


POLICE QUEST

3

THE
KINDRED



HINTBOOK

 SIERRA



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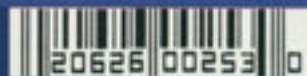
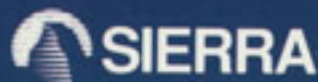
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The Making of **P**olice Quest 3

Compared to today's creation of light-and-sound extravaganzas, making an adventure game eight years ago was trivial. A programmer and an artist, doubling as game designers and directors, could throw a game together in a few months. Back then, games were small, graphics were crude and less colorful, and the music was little more than a collection of irritating beeps and clicks. Today, with sophisticated digitized VGA graphics, music support for a long list of sound cards, and increasingly complex game designs, bringing a computer game to life has become a big-time operation involving dozens of artists, programmers, musicians and writers.

As Art Designer of the game, Mark Crowe set the look and feel of Police Quest 3's realistic graphic design. Consulting with Jim Walls and Assistant Art Director, Jon Bock, he created the realistic, hard-edged scenes in the game. An extensive video capturing process called rotoscoping was used to place the actors (many were Sierra's employees, as well as local police, fire, and medical staff) into the game. This technique was used to also add the realistic props used in the



game. These images were then digitized into the computer, where they were artistically enhanced to fit into the look of the game. The computer-enhanced characters were then placed on top of our hand-painted digitized backdrops. Finally, a series of hand-drawn animation scenes, such as the scene with the police dogs, added the finishing touches.

For the music of Police Quest 3, Jim Walls and Mark Seibert signed the world-renowned musician and composer, Jan Hammer, to compose the main theme for the game. One of Jan Hammer's most interesting credits include the television soundtrack for "Miami Vice." (Many of us here left the game playing on our computers just to listen to this suspenseful soundtrack.) Sierra's Mark Seibert and Rob Atesalp also created additional sound effects and themes further adding to the authenticity of the game.

Police Quest 3 is Sierra's most technically advanced game to date. Video-captured human actors with life-like action sequences, hand-painted, digitized graphics, and realistic sound effects help create the reality of a gritty world of crime and corruption. The challenge was to create life-like realism depicting the



city of Lytton and all its characters. After completion of the design, Police Quest 3 was a project that took ten months to complete.

Interview with the Real Sonny Bonds

Sonny Walls is 23 and lives in Oakhurst, California with his wife Susan and their dalmatian, Savannah. He works for Sierra On-Line's Customer Service Department. He and Susan are expecting a new baby before next Christmas. They plan to call the baby Christopher James Walls, if Susan has a boy, or Jessica Elizabeth Walls, if Susan has a girl.

Q: When your dad first told you about Police Quest, did you know that the main character of the series would be based on you?

A: "Yes. I look up to my dad a lot and I want to be just like him. When he told me, I just said, 'Thanks dad for using my name.'"

(He laughs)



CHARACTER TYPE:
 Heavy
 Secondary
 Misc



Q: You've got brothers and sisters, don't you? How did your dad decide you'd be the star of the Police Quest series?

A: "Remember Steve in Carol's Caffeine Castle (Police Quest 1)? That was my brother Steve. And my brother John was the main character in Codename: Iceman. In fact, John and my sister Laura are on the cover of the Iceman Box. The truth is I've always had serious thoughts of someday becoming a cop. When I was a kid, I used to go riding with my dad when he was on the force. I rode with him on the freeways. I remember chasing speeders going well over one hundred miles an hour. I've thought very seriously about entering the Police Academy to become a CHP (California Highway Patrol). In fact, a friend of mine is trying to get me to go in now with him on the buddy system."

Q: The buddy system?

A: "Yeah. The Police Academy has a very tough entry program, similar to the military academy. And the latest thing is to select one of your closest friends to join up with you." A buddy of mine has been wanting me to study and take the written test with him. So if we both passed, we could join the

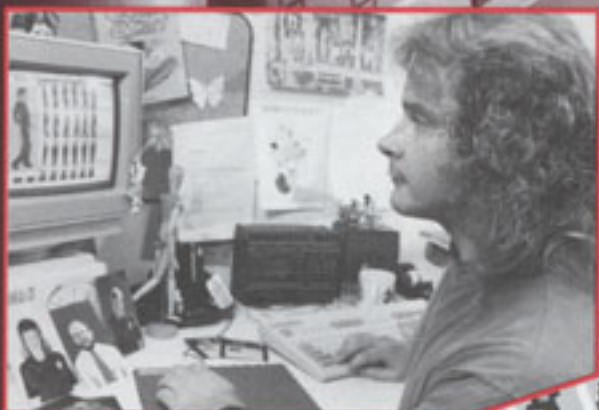
academy together.

Q: What's it like having the main character in one of Sierra's major games based on you?

A: "Well, around here sometimes (other Sierra employees) will call me Sonny Bonds instead of Sonny Walls. They're joking around, of course. But when true Sierra fans are introduced to me, they'll ask for my autograph, or sometimes ask me to send my photo to them. Some of the fans think I'm wealthy, asking me if I have a Rolls Royce and stuff like that. For the record, I'm not wealthy. At least, not yet."

Q: Why didn't Sierra use you to act the part of Sonny Bonds in Police Quest 3?

A: "Well, they didn't feel I looked old enough. Remember, Sonny Bonds is supposed to be a fifteen-year seasoned veteran. So they went with someone else who they felt looked the part. People call in and say 'Hey. I finally get to see what you look like,' and I just tell them 'No you haven't.'"



Q: You've played all the Police Quest games. Which is your favorite in the series and why?

A: "Right now it's Police Quest 3—for its realistic graphics and non-stop action. It's got the best features of the other two games. Remember how you couldn't control the car in Police Quest 2? Well, you can in part three and the interface is just great. I also like it because it's not simple; some actions are very detailed, like the scene with the pentagram. I like that sort of thing."

Q: Would you say the Police Quest series is too hard, too easy, or just right?

A: "It's definitely not too easy. It's easier than Codename: Iceman. Maybe cops would find the game to be easy. I usually just tell people that I think the series lets you understand what it means to be a good cop. If you're curious what it's like to be a policeman, you'll like the Police Quest series. In fact, police academies have used Police Quest as a training tool."



Q: What would you say to the young Sierra fans out there?

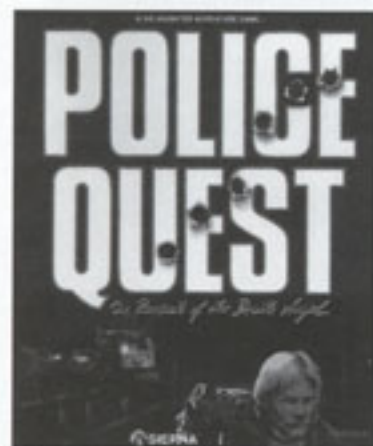
A: "Don't do drugs, stay out of jail, and be happy with life. If you're interested in being a police officer some day, Police Quest 3 is an excellent game to play because it's based on real-life events that actually happened to a real police officer—my dad. It's very risky being a police officer. You can get shot at or involved with some pretty tough criminals. These games teach you how to follow strict police procedures."

Q: Is this why Police Quest is such a successful series?

A: "I think so. The Police Quest series is the best realistic game on the market. In fact, I think it's the only realistic game of its kind. Most other games, including Sierra's other top-sellers, are fantasy games. I just don't see too many games like it on the shelf."

Summary and Introduction to the Police Quest Series

by Jim Walls



Police Quest One "In Pursuit of the Death Angel"

Sonny and Marie were high school sweethearts who ended up going their separate ways. Sonny continued his education majoring in criminology and eventually joined the Lytton Police Department. Marie fell into bad company, hard times, and resorted to working the streets of Lytton to survive.

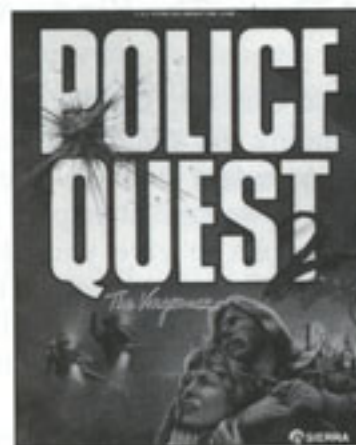
As the city of Lytton began to prosper and grow, it started experiencing big city growing pains. Along with the increase in crime, terror came to the streets in the name of Jessie Bains (street name "Death Angel"). Bains, a big-time drug dealer, recognized the potential and moved in his illegal drug operation.

Jessie Bains and his henchmen began to systematically murder the small-time drug dealers in the area, replacing them with his own people.

After being promoted to homicide detective, Sonny Bonds was soon on Bains' trail. Relentlessly he followed every lead which eventually led to the old Hotel Delphoria where Bains ran his illegal activities.

Sonny Bonds and Marie were soon reunited in the most unusual manner. Sonny saved Marie from a jail sentence by talking her into helping in an undercover operation. With her help, Bonds infiltrated the Hotel Delphoria and arrested Jessie Bains after a shootout.

Jessie Bains vowed revenge after being tried, convicted, and sentenced to prison on all counts.



Police Quest Two "The Vengeance"

The city of Lytton had changed drastically as it continued to grow. Sonny was still working homicide and the grip of fear the "Death Angel" once held was only a memory. Marie had put the bad times behind her and was dating Sonny on a regular basis.

The nightmare soon returned to haunt Sonny when Bains was granted a retrial on one of the felony counts that sent him to prison. While awaiting trial, Bains escaped jail, kidnapped Marie, and left town.

Bonds went into action with a vengeance, tracking Bains all the way to Steelton, U.S.A. Following up on every clue, Bonds found his way into Steelton's underground sewer system. Overcoming natural hazards of the sewer system, Bonds found a tube of lipstick which he recognized as being the same brand that Marie uses. This led him to the sewer control room where he found Marie tied to a chair. In a short time, Bains entered the room with a gun and attempted to kill Bonds. Relying on his training and a lot of luck, Bonds returned fire and killed Jessie Bains.

A shooting review board found the killing of Jessie Bains justifiable. The game ended with Sonny and Marie flying into the sunset en-route to their honeymoon.



Police Quest Three "The Kindred"

Welcome to Police Quest 3, The Kindred. I hope you're finding the game both fun and challenging. As before in Police Quest 1 and Police Quest 2, we have attempted to install enough realism to give you, the adventure game player, a true feeling of what it's like to be a police officer. While you assume the role of detective Sonny Bonds, you will find yourself, as a supervisor, having to deal with fellow

officers in a manner which may not please them. You will make split-second decisions that can save your life, and the lives of others, or end in tragedy. If at anytime during the game, you feel yourself on the edge of your chair, we will have accomplished our purpose.

How well you develop your investigative skills will have a direct bearing on your score. In some cases, should you fail to solve a puzzle, Police Quest 3 will just continue on, but the points will elude you. Remember a successful game player will save often. This book will get you through the game successfully.

How This Book Works

The whole point of playing Police Quest 3 is to discover its puzzles and 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. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to Police Quest 3. The hint answers are arranged to progress from a slight hint to an out and out solution to each puzzle. In fact, an answer with a star (*) beside it will be very specific, often giving you the extra actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly. But you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

- 1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down.
You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first.

If You Have Finished Police Quest 3

The last section of this book contains a points list for the game. If you've played through and want to see what you might have missed, take a look.

Thank you for playing Police Quest 3. Hopefully, this game has given you a little insight as to some of the things you can experience as a police officer.



Hints

General Questions

Before reading the hints here, please take a look at the game walk thru in your Police Quest 3 game documentation.

Sonny moves too fast! Sonny moves too slow!



How do I look at things, talk to people, etc.?





Hints

General Questions

Before reading the hints here, please take a look at the game walk thru in your Police Quest 3 game documentation.

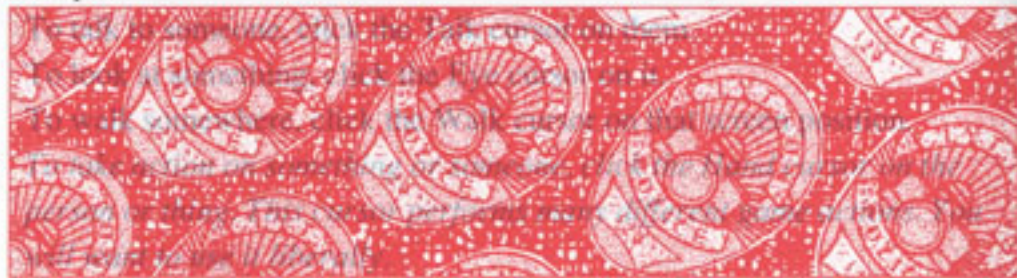
Sonny moves too fast! Sonny moves too slow!

- On your icon bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

How do I look at things, talk to people, etc.?

- Check out the icon bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the icon bar). These icons represent all possible game activities.
- When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

Example:



All I do is wander about the station! Is this it?



What's the point of this game anyway?



