A SERIES OF MSG WHILE THE PLANE LANDS AT STEELTON. THE CAPTAIN SKY MARSHALL WILL BOARD, WALK TO SONNY AND BEGIN OPERATING. PROGRAM CONTROL TAKES OVER.*

*SONNY AND PARTNER FLOWN BY HELICOPTER TO THE STEELTON PD*

**INSIDE STEELTON PD CONTROL ROOM**

456. walk to Lieutenant's Office

*NOTE: LIEUTENANT GIVES YOU A SERIES OF MSG*

- 458. type "look table"
- 459. type "get radio" . . . . . 3
- 460. walk out of Lieutenant's Office all the way to left of screen
- 461. program control will take you to Steelton Park

**STEELTON PARK**

- 462. walk to top of screen into the next scene
- NOTE: THE MUGGER CAN APPEAR IN ANY SCENE, WHEN HE DOES...*
- 463. type "use radio" . . . . . 5
- NOTE: KEITH WILL SHOW UP WITH MUGGER IN HANDCUFFS*
- 464. walk to mugger and type "read rights" . . . . . 2
- 465. type "question man" . . . . . 2
- 466. walk to right side of screen into next scene

**STEELTON PAPER TOWER ENTRY SCENE**

- 467. walk to right side of little hill, near lower middle screen
- 468. type "look down" . . . . . 1
- 469. type "open cover" . . . . . 2
- 470. type "look sewer"
- 471. type "climb down ladder"

- 472. walk into the adjacent scene to the right (walking on the lower side of the sewer)
- 473. keep walking into the next scene (on the right)
- 474. turn right walking down the screen, walk into the next scene (make sure you're on the left side of screen)

*NOTE: IGNORE THE MSG OF "HAVING DIFFICULTY BREATHING"*

- 475. continue walking down the screen into the next scene
- 476. turn and walk into the scene on the left (make sure you're on the top side of the sewer)
- 477. stand in front of cabinet and type "open cabinet"
- 478. type "get gas mask" . . . . . 4



- 477. Walk around, across the corner to the lower side, walk back into the room.
- 478. Walk back into the room.
- 479. Walk to the front, turn the corner, and walk down the hallway to the front.
- 480. Continue walking down the hallway to the next door (around room 480).
- 481. Turn the corner to the left and walk down the hallway to the next door (to the right).
- 482. Walk to the end of the hallway to the next door.
- 483. Walk to the control room door.
- 484. Walk into the control room.

### CONTROL ROOM

- 487. Walk to the door.
- 488. Walk into the room.
- 489. Walk to the door.
- NOTE: CONTINUE DOWN THE HALLWAY AND TURN LEFT.
- 490. Walk to the door, turn the corner, and walk down the hallway.
- NOTE: ALLOW THEM TO ENTER AND LEAVE THE SCENE.
- 491. Type the word "OK" or use the word "OK".
- NOTE: YOU MUST SHOOT TARGETS AT LEAST TWICE IN ORDER TO HIT. THE TARGETS WILL MOVE IN THREE WAYS. SHOTS MUST BE CLOSE ENOUGH TO YOU FOR A HIT. REMAIN BEHIND PERS WHEN SHOOTING HIM.
- 492. The "Dumb" target killed.
- 493. Prepare control room for the shooting sequence.

HINT MAP

## POLICE QUEST 2

### MAPS



- 479. turn around, cross the sewer to the lower side, walk back into the next scene
- 480. type "wear gas mask"
- 481. walk to the right, turn the corner, and walk down the screen into the next scene
- 482. continue walking down the screen into the next scene (avoid open man hole)
- 483. turn the corner to the left and stop (make sure you're on the top side of the sewer)
- 484. walk to the left of the screen into the next scene
- 485. walk to the control room door
- 486. walk into the control room . . . . . 10

**CONTROL ROOM**

- 487. walk to Marie
- 488. type "keep quiet" . . . . . .5
- 489. type "untie Marie" . . . . . .5

**NOTE: MAKE SURE GUN IS DRAWN AND LOADED**

- 490. walk to and hide behind large pipe on left

**NOTE: ALLOW TIMER TO EXPIRE AND BAINS WILL ENTER SCENE**

- 491. type "fire gun" or use function key

**NOTE: YOU MUST SHOOT BAINS AT LEAST TWICE IN ORDER TO KILL HIM. HE WILL KILL YOU IN THREE SHOTS. BAINS MUST BE CLOSE ENOUGH TO YOU FOR A HIT. REMAIN BEHIND PIPE WHEN SHOOTING HIM.**

