

H I N T B O O K

DARYL F. GATES POLICE QUEST

OPEN SEASON TM



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H I N T B O O K



P O L I C E Q U E S T 4

by

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About This Hint Book

This book is designed to help you get out of the tough spots you're bound to encounter as Detective John Carey during the course of POLICE QUEST 4. In other words, if you're stuck at any time during the game, this book is here to help you. It does not cover technical questions; those are covered in the Sierra technical manual.

How to Use This Hint Book

A hint book is meant to help you with the game, not play the game for you. Use this book sparingly. If you read all of the hints before you've even gotten to the puzzles, you'll spoil the game for yourself. Remember, the point of POLICE QUEST 4 is to learn what it would be like to be a real LAPD homicide detective. That means risk and danger, trial and error. Trust your intellect and your instinct. When you're stuck, look for the hint that most closely matches the question in your mind. Read only that question. When your question is answered, put away the book and get on with the game.

A Note to Beginning Adventurers

-Save your game frequently, especially when approaching a new or potentially dangerous situation. See your Technical Manual for details. Saving your game often will prevent frustration, and damage to your equipment (you won't be tempted to put your foot through the monitor).

-Examine everything carefully. Look, Do, and Talk to everyone and everything.

-Pick up anything that isn't nailed down. You never know what could prove to be useful.

Some Secrets to Succeeding at POLICE QUEST 4.

-Read your game manual. Every police officer should be familiar with the rules and regulations of his or her district.

-Always check your desk and your in box.

-Turn in a report after every significant event. Paperwork is no fun, but it's an important part of police work.

-Think like a detective. Keep your eyes open, and look for clues everywhere.

-Talk to everyone as much as you possibly can. In other words, click your Talk icon on everyone, ask about every topic, and keep clicking until the witness starts repeating himself or leaves. You're investigating a murder. Any stray bit of information could help. Be sure to always talk to your partner, Hal.

-Use your notebook on everything and everyone. You never know what could prove to be important.

-Stay alert. A situation could turn violently explosive in a heartbeat.

-Behave in a way becoming a police officer. Remember, your duty is officially to protect and serve, but it's also up to you to set a good example for the community.

After the Game

The last section of this book contains a complete points list, a list of objects (and where they're found and used).

WARNING! If you read this section before you've finished the game, you'll ruin the puzzles for yourself. You'll feel like nothing but an empty shell, slogging through the game with no surprises left in your life. It's a tragic picture, isn't it? Don't let it happen to you!



DAY 1

The Alley

All right, I'm standing here in the alley. What am I supposed to do?

- Make like a police officer and investigate.
- Did you read your officer's manual?
- ★ *Try looking around. Talk to people. Use your Hand icon on everything you can. In other words, totally check out your surroundings.*

What's with this drunk guy? Should I talk to him?

- You should always question a potential witness at the scene of a crime.
- ★ *Yes, use your badge on the man to identify yourself. Now use your Talk icon on him. Get as much information as you can. Don't forget to use your notebook on him to record the information. You can talk to him a total of three times.*

What about the guy leaning against the wall? Is he a witness?

- Beats me. Try asking him.
- ★ *Use your Talk icon on him. Be sure to identify yourself by showing him your badge. Use your notebook on him to record the information. You can talk to him a total of three times. He isn't very helpful, is he?*

Help, the drunk is resisting arrest! Should I shoot him?

- He is not.
- No, you shouldn't.
- ★ *You shouldn't read hints you don't need, either.*

Should I talk to the other officers on the scene?

- Well, don't you want to know what's going on?
- Sure you do. Talk to everyone.
- ★ *As a matter of fact, be sure you talk to everyone. One of the officers has something important to give you.*

What should I do with the body of Hickman?

- Did you examine the body? Did you record the evidence? Did you record the body's position?
- ★ *Look at the body. Use your notebook on the body to record the evidence. Use your chalk on the body to draw an outline around it. Do you see anything near the body that might be a clue?*

I think I missed something. What clues could I have found around the body?