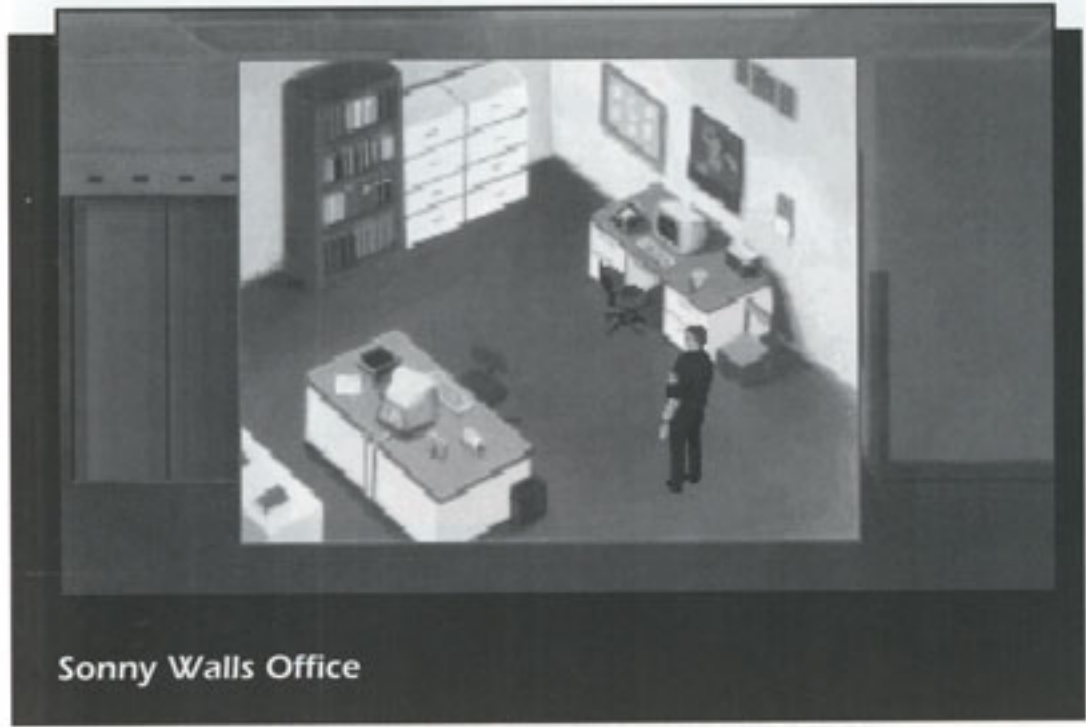
How do I draw my gun?



Do I ever get to leave the Police Station?



Day One
At the Station, Sergeant's Office



Sonny Walls Office

I've spoken to Officer Morales about the complaint against her. Which box should I check on the Disciplinary Action Form?



Locker Room

I'm in the men's locker room. Is there anything to do here?



Example:

To talk to someone, click the Talk cursor on them.

To look at something, click the Eye cursor on it.

To walk somewhere, click the Walk cursor on that screen position.

- * *To take action on something or someone, click the Hand cursor on the person or thing. This cursor performs many different game actions. You will want to use it liberally.*

All I do is wander about the station! Is this it?

- Search the police station and find the tools of your trade.
- * *Read the first-day (walk thru) in your game documentation.*

What's the point of this game anyway?

- Perform the functions of a detective for the Lytton Police Department. Discover evidence, follow leads, and build your case.
- * *Find and destroy the killer cult drug ring in Lytton.*

How do I draw my gun?

- Select the gun from your inventory and click it on Sonny. Cross hairs will appear on your screen to represent where you're aiming the gun.

Do I ever get to leave the Police Station?

- Sure.
- * *After you get your computer access card from the head technician of the computer facilities, go back to your desk and try out your machine. Or explore the station. After awhile you'll be paged. Use the phone on your desk to respond to dispatch. Now go find one of the black and white's and hit the road!*

Day One At the Station, Sergeant's Office



Sonny Walls Office

I've spoken to Officer Morales about the complaint against her. Which box should I check on the Disciplinary Action Form?

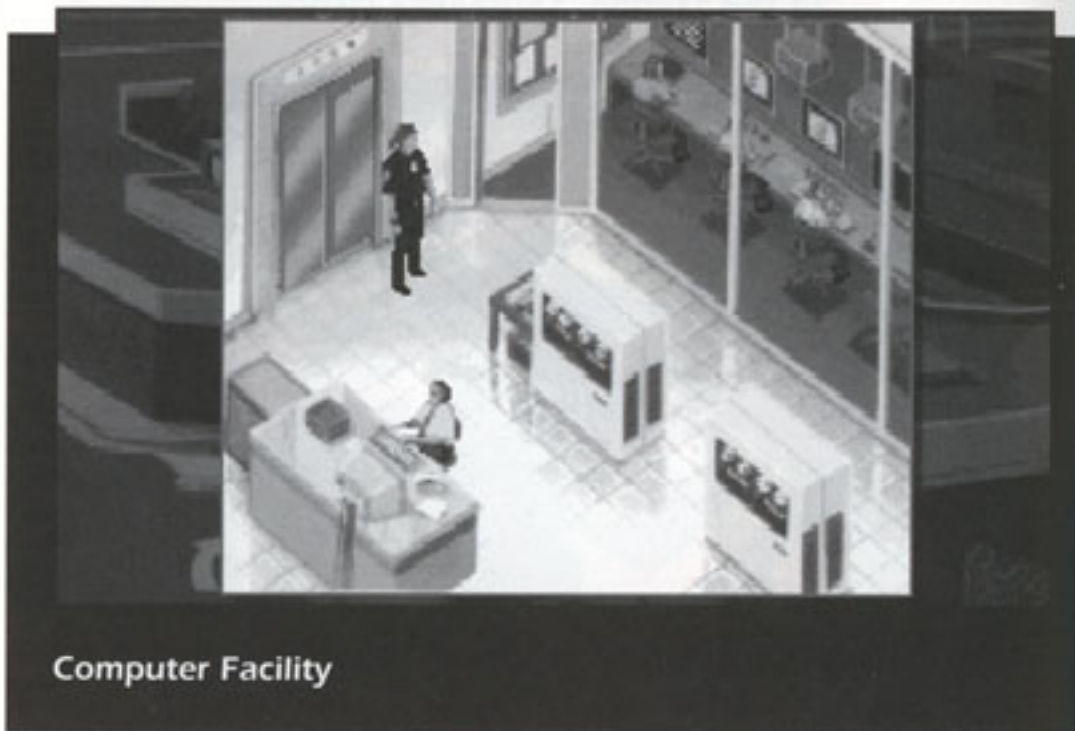
- This all depends. Be objective and vote what you really think.
- Well, do you think the complaints against her are valid?
- * *Select the Sustained box on the form.*

Locker Room

I'm in the men's locker room. Is there anything to do here?

- Look around for your locker.
- It's in the middle of the middle row.
- * *Open it and take the nightstick, the flashlight, and the notebook.*

Computer Facilities and Dispatch



Computer Facility

I'm in the computer facilities on the third floor, but the head technician just rambles about technical stuff. How do I get him to help me?

- [Redacted]
- [Redacted]
- * [Redacted]

The head technician mentions a tracking device when talking to the dispatcher. I look for it, but can't find it. Does it really exist?

- [Redacted]
- [Redacted]
- * [Redacted]

On Patrol

When can I use the tracking screen?

- [Redacted]
- * [Redacted]

How do I use the car's computer?

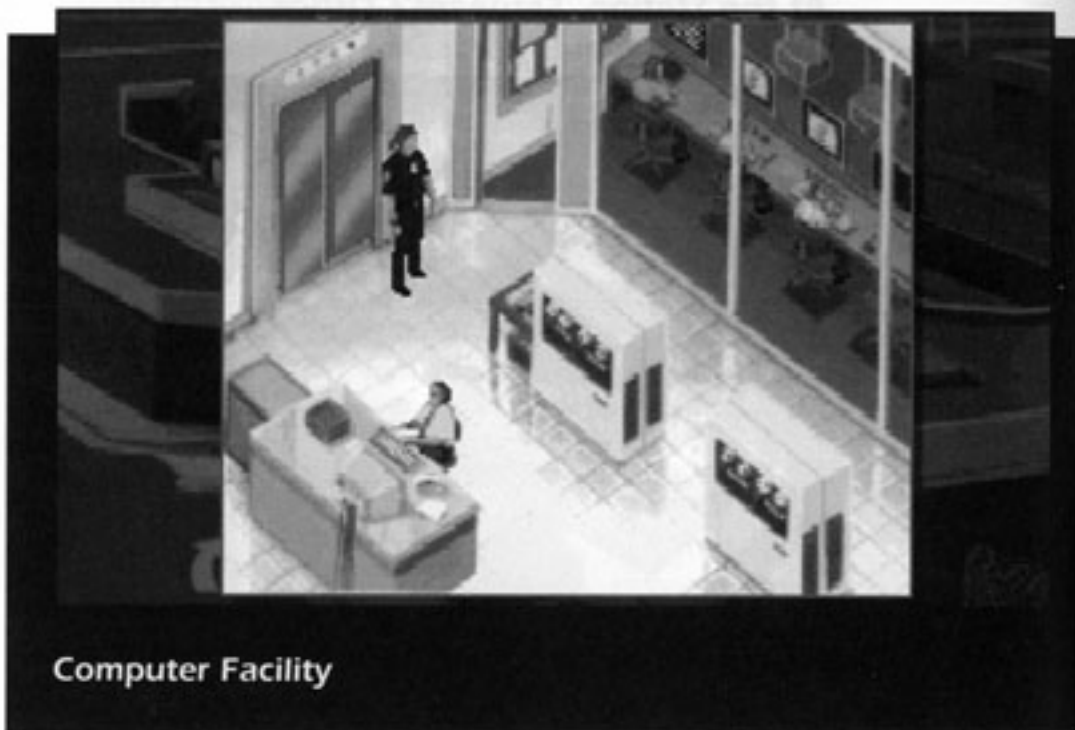
- [Redacted]

Okay. When I find drivers breaking the law, how do I pull them over?

- [Redacted]
- [Redacted]
- * [Redacted]

Once I've pulled a violator over, how do I write him a ticket?

- [Redacted]
- [Redacted]
- * [Redacted]



Computer Facility

I'm in the computer facilities on the third floor, but the head technician just rambles about technical stuff. How do I get him to help me?

- Boy, bureaucracy has sure hit the Lytton Police Department.
- He needs a computer i.d. request form before he can help you.
- * *You'll find this form in your in basket on your desk.*

The head technician mentions a tracking device when talking to the dispatcher. I look for it, but can't find it. Does it really exist?

- Yes.
- You won't be able to get it today.
- * *Return on the fourth day and it'll be in his drawer.*

When can I use the tracking screen?

- When you have planted the tracking device on another vehicle.
- * *You won't be able to find the tracking device until day four.*

How do I use the car's computer?

- There are two ways. When following another car, you can click the hand cursor on the computer and enter the license plate number. Or when you've pulled the traffic violator over, you can click his license on the computer to write a ticket.

Okay. When I find drivers breaking the law, how do I pull them over?

- First, perform a background check on the violators.
- Then, turn on your lights and siren to pull them over.
- * *Click the eye cursor on any suspect vehicles. You'll get a description and the license plate number. Enter this number in your car computer to find out who's driving. Click the hand cursor on the car's computer screen and select Plate ID for driver verification.*

Once I've pulled a violator over, how do I write him a ticket?

- When you first pull over a suspect and exit your car, the time will display in the upper left corner of the screen. Write this time down.
- After you get the suspect's driver's license, click it on your car's computer screen. Select Form 900. Now enter the time you wrote down and the violation number of his offense from your game documentation.
- * *Finally, click the hand cursor on the ticket and license, then give them to the suspect.*



Interior, Patrol Car

I've arrived at Aspen Falls Recreation Area. I see some people having a picnic. Now what?

-
-
- *

I approached a deranged man at Aspen Falls Recreation Area. He threw my badge in the water and then went swimming. How do I get him to jail?

-
-
- *

I've pulled over on the freeway and keep getting run over just trying to step out of the car! So how do I get out without being flattened?

-

I've met Officer Morales on the freeway. How should I handle this situation?

-
-
- *

Do I get to pull anyone over on the freeway?

-
-
- *

How do I bust the drunk driver?

-
-
- *



Interior, Patrol Car

I've arrived at Aspen Falls Recreation Area. I see some people having a picnic. Now what?

- Talk to these people.
- After talking to the concerned female citizen with the child in her arms, go one screen right to the river.
- * *Here you'll find a man who isn't altogether sane! This is the disturbance you were called out for.*

I approached a deranged man at Aspen Falls Recreation Area. He threw my badge in the water and then went swimming. How do I get him to jail?

- Search his clothes while he's swimming.
- Take his keys and throw them in the river.
- * *Just before he attacks you, select the nightstick and click it on him. While he's on the ground, cuff him. When you take him back to the car, search him. Then put him in the passenger seat, and take him to jail.*

I've pulled over on the freeway and keep getting run over just trying to step out of the car! So how do I get out without being flattened?

- Try clicking the walk cursor on the passenger door of the suspect's car. This way Sonny won't walk out into traffic and get run over. Next, click the talk cursor on the driver's side of the car. Sonny will walk around the front of the car and look into traffic before approaching the suspect.

I've met Officer Morales on the freeway. How should I handle this situation?

- There is a departmental directive covering the elderly and pregnant women.
- Follow your conscience on this matter.
- * *Talk to Officer Morales then the woman behind the wheel. Talk to Officer Morales again. When the decision dialog box appears on your screen, select the Signature box.*

Do I get to pull anyone over on the freeway?

- Sure—anyone you suspect might be breaking the law.
- Just keep patrolling.
- * *Perhaps you'll encounter a speeder, someone driving under the influence, or even someone driving dangerously slow. Be observant out there.*

How do I bust the drunk driver?

- Talk to the drunk driver a couple of times.
- Administer the field sobriety test by moving the finger on the screen first to the extreme right then to the extreme left. Repeat this procedure.
- * *Talk to the drunk driver again and then escort him to the hood of his car by clicking the hand cursor on him. Hand cuff him, then click the hand cursor on your passenger door. Drive him to jail.*

I've spotted a low rider moving very slowly on the freeway. Should I pull him over?

- Yeah. He's blocking traffic.
- Try getting his attention by driving one car length behind him in the slow lane with your lights and siren on.
- * *Eventually you'll get his attention and he'll pull over.*

I've pulled over a speeder. Now what?