- 492. The "Death Angel" is killed. . . . . 15
- 493. Program control takes you through ending sequence

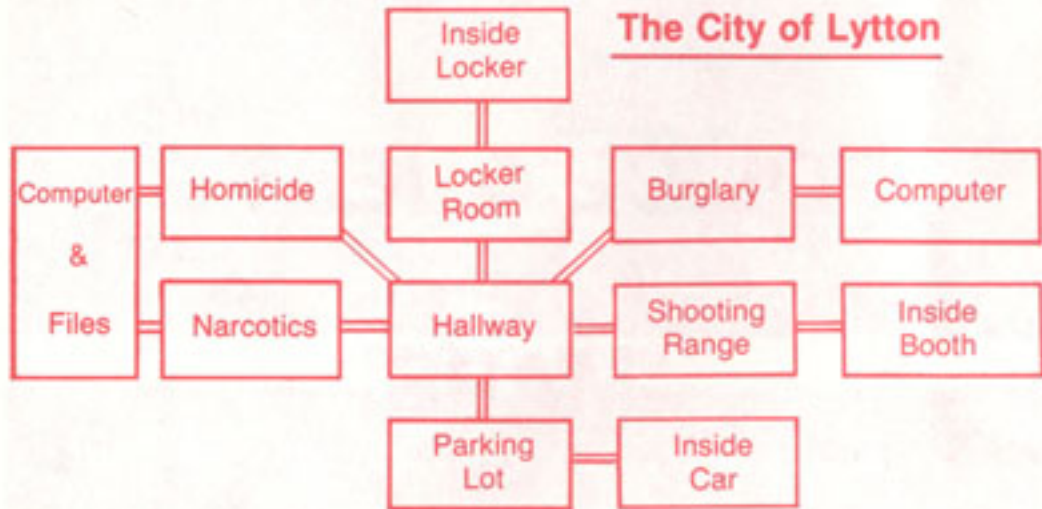
# POLICE QUEST 2

## MAPS

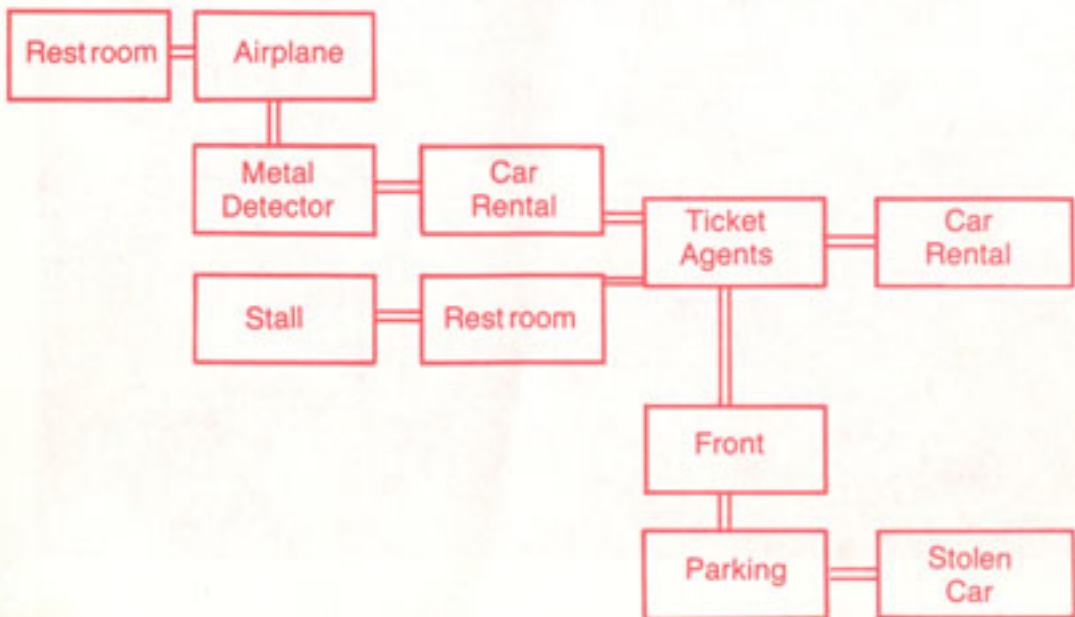


# HINT MAP

## Police Station



## Airport



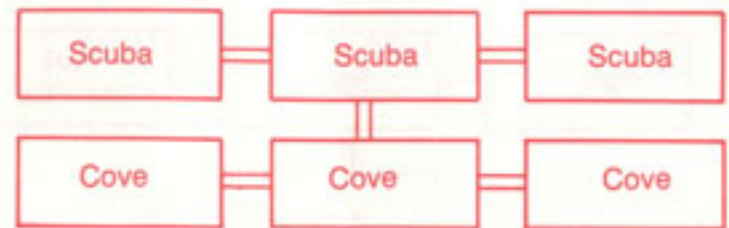
## Jail



## Motel



## Cotton Cove



## Murder Scene

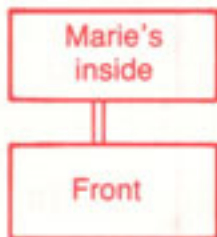