- Exit your car and talk to the speeder.
- Is his excuse justifiable cause to break the law?
- * *Write him a ticket!*

I see a black car speeding that's registered to the department. Should I pull him over?

- No.
- * *This is one of Lytton's finest working undercover. You'll blow his operation if you pull him over.*

At the Jail

I've gotten the drunk driver to jail. Now what?

- For starters, you can remove his hand cuffs.
- Measure the blood alcohol content in his breath using the gas chromatograph.
- Also have him empty his pockets at the jailer's window.
- * *Finally, charge him with the appropriate vehicle offense codes listed in your game documentation.*

Oak Tree Mall

What should I do at the Oak Tree Mall?

- Well, a couple of things.
- When you arrive at the scene look carefully at Marie.
- Take the gold chain from her hand, then ride with her to the hospital.

- When you return to the scene, talk to the reporter. He'll give you his business card.
- * *Finally, put some batteries in your flashlight, and look under the driver's side of Marie's car. Take the bronze star.*

Criminal Psychologist



Marie after Oak Tree Mall attack

What's that psychologist doing under his desk anyway?

- What do all psychologists do under their desks?
- You shouldn't be concerned about that.
- * *He's taking a break of course. Now quit reading questions that don't help you in this game.*

What's the psychologist do when he's not under his desk?

- He helps stressed-out officers.
- With enough information, he can help ascertain what makes a suspect tick.



Should I read the file on his desk? If so, how?



Day Two At Sonny and Marie's House



Officer Bonds Home

It's the second day of the game, I've awakened at home and gone through the motions of getting ready for work. Is there anything else I should do at home?



At the Station

I've driven to the station. Where should I go first?



Homicide Office

Okay. I'm in the Homicide Office and the Captain just gave me a spiel. So?



Okay. I've heard the spiel from the Captain, found my desk, and used the computer. What else can I do?



- * *He can help you put together a psychological profile of criminals you're investigating.*

Should I read the file on his desk? If so, how?

- Yes you should.
- You'll have to return when he's out of the office.
- * *Come back on day five*

Day Two

At Sonny and Marie's House



Officer Bonds Home

It's the second day of the game, I've awakened at home and gone through the motions of getting ready for work. Is there anything else I should do at home?

- Sure. Take a look around your bedroom.

- Maybe you can find something that's comforting to Marie.
- * *Try looking in the closet. Take Marie's favorite music box from the top shelf of your closet. Now drive to the station.*

At the Station

I've driven to the station. Where should I go first?

- How about your office?
- No, not the Sergeant's office.
- Speak to the Captain in the Homicide Office.
- * *That's right. You'll be working in the Homicide Office once again.*

Homicide Office

Okay. I'm in the Homicide Office and the Captain just gave me a spiel. So?

- Write down the two case numbers he gives you.
- Read the back of the bronze star.
- Use the computer at your desk to examine the cases and enter the bronze star information.
- Select Homicide then Serial #, and enter the number you read from the back of the bronze star. Now you'll get a case number.
- * *Select Review Case to review this case and the two cases the captain gave you. Note the time and location of each stabbing. These will be very important later in the game.*

Okay. I've heard the spiel from the Captain, found my desk, and used the computer. What else can I do?

- You can talk to the officer reading the paper.
- * *Remember the reporter you spoke with last night? His business card is in your inventory. Call him.*

Evidence Lockup and Lab Analysis

Why is the Evidence Officer out to lunch?

- Well, she's got to eat.
- Try coming back when you have some evidence.
- Did you look closely at Marie's hand?
- Did you find any evidence in the Oak Tree Mall parking lot?
- * *You could have gotten a gold chain from Marie's hand and a bronze star under the driver's side of Marie's car. When you get these, try entering the Evidence Lockup and Lab Analysis Room.*

I'm in the Evidence Lockup and Lab Analysis Room. What evidence should I book?

- Did you look closely at Marie's hand?
- Did you explore Marie's mugging scene?
- * *Book the bronze star and the gold chain as evidence under Marie's case.*

Hospital

What room is Marie in?

- When you enter the hospital, ask the reception nurse.

I'm visiting Marie in the hospital. Is there anything else I can do for her?

- Sure. How about giving her a gift or two?
- You might buy a flower from the florist in the hospital.
- Buy a rose and give it to Marie.
- Remember the music box from the top shelf of your bedroom closet? Give her the music box.
- * *After giving Marie the rose and the music box, kiss her. That's all you can do for her today.*

Will Marie die?

- She has a fifty-fifty chance.
- You can increase her chances of survival.
- Tender loving care is what she needs.
- * *No, she will not die.*

Will Marie awake from her coma?

- With your help she will come out of her coma.
- She responds to certain things you do.
- * *Yes she will.*

I give! What do I do to help her?

- * *You need to do five different things over the course of the game.*
- * *Give her the music box.*
- * *Buy and give her a rose.*



Marie In Hospital



Day Three Homicide Office

Now it's the third day, and I'm in the Homicide office. What do I do?



I've brought Carla Reed to the Homicide office. But she's complaining of hunger pains. Am I supposed to feed her or what?



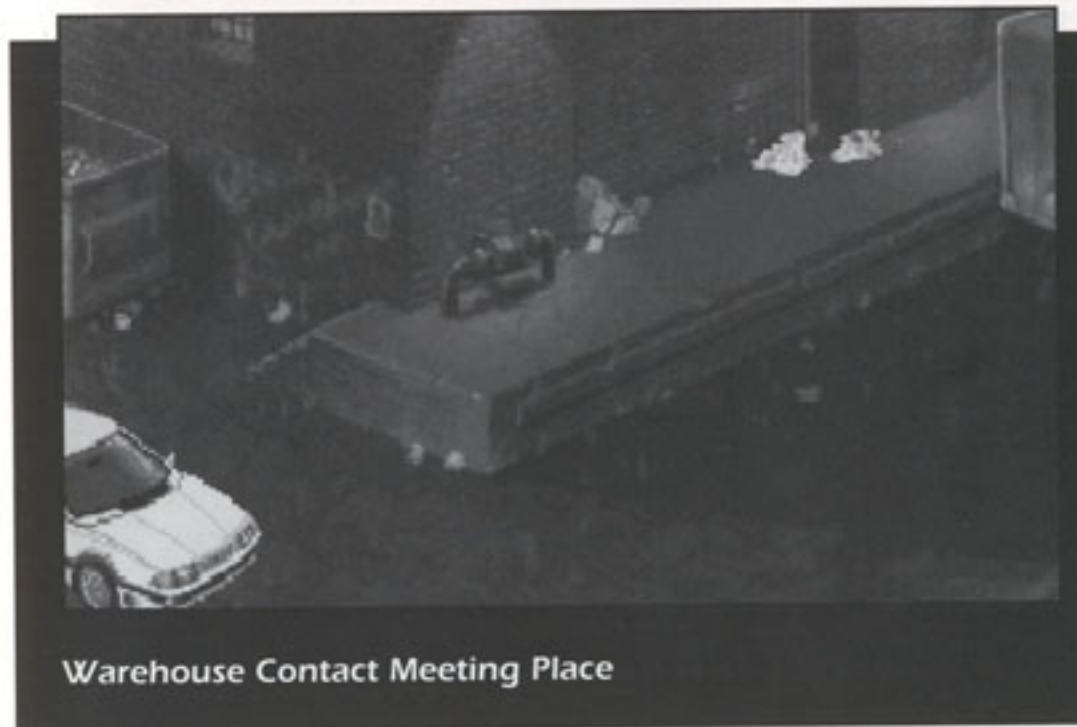
Carla Reed is trying to give me a description, but how do I get her to make a positive i.d.?



Great, Carla Reed's made a positive i.d. How do I get her to leave?



Abandoned Warehouse



Warehouse Contact Meeting Place

I'm having trouble finding the abandoned warehouse. Where is it?



- * Find the discrepancy between the iv dosage and the amount listed on the chart on the foot of the bed. Press the call button above Marie's head, and speak to the nurse, then the doctor.
- * Place the locket around her neck.
- * Kiss her.

Day Three Homicide Office

Now it's the third day, and I'm in the Homicide office. What do I do?

- Look in your in basket on your desk and read the note.
- * Travel to the address on the note—325 South Second Street.

I've brought Carla Reed to the Homicide office. But she's complaining of hunger pains. Am I supposed to feed her or what?

- Yeah.
- * See the lunch on the desk behind you? Give it to her.

Carla Reed is trying to give me a description, but how do I get her to make a positive i.d.?

- Lytton's high-tech now. Try using your computer!
- When you turn on your computer, select TOOLS then Drawing Composite. This will bring up a program that will allow you to draw the suspect.
- * Keep working with the drawing program until Carla tells you that each feature looks okay. You may need to move each facial feature left, right, or up and down to get the placement right.
- * After she tells you every feature is okay, select Search. If you've placed every feature correctly, the computer will come up with three possible suspects. Now she'll give you a positive identification.

Great, Carla Reed's made a positive i.d. How do I get her to leave?

- Just turn off your computer and talk to her. She'll tell you she wants to go home.
- * Take her back to the warehouse and retrieve your handcuffs.

Abandoned Warehouse



Warehouse Contact Meeting Place

I'm having trouble finding the abandoned warehouse. Where is it?

- Look at the map in your manual.
- It's at 325 South Second Street.
- * When you leave the station, turn right at Rose, then turn left on Second Street. Stop the car when you're just North of Poppy Street. This is the warehouse. Exit your car.

I've arrived at the abandoned warehouse. I thought I was supposed to meet Carla Reed. I don't see anybody. Where is she?



I've found Carla Reed. However, she doesn't believe I'm a cop. What gives?



Carla Reed won't come with me because her cart won't fit in the car. Now what am I supposed to do?



Day Four At the Station

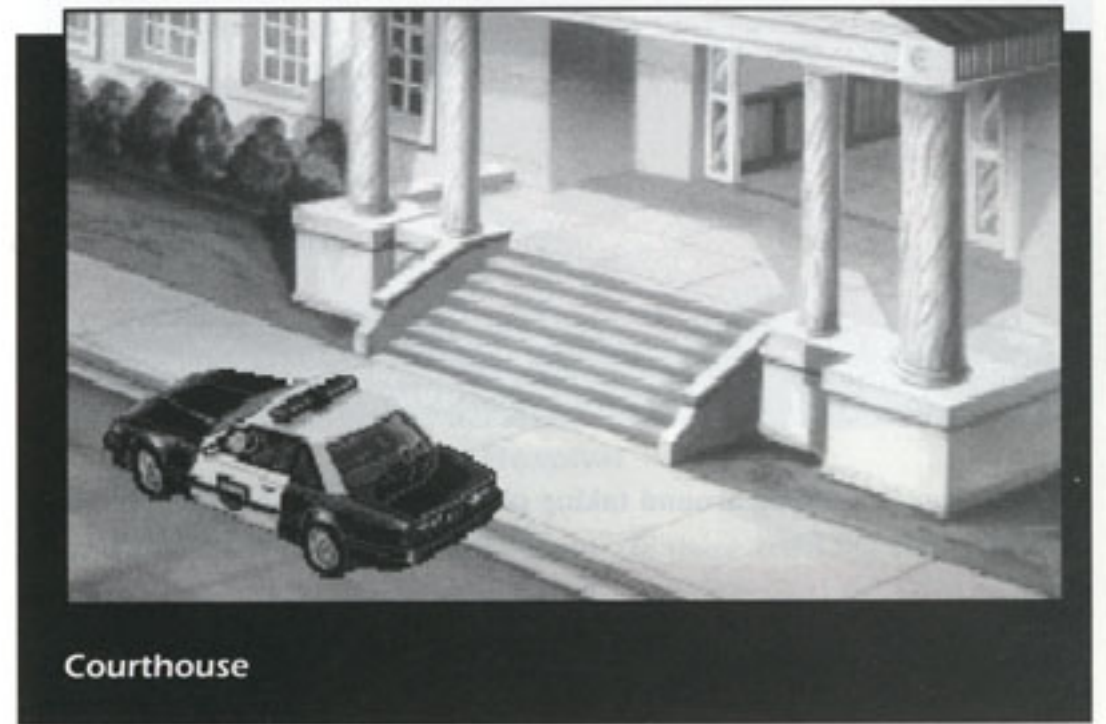
What do I do in the station at the beginning of day four?



Okay. I've returned to the station later on in the day. What should I do?



The Courthouse



Courthouse

When the district attorney asks for the speedometer calibration chart, I don't have one in my inventory. Where do I get a speedometer calibration chart?



I've arrived at the abandoned warehouse. I thought I was supposed to meet Carla Reed. I don't see anybody. Where is she?

- Your witness is here. Look around.
- * *Walk up the stairs over to the pile of papers behind the shopping cart. Look under the papers.*

I've found Carla Reed. However, she doesn't believe I'm a cop. What gives?

- You need to show her your i.d.
- * *Identify yourself by selecting your wallet from inventory and clicking it on her. Now she'll be more cooperative.*

Carla Reed won't come with me because her cart won't fit in the car. Now what am I supposed to do?

- Think of another way to secure her cart.
- * *Secure her cart using your handcuffs, and she'll go back to the station with you.*

Day Four At the Station

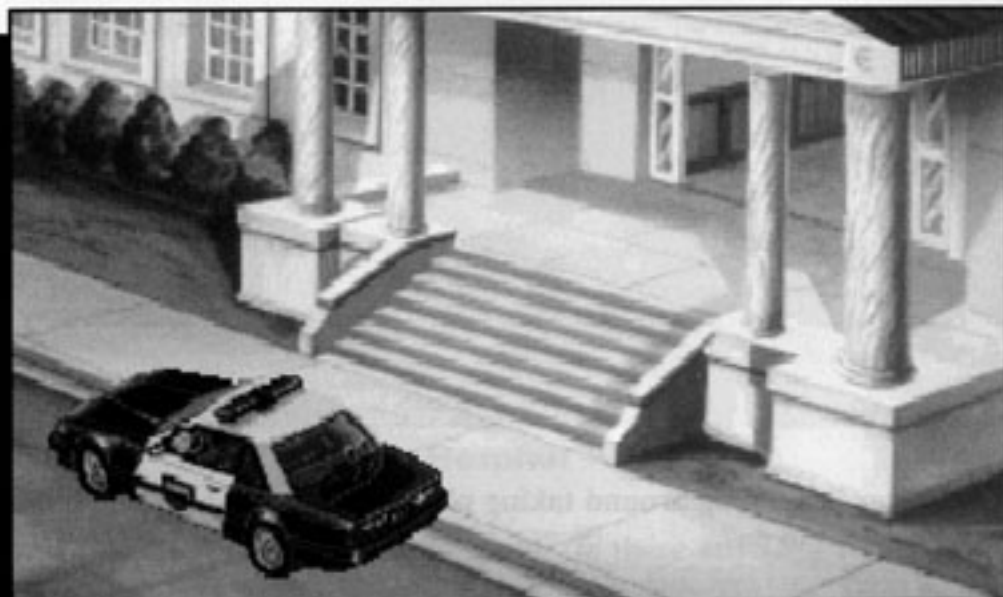
What do I do in the station at the beginning of day four?

- Look in the in basket on your desk and read the subpoena!
- Remember the tracking device the head technician of the computer facilities mentioned on day one?
- Get prepared to go to court.
- * *Go to the computer facilities on the third floor, and take the tracking device from the head technician's desk drawer.*
- * *Take the speedometer calibration chart from the glove compartment of the black and white patrol car.*
- * *Finally, take the unmarked car to the courthouse.*

Okay. I've returned to the station later on in the day. What should I do?

- Walk into the homicide office and look in the in basket on your desk. Read the note!
- Use the computer on your desk to create a new file.
- * *To create a new file, turn the computer on, click on Homicide then select New File.*
- * *Book your evidence in the Evidence Lockup and Lab Analysis Room under the case number you just created.*

The Courthouse



Courthouse

When the district attorney asks for the speedometer calibration chart, I don't have one in my inventory. Where do I get a speedometer calibration chart?

- Well, you might look in the black and white Police car.
- * *You can find the calibration chart in the glove compartment of the black and white police car.*

The judge rules in favor of the plaintiff. Why have I lost?



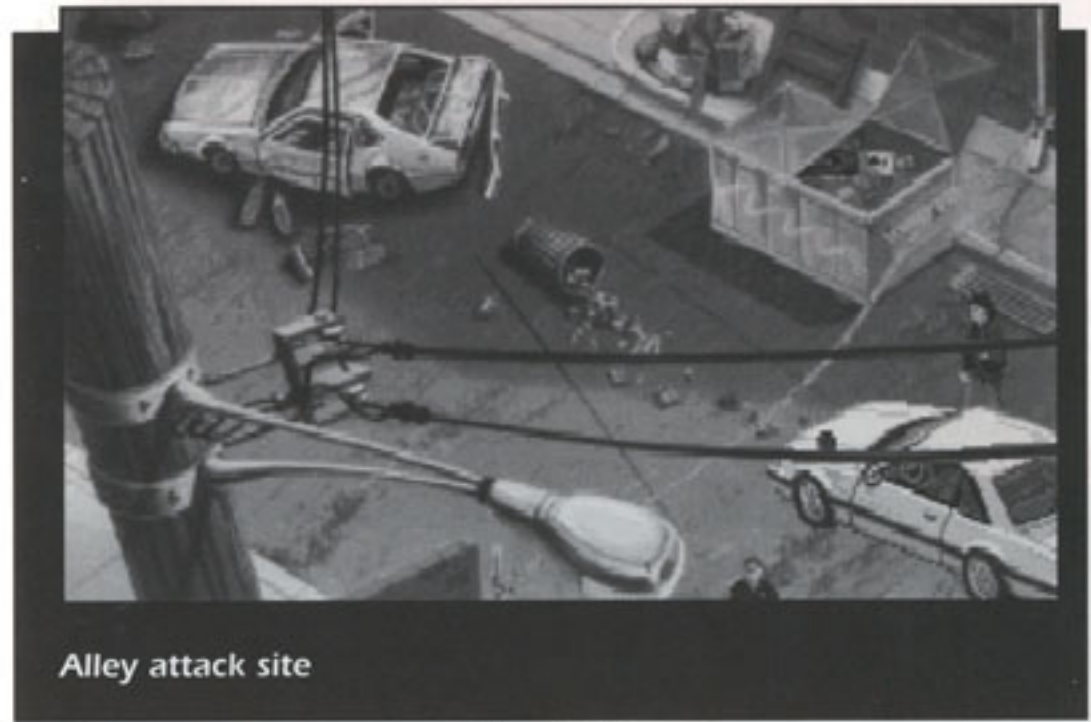
Oak Tree Mall

I've taken Morales to the mall. Is there anything I can do while I'm waiting?



Alley Murder Scene

My partner is running around taking photographs of the scene. What am I supposed to do?



Alley attack site

Hospital

Marie looks so helpless at the hospital. Is there anything I can do for her?



The judge rules in favor of the plaintiff. Why have I lost?

- Remember what time you gave the ticket?
- Remember the violation number of his offense?
- Do you have the speedometer calibration chart?
- * *You must enter the correct time and violation number of his offense when you give him the ticket. You also need to give the speedometer calibration chart to the district attorney. Now the judge will rule in your favor.*

Oak Tree Mall

I've taken Morales to the mall. Is there anything I can do while I'm waiting?

- You bet! Did you notice your partner left her purse?
- * *When Officer Morales leaves to make a phone call, take the key from her purse.*
- * *Visit Zak, the key maker.*
- * *Pay Zak for the copy of her key.*
- * *Finally, return the key to her purse before she gets back in the car with you.*

Alley Murder Scene

My partner is running around taking photographs of the scene. What am I supposed to do?

- You need some investigative tools to explore this scene, and you'll need to take notes.
- Look in the dumpster.
- Examine the abandoned vehicle on the scene.
- Examine the body in the dumpster.
- After Morales takes some photos, open the trunk of the unmarked car and get the toothpicks, the scraper, and some envelopes.
- * *Get the victim's driver's license from his pocket. Click the toothpick on the victim's fingernails. Open the victim's shirt and look at the pentagram. Click the notebook on the pentagram.*
- * *Walk to the left rear of the abandoned vehicle and click the eye cursor*

on it. Get a paint sample by clicking the scraper on the car. Walk to the trunk of the unmarked car and return the scraper, the toothpicks, and any unused envelopes. Now drive back to the station.



Alley attack site

Hospital

Marie looks so helpless at the hospital. Is there anything I can do for her?

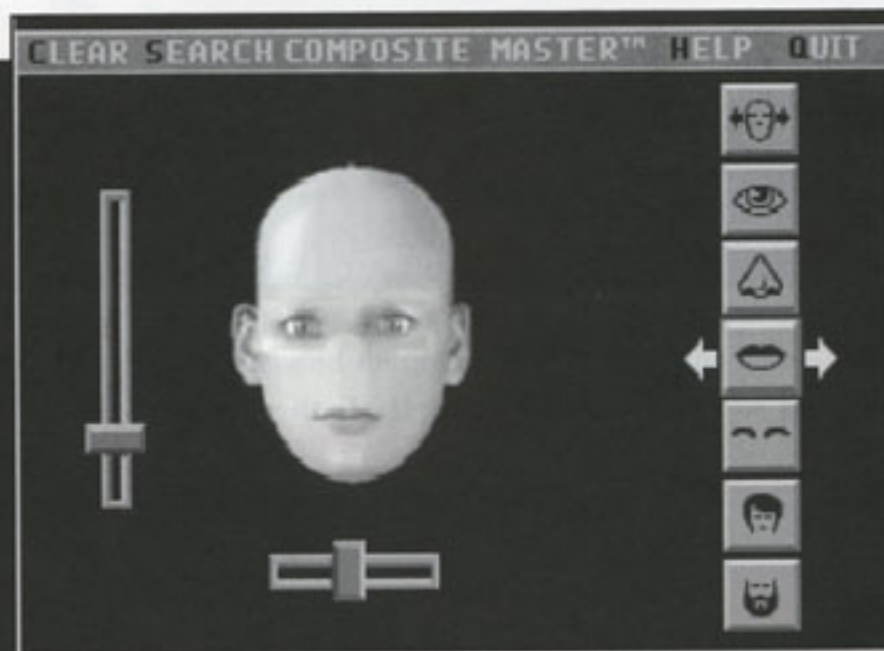
- Actually, yes you can.
- Maybe she's still ill for a reason.
- Look at the doctor's chart at the foot of Marie's bed. Now look at the IV bottle.
- * *Notice the difference between the amount the doctor prescribed, and the actual amount pouring from the IV bottle. Press the call button above Marie's head. Talk to the nurse, then the doctor to straighten out this discrepancy.*

Day Five At the Station Homicide Office

I'm in the Homicide office and still haven't quite got the hang of things around here. How should I start my day?



Using the Homicide Computer



Computer Composite Imaging

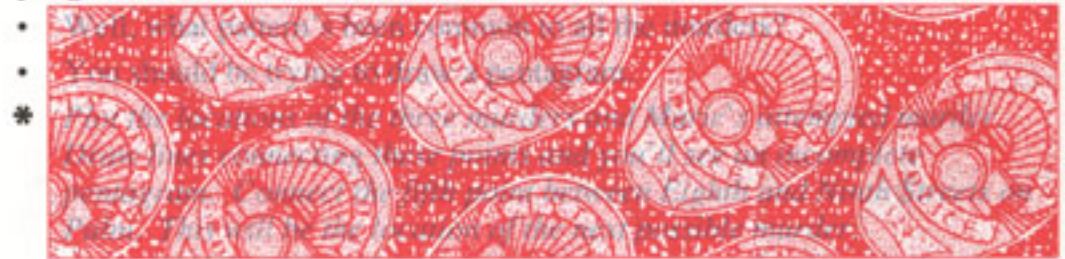
What evidence do I have to analyze anyway?



I've gotten in the City Map program. What do I use this for?



I give up. What pattern should I be looking for with the City Map program? What do I use this for?



Oops! I forgot to write down the addresses of the crimes. Could you give them to me again?

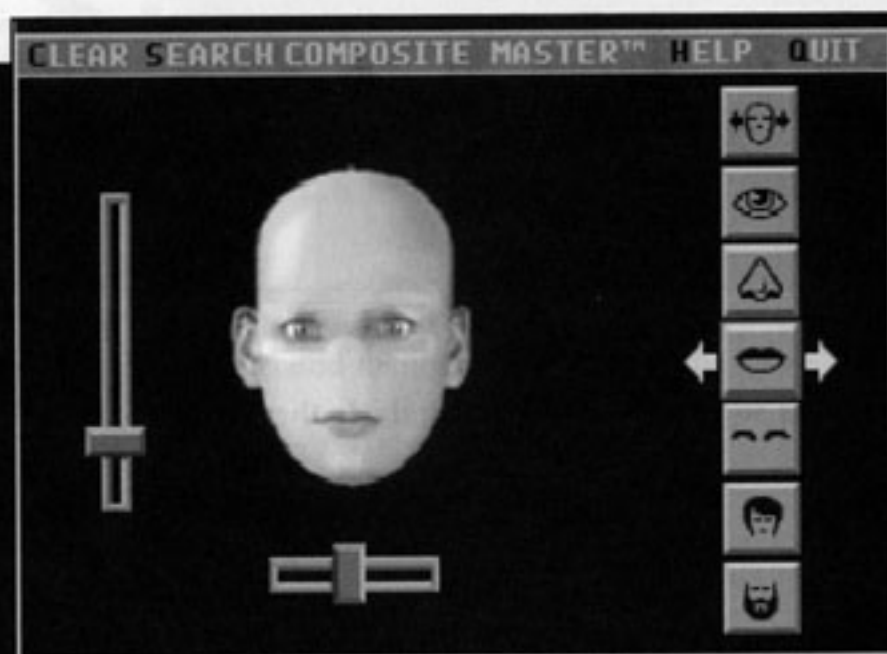


Day Five At the Station Homicide Office

I'm in the Homicide office and still haven't quite got the hang of things around here. How should I start my day?

- Well, a lot has happened in these past few days. You might try using the resources near you.
- Read the bulletin board.
- Use your computer to analyze evidence then call dispatch.
- * Use your computer to plot crimes on the city map.

Using the Homicide Computer



Computer Composite Imaging

What evidence do I have to analyze anyway?

- Remember the paint sample you got from the murder scene?
- * When you select Evidence Analyses, make note of the description of the possible suspect vehicle. Call dispatch from your phone and request an all points bulletin.

I've gotten in the City Map program. What do I use this for?