**Arnie's Restaurant**



**Marie's**



**Mall (Oaktree)**

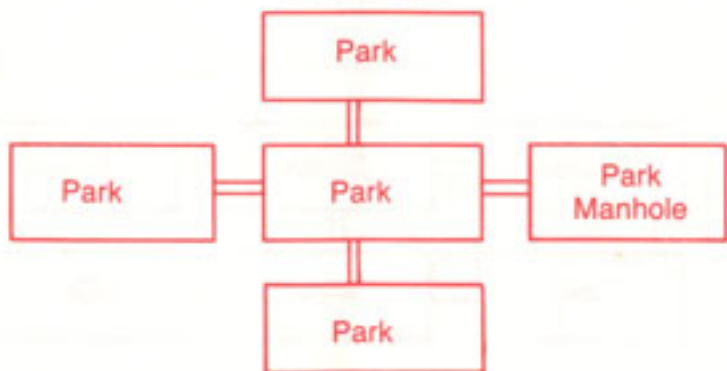


**Arriving**

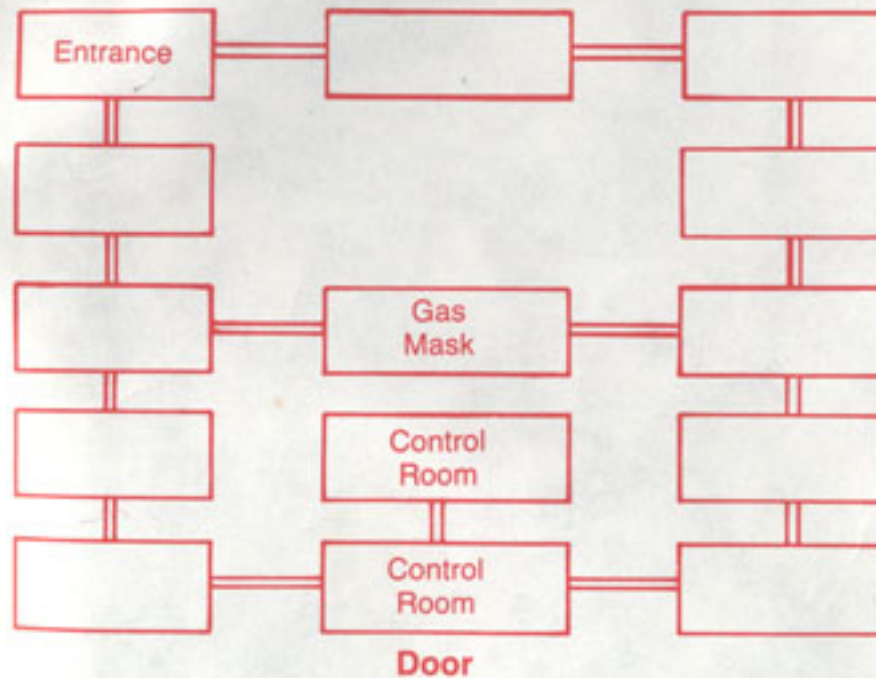


**The City of Steelton**

**Burt Park**



**Sewer maze**



**Door**

**Ending**







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To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



**SIERRA**  
Adventure  
Window