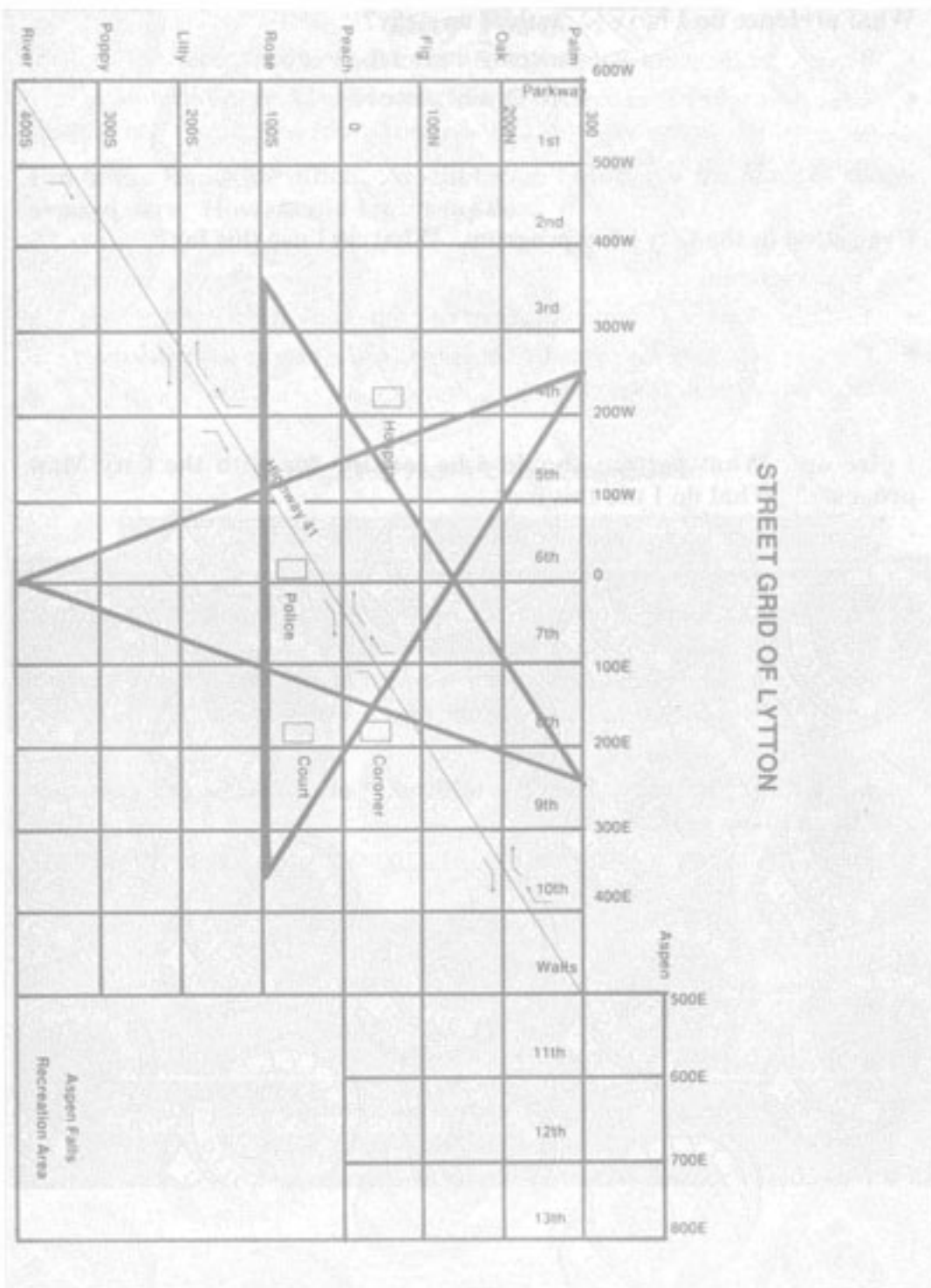
- Well, two things.
- You can plot points of the locations of crimes.
- * You can also look for patterns. Maybe you'll come up with a suspect location of the next murder.

I give up. What pattern should I be looking for with the City Map program? What do I use this for?

- Well, what pattern's been common to all the murders?
- You should be trying to draw a pentagram.
- * Plot the locations of the three murders and Marie's attempted murder. Draw lines connecting these points and you'll see an incomplete pentagram. Connect the fifth point between Eighth and Ninth Streets on Palm. This will be the location of the next possible murder.

Oops! I forgot to write down the addresses of the crimes. Could you give them to me again?

- Sure. The locations are approximately 200 W. Palm, 300 W. Rose, 300 E. Rose, and 300 S. Sixth.



STREET GRID OF LYTTON

Where do I place the plot points on the City Map?

- * Place your first point on Palm between Third and Fourth Streets.
- * Place your second point on Rose between Second and Third Streets.
- * Place your third point also on Rose between Ninth and Tenth Streets.
- * Place your last point on the corner of Poppy and Sixth Street.

I've plotted points on the city map. In which order do I connect them?

- After selecting Line Draw, draw lines between the plot points to make up a pentagram pattern.
- * Okay. Connect the five lines as follows:
 1. Draw a line connecting the plot point on Palm to the one on Sixth.
 2. Draw a line connecting both plot points on Rose.
 3. Draw a line connecting the plot point on Palm to the one at 300 E. Rose.
 4. Draw a line connecting the plot point on Sixth Street to an imaginary plot point on Palm (between Eighth and Ninth Streets).
 5. Draw a final line connecting the plot point on 300 W. Rose to an imaginary plot point on Palm (between Eighth and Ninth Streets).
- * When you do this correctly, you'll get a message about a perfect pentagram, and you'll discover the next possible murder location.

I've returned to the Homicide Office later on in the day, what do I do?

- Remember the copy you made of Officer Morales' key?
- While Officer Morales is out of the office, use your copy of her key to get into her desk.
- * *Look in her drawer and remember her locker combination.*

I've returned to the Homicide Office after the accident on the freeway. What should I be doing?

- Read the note in your in basket.

Psychologist's Office

Am I ever going to get to do anything in the psychologist's office?

- Yes. Today's an excellent day to visit your psychologist!
- Since he's not there, try snooping around his office.
- * *Pick up and read the file on his desk.*

So what should I gather from reading the file on the psychologist's desk?

- Well, you should start forming an opinion about your partner.
- In fact, your opinion about her may just save your life someday.
- If you combine observations you've made about her and information you just learned from her file, you'll start to get a bit suspicious.
- * *Officer Morales is a dirty cop.*

Evidence Lockup and Lab Analysis

What evidence should I have to book today?

- Well, remember the evidence you have from the Old Nugget Saloon?
- You got it from the car of the suspect vehicle.
- * *Book the white paint sample you took from that car in front of the saloon.*

Old Nugget Saloon

Homicide Office

I've found the Old Nugget Saloon. What kinds of things should I be doing?

- For this part of the game, you need your investigative tools and the tracking device.
- Did you notice the vehicle in front?
- Did you notice the lone pool player inside?
- * *Walk to the vehicle in front of the saloon. Click the eye cursor on the left rear side of the car. Plant the tracking device on the car. (You'll find the tracking device in the head technician's desk at the computer facilities in the police station.) Click the scraper on the car to get a paint sample.*
- * *Enter the saloon. Pay attention to the pool player. When a second pool player enters, click the eye cursor on him, then draw your gun. When the suspect flees, follow him in your car using your tracker.*



Old Nugget Saloon

Tracking the Suspect

The suspect just fled from the Old Nugget Saloon. Where'd he go?



I was following the suspect, but he crashed on the freeway. What should I do?



I'm trying to examine the crashed vehicle, but every time I try to approach the car I get run over. What am I supposed to do?



The Hospital

Marie's still in the hospital. Is she ever going to come out of her coma?

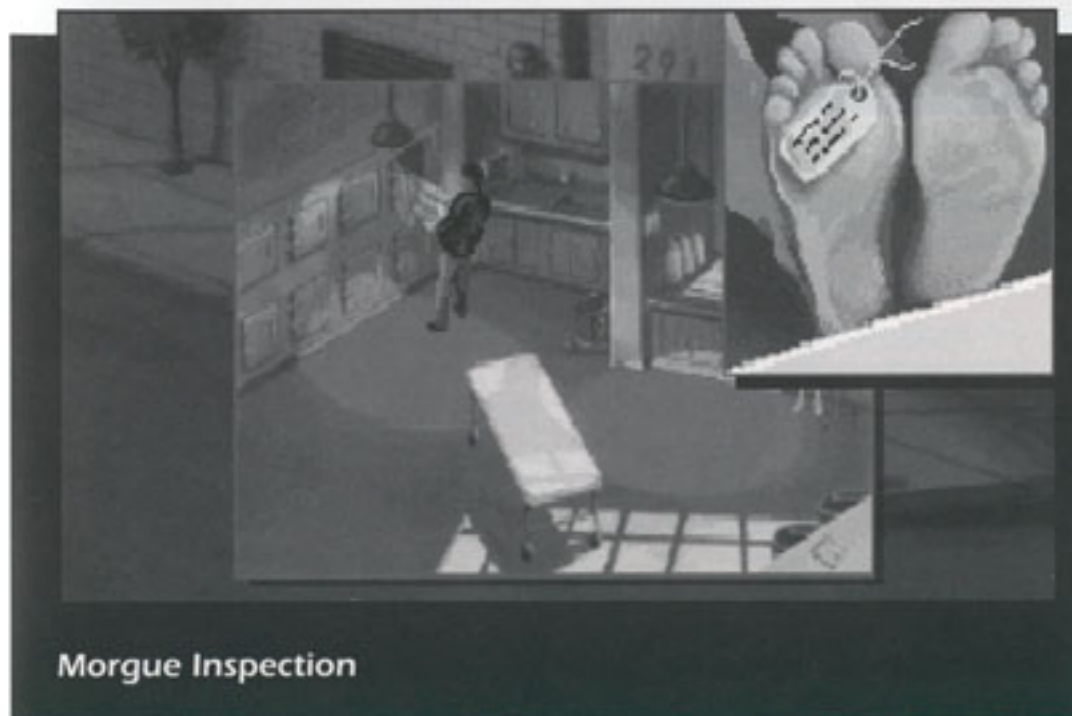
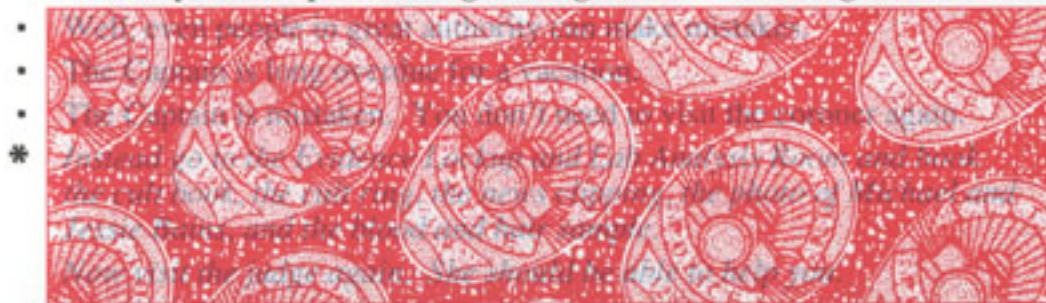


Day Six Homicide Office

It's the beginning of the day and I don't know how to get things started. What do I do?



I've returned to the Homicide Office after trying to enter the crack house. Why's the captain telling me to go to the coroner again?



Morgue Inspection

Tracking the Suspect

The suspect just fled from the Old Nugget Saloon. Where'd he go?

- This is a good time to watch your tracking screen.
- Turn on your tracker and follow the suspect.
- * *You'll find he tried to escape on the freeway.*

I was following the suspect, but he crashed on the freeway. What should I do?

- First, you need to protect the scene.
- Remember the flares you got from the police station supply closet?
- Place the flares on the freeway.
- Examine the vehicle more closely.
- * *Click the eye cursor on the driver of the overturned vehicle. When a close-up view appears, click the hand cursor on the ignition keys. Next, open the trunk of the suspect vehicle and note how many cocaine packets are there. Finally, click the hand cursor on the cocaine packets, and the officer at the scene will take over. Return to the station.*

I'm trying to examine the crashed vehicle, but every time I try to approach the car I get run over. What am I supposed to do?

- You need to protect the scene.
- Remember the flares you got from the police station supply closet?
- * *Place the flares on the freeway.*

The Hospital

Marie's still in the hospital. Is she ever going to come out of her coma?

- Yes. You need to be patient.
- Although, she is getting better, her condition won't change today.
- * *Talk to her, kiss her, and then go home. There isn't much more you can do today.*

Day Six Homicide Office

It's the beginning of the day and I don't know how to get things started. What do I do?

- Speak to the captain and listen to what he says.
- Remember today is Officer Morales' physical?
- * *Now would be a good time to investigate her locker.*

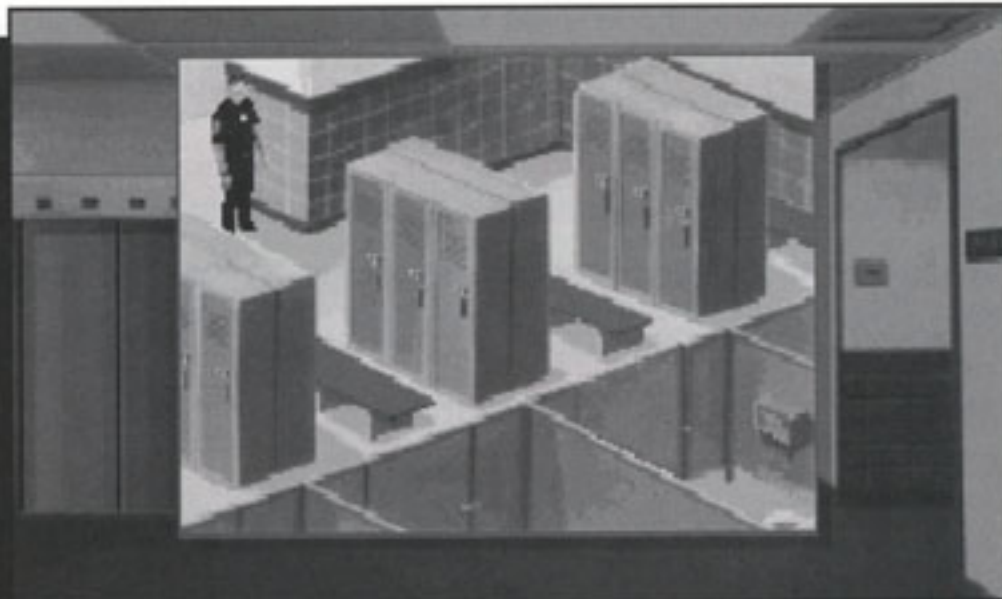
I've returned to the Homicide Office after trying to enter the crack house. Why's the captain telling me to go to the coroner again?

- Well, even people in great authority can make mistakes.
- The Captain is long overdue for a vacation.
- The Captain is mistaken. You don't need to visit the coroner again.
- * *Instead go to the Evidence Lockup and Lab Analysis Room and book the cult book, the cult ring, the news clipping, the photo of Michael and Jessie Bains, and the blood and hair sample.*
Now visit the judge again. She should be able to help you.



Morgue Inspection

Police Locker Rooms



Police Locker Room

The janitor's in front of the locker rooms. How can I get into my partner's locker?



At the Coroner

The coroner seems to be out. Is it okay to examine the dead bodies?



I found a manilla envelope. Should I take it?



Hospital

How can I help Marie today?



Burning House

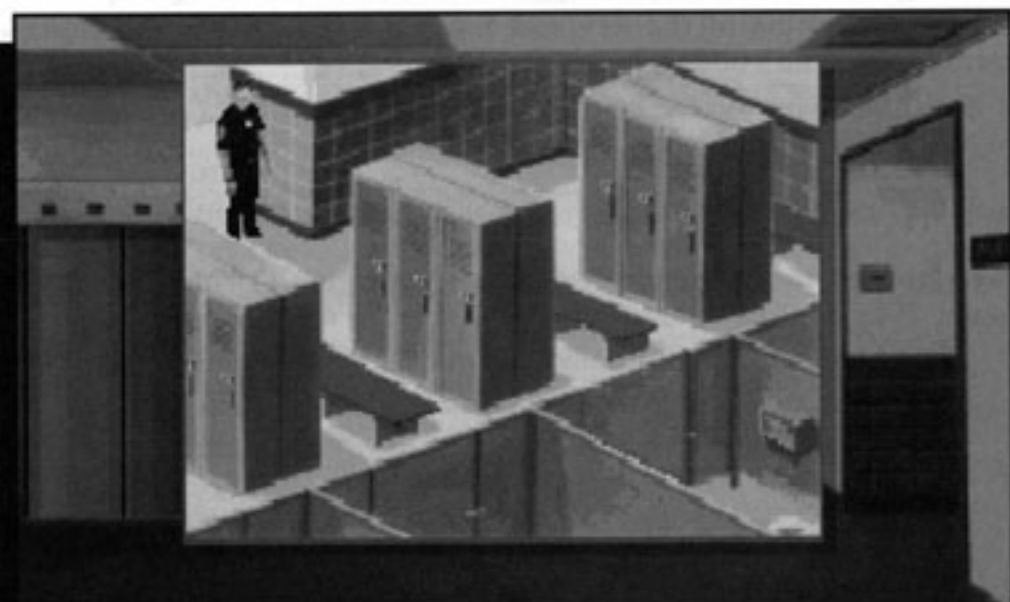
I've arrived at the burning house. What should I do?



Okay. I've looked at the photo from the burning house floor. So?



Police Locker Rooms



Police Locker Room

The janitor's in front of the locker rooms. How can I get into my partner's locker?

- First, you'll need to create a diversion.
- Go to the men's locker room. Create a diversion by putting the roll of toilet paper in the toilet.
- * *Now talk to the janitor. While he's busy in the men's locker room, go into the women's locker room. Find and open officer Morales' locker. Finally click the notebook on her locker and quickly get out of the locker room. Return to the Homicide office and report what you've found to the captain.*

At the Coroner

The coroner seems to be out. Is it okay to examine the dead bodies?

- That's an excellent idea.
- * *Take a look at one of the stiffs in the refrigerated cabinets on the left. Be sure to close the cabinet when you're done looking.*

I found a manilla envelope. Should I take it?

- Sure, if you want. The coroner was going to give it to you anyway.
- Open it up and look inside.
- Now wait for the coroner to return.
- While you're waiting, you might examine one of the stiffs in the refrigerated cabinets on the left.
- * *Talk to the coroner and he'll give you a news clipping.*

Hospital

How can I help Marie today?

- Remember the locket the coroner gave you?
- * *Give the locket to Marie.*

Burning House

I've arrived at the burning house. What should I do?

- First, get the scraper and some envelopes from the trunk of the unmarked car.
- Talk to the fire chief. After the fire chief gives his okay, enter the house.
- * *Get the photo from the floor. Now enter the altar room. Use the scraper and envelope to get a sample of blood and hair. Now you can leave the scene.*

Okay. I've looked at the photo from the burning house floor. So?

- Look at the photo and notice the address on the porch.
- * *These two are standing on the porch of the crack house!*

Oak Tree Mall

Once again, Officer Morales has had me take her to the mall. Is there anything I can do while I'm waiting?



Psychologist's Office

I've returned to the station after visiting the Army recruiter. Should I see the psychologist?

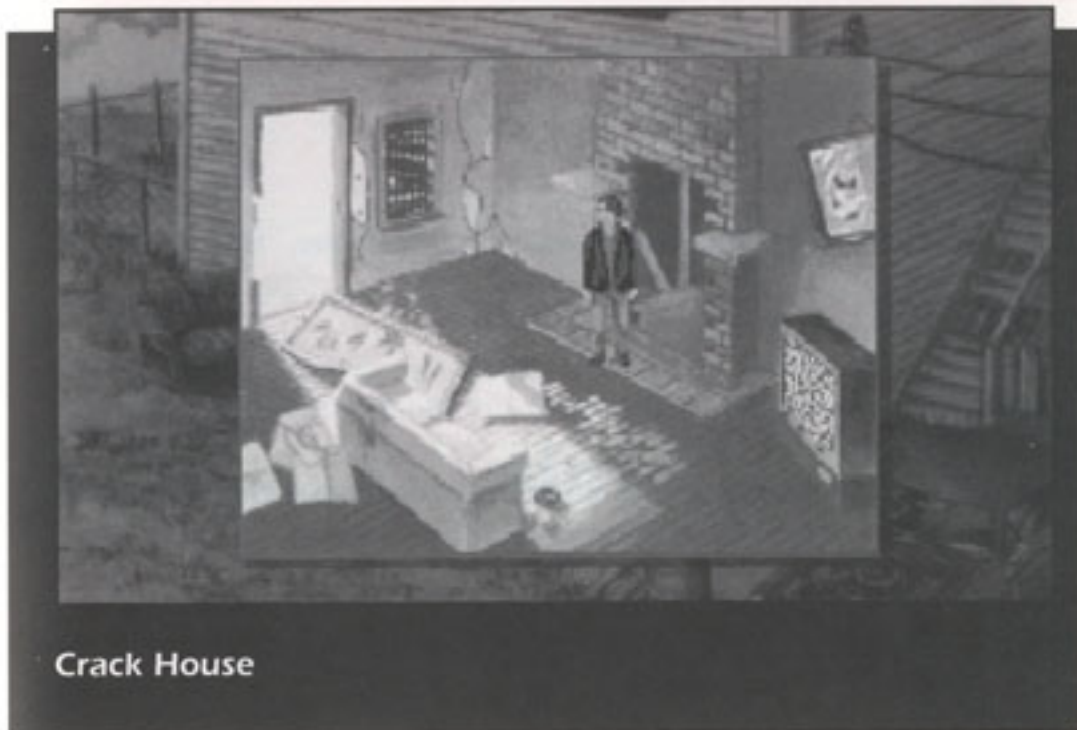


Courthouse

I've driven to the courthouse, but the judge refuses to sign a search warrant for the crack house. What am I forgetting to do?



I couldn't get into the crack house with the search warrant. What should I ask the judge for now?



Crack House

Crack House

No one will answer the door at the crack house. How do I serve the warrant?



I couldn't serve the warrant, so now where do I go?



Oak Tree Mall

Once again, Officer Morales has had me take her to the mall. Is there anything I can do while I'm waiting?

- Sure. Enter the Army recruiting office.
- No, don't enlist.
- Identify yourself (show your wallet) to the recruiter.
- * Next show the photo of Michael and Jessie Bains (from the floor of the burning house).
- * Take the printout from the recruiter's printer and leave.

Psychologist's Office

I've returned to the station after visiting the Army recruiter. Should I see the psychologist?

- Yes. Today's another good day to visit your psychologist.
- He'll be very helpful to your case.
- * Show him Michael Bains' military record. He'll give you Michael Bains' psychological profile. Now you can get back in the unmarked car.

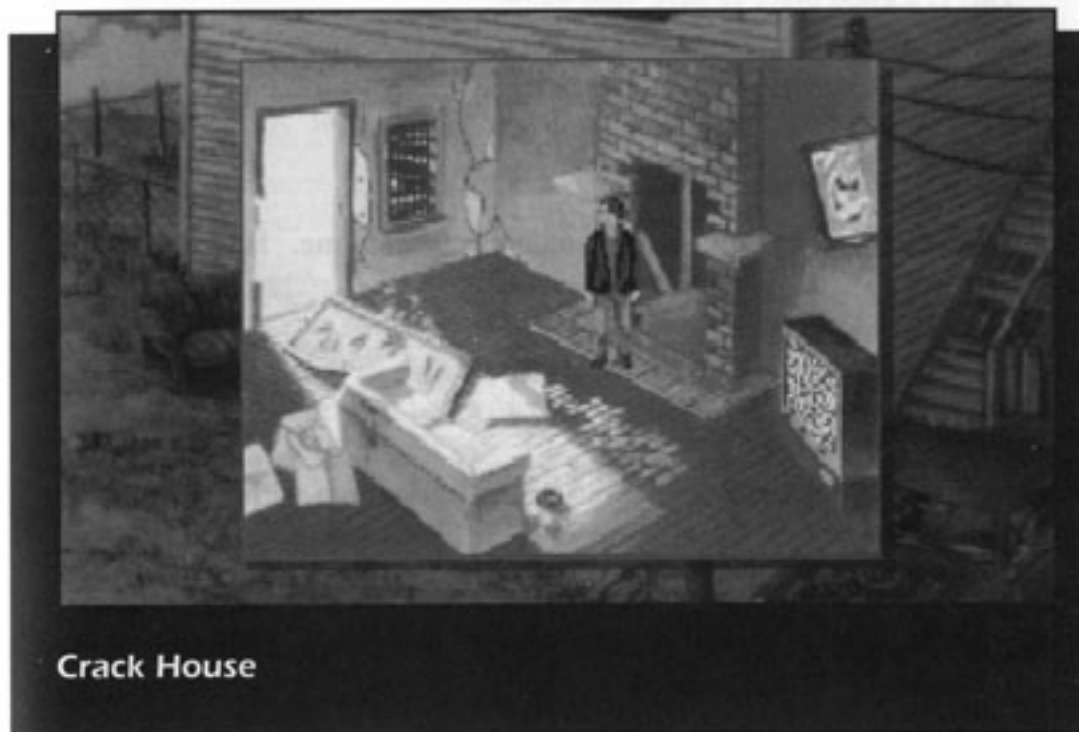
Courthouse

I've driven to the courthouse, but the judge refuses to sign a search warrant for the crack house. What am I forgetting to do?

- Show the judge the photo of Michael and Jessie Bains (from the floor of the burning house).
- * Then show her the news clipping the coroner gave you. She'll give you a search warrant to take to the crack house.

I couldn't get into the crack house with the search warrant. What should I ask the judge for now?

- Well, maybe she can offer you something to literally break into the crack house with.
- * This time, she'll grant you a judicial order for use of the ram to gain entry into the crack house.



Crack House

Crack House

No one will answer the door at the crack house. How do I serve the warrant?

- The best you can do is attempt to serve the warrant. You won't be successful.

I couldn't serve the warrant, so now where do I go?

- Well, you might go back to the station and book any evidence you have.



I've returned to the crack house. How do I get the ram into action?



I get inside the crack house and some guy shoots me. How do I avoid this?



A second drug dealer has come out of the back room with his hands up. Should I shoot him too?



So why does the police dog keep pointing at the couch?



The dog sniffed out a tv remote control. Is this dog a couch potato?



Whoa! The fireplace opened up to reveal a hidden room. What can I find down there?



Hey! I walk down the stairs of the hidden room and get shot. Now what?

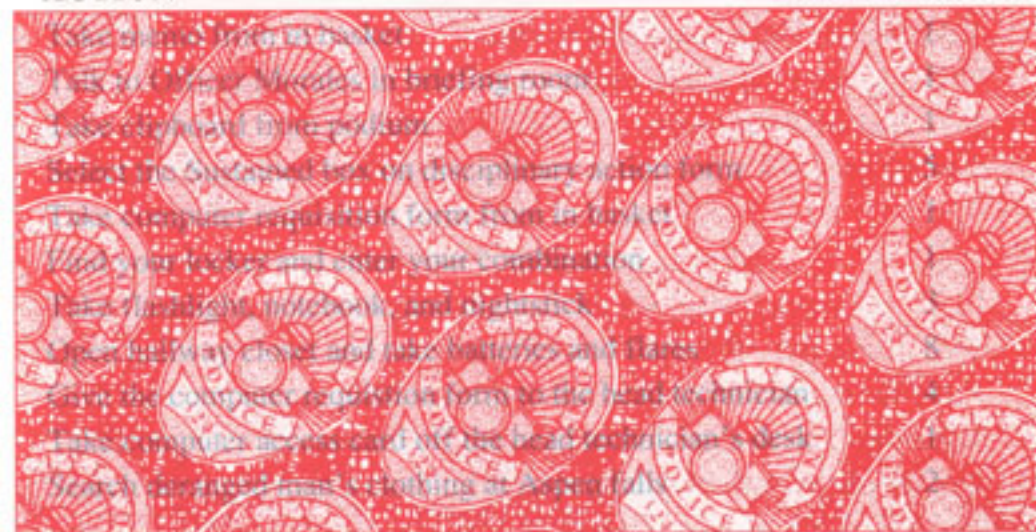


P oints

Day One

ACTION

POINT VALUE



- Go to the Evidence Lockup and Lab Analysis Room and book the photo, the sample of blood and hair, the news clipping, the cult book, and the cult ring.
- * *Then go to the courthouse and speak to the judge.*

I've returned to the crack house. How do I get the ram into action?

- This is a good place to save your game.
- Try giving an order to the ram.
- * *Exit your car and draw your weapon. Walk to the left side of the crack house door. Finally, click the talk cursor on the ram. After the ram breaks down the door, enter the house.*

I get inside the crack house and some guy shoots me. How do I avoid this?

- It's time to use your gun.
- * *When you enter the house and the suspect fires at you, place the cross hairs of your gunsight on the drug dealer and immediately return fire.*

A second drug dealer has come out of the back room with his hands up. Should I shoot him too?

- That's a little violent, isn't it?
- No.
- * *Walk behind him and cuff him, then escort him out the door.*

So why does the police dog keep pointing at the couch?

- Maybe she smells something illegal.
- Maybe you should search the couch.
- * *Look under the left couch cushion and you'll find what she's after.*

The dog sniffed out a tv remote control. Is this dog a couch potato?

- Why don't you find out?
- Select the remote control from your inventory.
- Click the remote control on the tv set.

- Try several channels.
- * *Choose channel eight. You see, the dog wasn't a couch potato after all.*

Whoa! The fireplace opened up to reveal a hidden room. What can I find down there?

- Why not save your game and then find out?

Hey! I walk down the stairs of the hidden room and get shot. Now what?

- Good thing you saved your game.
- * *When you enter the room have your gun drawn. The suspect will come out from behind the barrels down there. As soon as you see him, place the cross hairs of your weapon on him and fire immediately. Congratulations! You've broken Lytton's drug cult ring!*

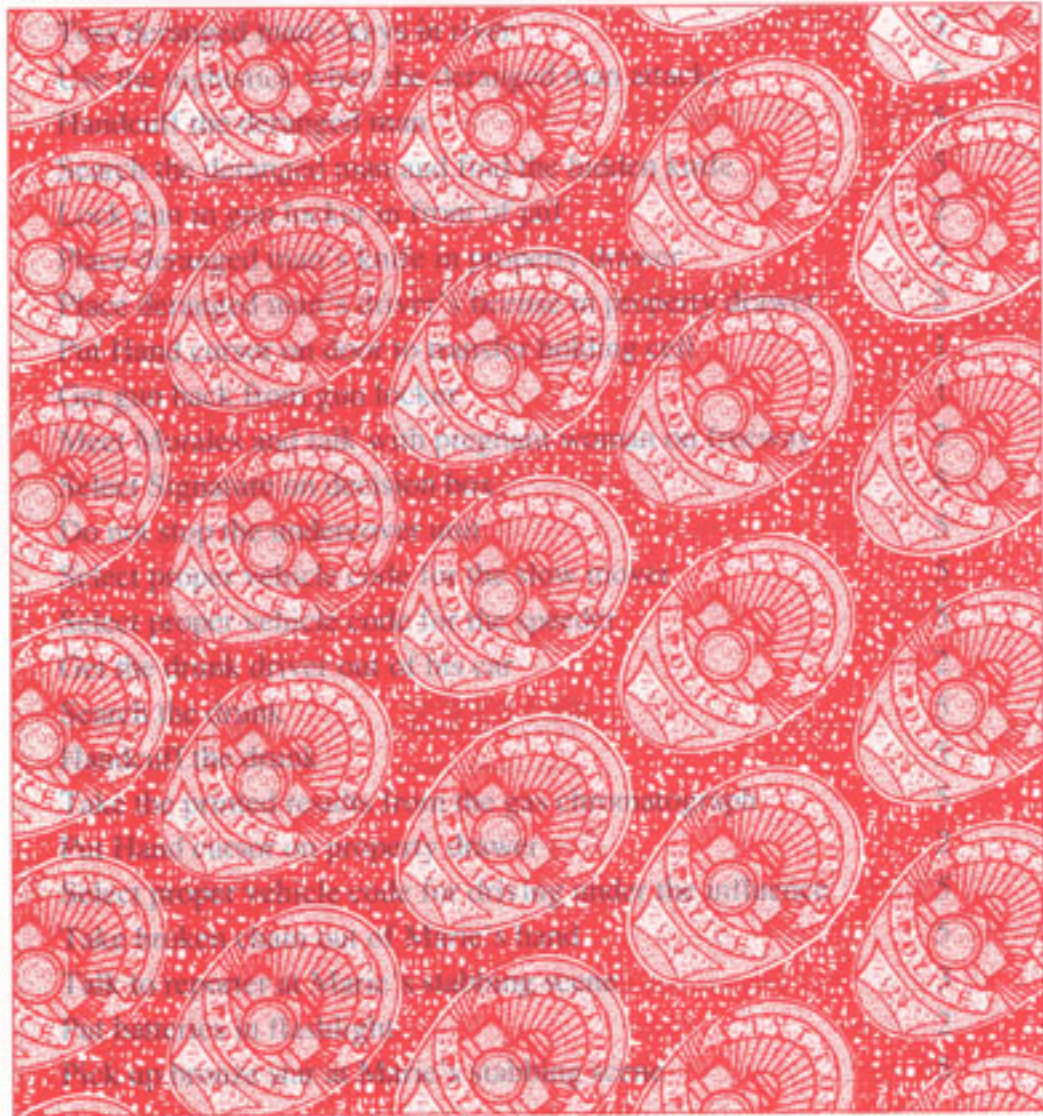
oints

Day One

ACTION	POINT VALUE
Take memo from in basket	1
Talk to Officer Morales in briefing room	1
Take clipboard from podium	1
Select the Sustained box on disciplinary action form	5
Take computer requisition form from in basket	1
Find your locker and enter your combination	1
Take flashlight, notebook, and nightstick	3
Open hallway closet and take batteries and flares	8
Give the computer requisition form to the head technician	4
Take computer access card off the head technician's desk	1
Search deranged man's clothing at Aspen falls	2

ACTION

POINT VALUE



Day Two



ACTION

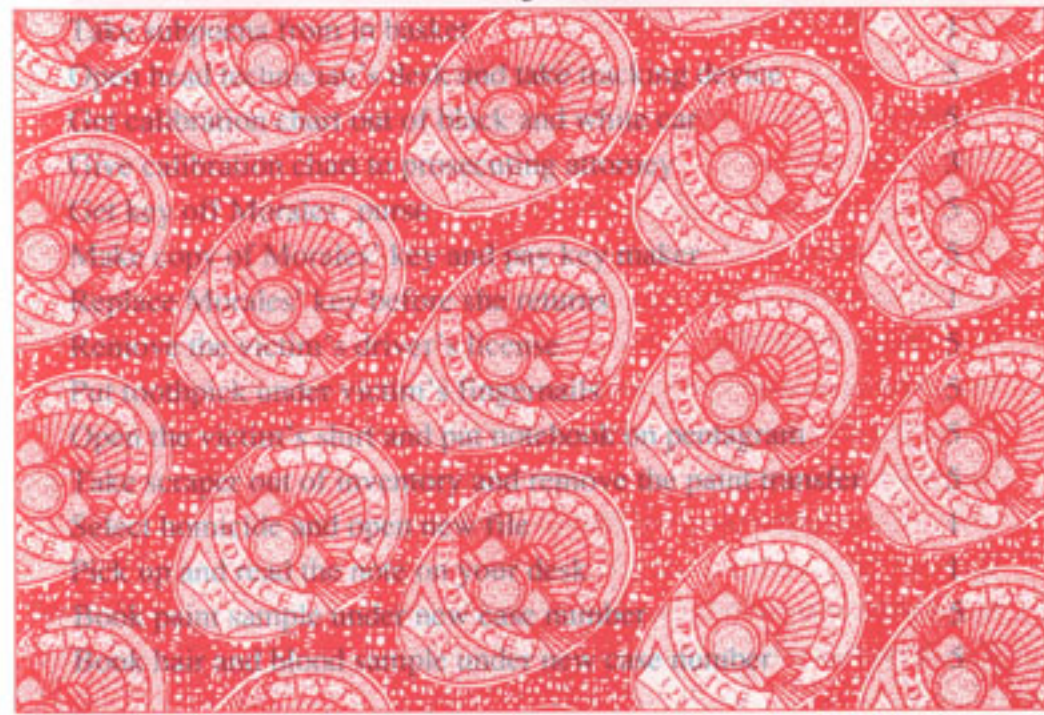
POINT VALUE



Day Three



Day Four



ACTION	POINT VALUE
Toss deranged man's keys in river	3
Use the nightstick when the deranged man attacks	5
Handcuff the deranged man	5
Search the deranged man and find the hidden knife	5
Lock gun in gun locker in front of jail	2
Place deranged man's knife in property drawer	2
Place deranged man's driver's license in property drawer	2
Put Hand cursor on door to transfer holding cell	1
Get gun back from gun locker	1
Meet Morales and talk with pregnant woman on freeway	2
Select Signature on decision box	5
Do not stop the undercover unit	5
Select proper vehicle code for the slow mover	5
Select proper vehicle code for the speeder	5
Get the drunk driver out of his car	2
Search the drunk	5
Handcuff the drunk	5
Take the printed results from the gas chromatograph	5
Put Hand cursor on property drawer	2
Select proper vehicle code for driving under the influence	5
Take broken chain out of Marie's hand	5
Talk to reporter at Marie's stabbing scene	3
Put batteries in flashlight	2
Pick up bronze star at Marie's stabbing scene	5

Day Two

Take music box off top shelf of closet	5
Enter the number on back of bronze star (09987)	5
Enter the case number of bronze star	5
Use the phone and call the reporter	5

ACTION	POINT VALUE
Give correct case number (199144) to evidence officer	5
Walk to nurses' station and get Marie's room number	1
Pay for rose from the florist	5
Give Marie the music box	5
Give Marie the rose	5
Kiss Marie	10

Day Three

Take note from in basket	1
Identify yourself (show wallet) to Carla Reed	3
Secure cart with handcuffs	5
Put Hand cursor on the bag lunch	5
After completing composite drawing, select Search	20
Put Hand cursor on handcuffs	2

Day Four

Take subpoena from in basket	1
Open head technician's desk and take tracking device	5
Get calibration chart out of black and white car	5
Give calibration chart to prosecuting attorney	3
Get key off Morales' purse	5
Make copy of Morales' key and pay key maker	5
Replace Morales' key before she returns	1
Remove the victim's driver's license	5
Put toothpick under victim's fingernails	5
Open the victim's shirt and put notebook on pentagram	5
Take scraper out of inventory and remove the paint transfer	5
Select homicide and open new file	1
Pick up and read the note on your desk	1
Book paint sample under new case number	5
Book hair and blood sample under new case number	5

ACTION	POINT VALUE
Put Hand cursor on doctor's chart	5
Put Eye cursor on IV bottle	5
Put Hand cursor on buzzer to call the nurse	5

Day Five

Walk to bulletin board and read the memo	3
Call dispatch and request an A.P.B. for suspect vehicle	5
Complete the pentagram on homicide computer	10
Pick up and read file on desk	5
Plant tracking device on suspect vehicle	10
Use scraper to get paint sample	5
Draw your weapon	5
Get into your car, turn on tracker, and follow suspect	5
Put flares on freeway	5
Put Eye cursor on packets of cocaine	5
Close and lock Morales' desk drawer	10

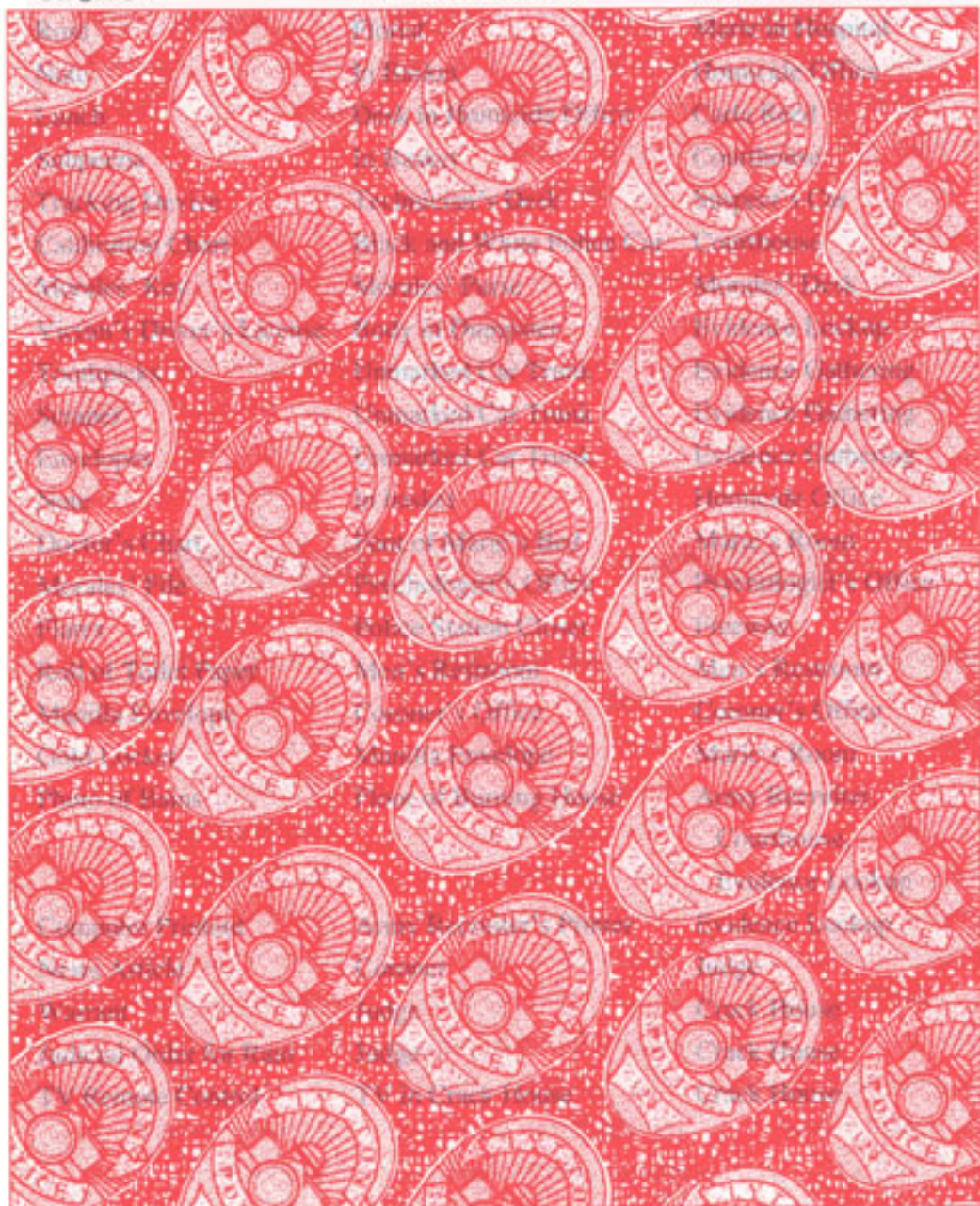
Day Six

Create diversion by putting a roll of toilet paper in the toilet	5
Talk to the janitor	3
Put Notebook on Morales' locker	10
Talk to captain about what you've discovered	5
Put Hand cursor on the manilla envelope	3
Give Marie the locket	10
Put Hand cursor on photograph on burned house floor	5
Using the scraper, get sample of blood and hair	5
Identify yourself (show id) to Army recruiter	3
Show recruiter the photo of Michael and Jessie Bains	3
Remove printout from recruiter's printer	3
Show psychologist Michael Bains' military record	5
Knock on crack house door	5

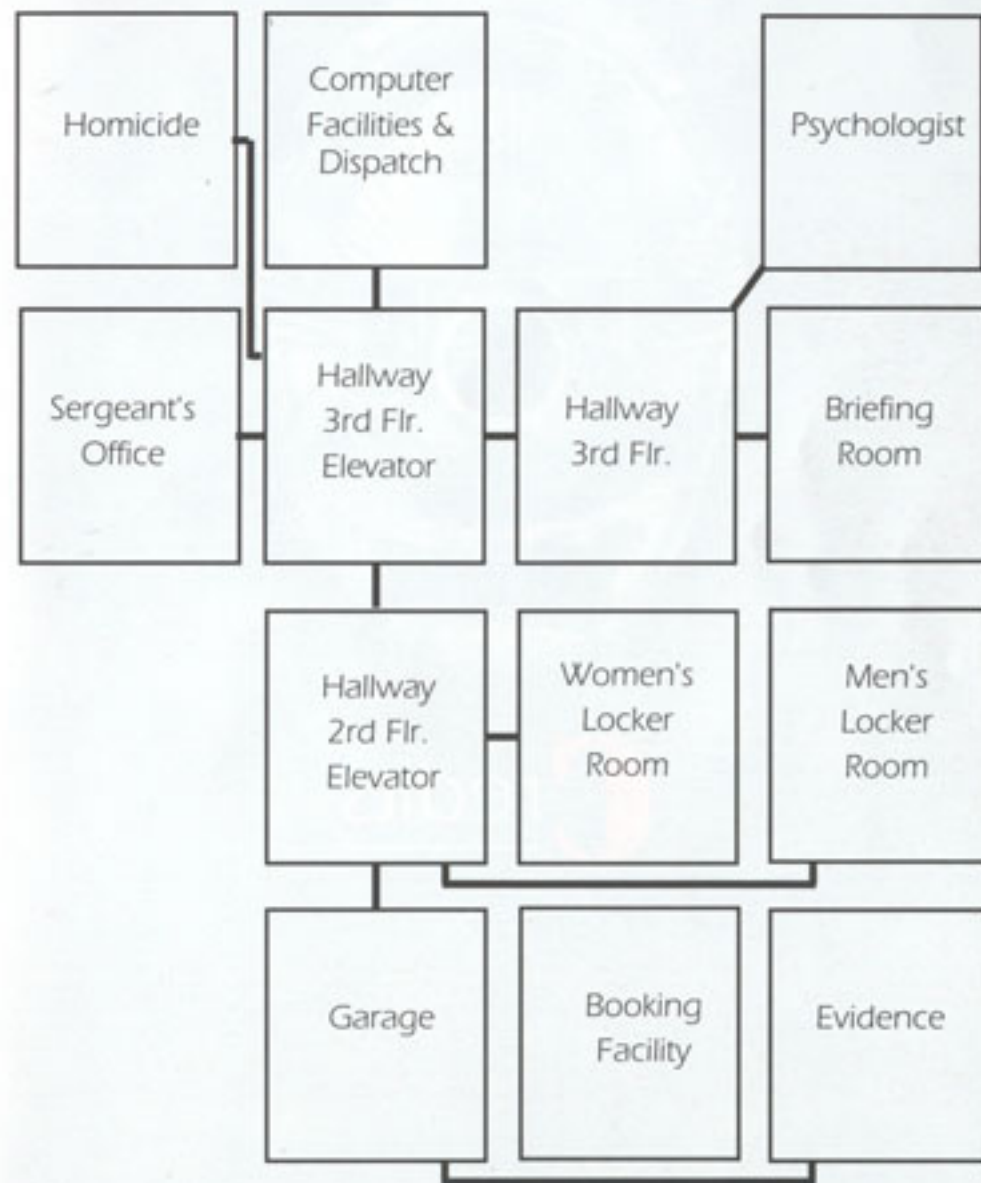
ACTION	POINT VALUE
Show news article to the judge	3
Take warrant off judge's desk	5
Knock on crack house door (with warrant)	5
Take judicial order off judge's desk	5
Return fire immediately to the suspect firing at you	10
Hand cuff Michael Bains	5
Put Hand cursor on couch	5
Push button #8 on the tv remote control	5
Return fire immediately after final suspect attempts to kill you	10
TOTAL POINTS	460

Location of all Objects

OBJECT	WHERE FOUND	WHERE USED
Memo	In Basket	Sonny's Office
Clipboard	Briefing Room	Briefing Room
Requisition Form	In Basket	Computer Facilities
Flashlight	Sonny's Locker	Oak Tree Mall
Nightstick	Sonny's Locker	Aspen Falls
Notebook	Sonny's Locker	Investigation
Computer Access Card	Technician's Desk	Sonny's Computer
Deranged Man's Keys	Deranged Man's Clothes	Aspen Falls River
Knife	Deranged Man's Underwear	Evidence Lockup
Deranged Man's License	Deranged Man's Clothes	Evidence Lockup
Broken Gold Chain	Marie's Hand	Evidence Lockup
Batteries	Police Station Closet	Flashlight
Business Card	Reporter	Homicide Office
Bronze Star	Marie's Stabbing Scene	Evidence Lockup
Music Box	Sonny and Marie's House	Marie in Hospital



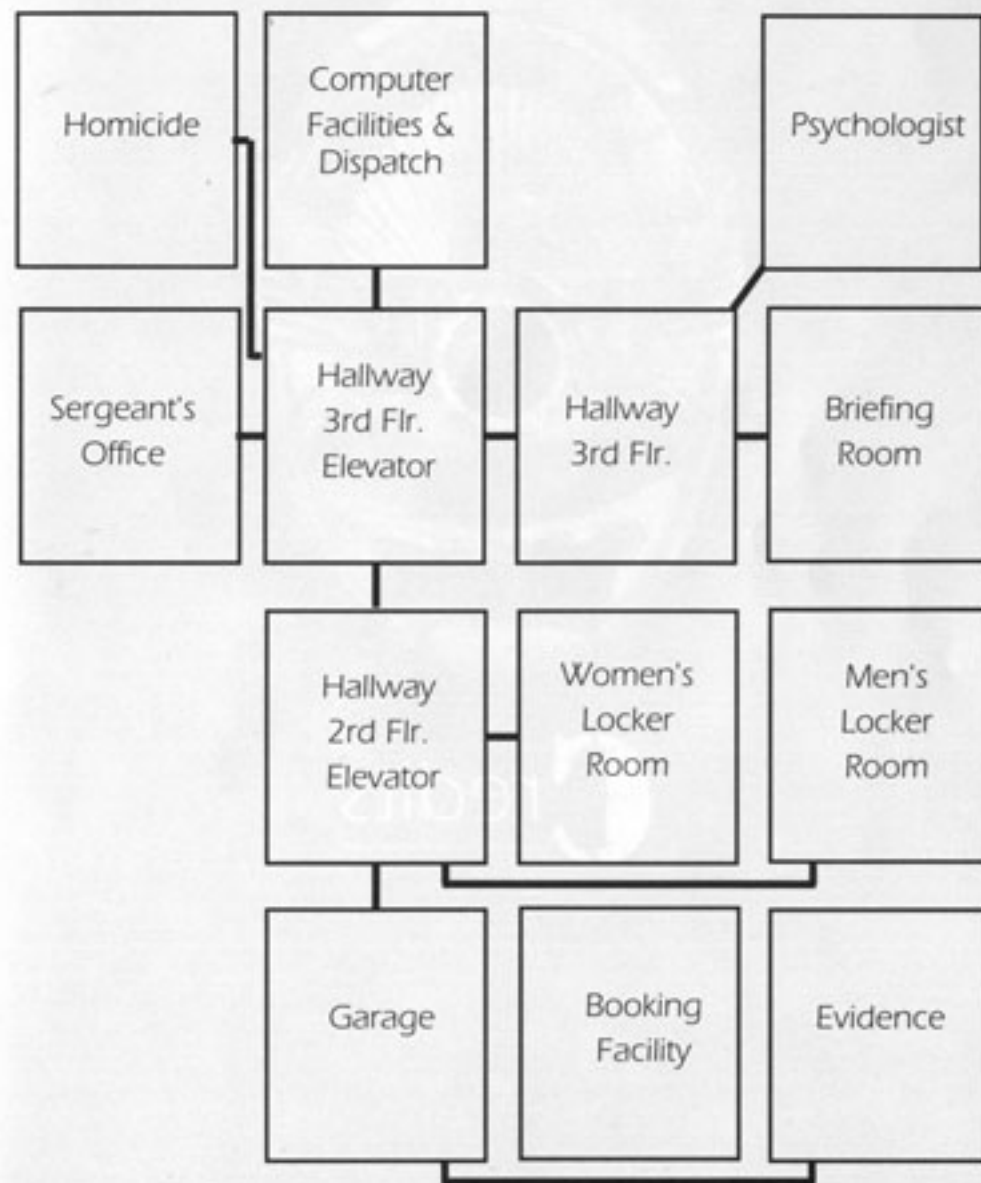
S Station Map



OBJECT**WHERE FOUND****WHERE USED**

Rose	Florist	Marie in Hospital
Note	In Basket	Homicide Office
Lunch	Desk in Homicide Office	Carla Reed
Subpoena	In Basket	Courthouse
Tracking Device	Technician's Desk	Suspect's Car
Calibration Chart	Black and White Police Car	Courthouse
Morales' Key	Morales' Purse	Morales' Desk
Victim's Driver's License	Body in Dumpster	Evidence Lockup
Toothpicks	Unmarked Car Trunk	Evidence Gathering
Scraper	Unmarked Car Trunk	Evidence Gathering
Envelopes	Unmarked Car Trunk	Evidence Gathering
Note	In basket	Homicide Office
Doctor's Chart	Foot of Marie's Bed	Marie's Room
Morales' File	Psychologist's Office	Psychologist's Office
Flares	Police Station Closet	Freeway
Roll of Toilet Paper	Men's Restroom	Men's Restroom
Manilla Envelope	Coroner's Office	Coroner's Office
Gold Locket	Manilla Envelope	Marie's Room
Photo of Bains	Floor of Burning House	Army Recruiter, Courthouse, Evidence Lockup
Computer Printout	Army Recruiter's Printer	Evidence Lockup
News Article	Coroner	Judge
Warrant	Judge	Crack House
Judicial Order for Ram	Judge	Crack House
TV Remote Control	TV in Crack House	Crack House

Station Map





Credits

Executive Producer

Ken Williams

Creative Director

Bill Davis

Director/Art Designer

Mark Crowe

Producer

Guruka Singh Khalsa

Game Designer

Jim Walls

Lead Programmer

Doug Oldfield

Composer

Jan Hammer

Artists

Jonathan Bock

Jeff Crowe

Frank Ferrell

Jim Larsen

Suzi Livengood

Cindy Walker

Willis Wong

Programmers

Kim Bowdish

Chris Hoyt

Mike Larsen

Writer

Jane Jensen

System Development

Jeff Stevenson
Robert E. Heitman
Dan Foy
Larry Scott
J. Mark Hood
Chris Smith
Terry McHenry
Eric Hart
Chad Bye
Mark Wilden
Ken Koch
John Crane
Steve Collier
Randy Moss

Sound Effects

Rob Atesalp

Quality Assurance

Dave Flemming

Hintbook Writer

Pat Bridgemon

Hintbook Design

Gloria Garland

Notes

Notes

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