- Oh, come on! Look for yourself!
- This is the last time I'm going to answer a question this obvious.

- ★ *See the cigarette next to the body? Take a look at it. Use the chalk to draw a line around it—it's important evidence. Be sure to record the evidence by using your notebook on the cigarette.*

Chalk? Where do I get chalk?

- It's not in your inventory, so it must be somewhere else nearby.
- Did you check your car?
- ★ *The chalk is in the homicide kit in the trunk of your car.*

The trunk of my car is locked. What should I do?

- Oh, go look for a real hint.
- What, you really want the answer to this one?
- ★ *Use the keys from your inventory on the trunk of your car to open it. Geez!*

Why can't I get my shotgun?

- Why? Do you want to shoot someone?
- You don't need your shotgun right now. The perp is nowhere in sight.
- ★ *You just can't have it right now. Get over it.*

Shouldn't someone be photographing this evidence?

- Yep.
- See anyone likely to do the job?
- How about the criminologist?
- ★ *Talk to the criminologist and ask her to photograph the evidence. She will only photograph the evidence after it's been chalked and noted.*

I have this funny feeling that I've missed something. What else should I be looking for?

- It's always a good idea to thoroughly inspect your surroundings.
- Did you use your Look icon on everything you could?
- ★ *Did you look at the graffiti on the wall? It might tell you something. Be sure to use your notebook on the graffiti to record it.*

I think I've found everything there is to find.

- Do you? Then why are you reading this hint?
- Did you use your Hand icon all over the screen?
- ★ *Did you look inside the dumpster? Use your Hand icon to open it.*

Should I do something with the coroner?

- Like what? The tango?
- You can talk to him. In fact, that would be a good idea.
- ★ *Use your Talk icon on the coroner. Ask him about everything you can.*





DAY 2

Parker Center

Oh, no! I missed something important at the scene of the crime. Am I hosed?

- Well, Lt. Block isn't very happy with you, but he gave you a second chance, didn't he?
- ★ *If you're really unhappy about this, you can start the game over. You're not very far in, you know.*

Lt. Block won't talk to me anymore. What should I do?

- How about your job?
- Stop bothering the nice man and leave.
- ★ *Use your Hand icon on the door to leave Block's office.*

I came out into the bullpen, and now I'm at my desk. What now?

- You should always check out your surroundings as fully as you can.
- Use your icons, officer.
- ★ *Talk to your partner, for a start. Next, look at your desk. (Yikes, what a mess!)*

Why isn't Hal interested in my notebook?

- Let's face it; you're not a very captivating writer.
- He doesn't want your notebook. He wants your completed paperwork.
- ★ *Fill out a report form and give it to Hal.*

Where do I get a report form?

- Check your desk.
- Look at your desk. When the close-up appears, look at and touch everything.
- The forms are in your right hand desk drawer.
- ★ *Use your Hand icon on the drawer to open it. Look in the drawer. Use your Hand icon to take the form.*

How do I fill out a report form?

- You do it entirely in inventory.
- ★ *Use your notebook on the report form to fill it out.*

What should I do with the completed report form?

- Weren't you listening to your partner?
- Yeah, I know, he rattles on a lot, but you really should pay attention to him.
- ★ *He's a desk jockey, right? Give the report to Hal.*

I can't reach anyone on the phone. Is there someone I should be calling?

- Well, there's an extension you can call if you want to.
- The extension number is written on one of your personal belongings.
- ★ *The extension for the CRASH unit is written on the picture of you and Hickman.*

Where do I get the photograph?

- It's not in your inventory...
- ...So it must be in your desk.
- ★ *The photograph is in your left hand desk drawer.*

How do I open my desk drawers?

- First, use your Look icon on your desk to get the close-up.
- ★ *Now use your Hand icon on the drawer to open it. Use your Hand on the drawer again to shut it.*
- ★ *Use your Hand to open it.*
- ★ *Use your Hand to shut it.*
- ★ *Wasn't that fun?*

Is there something I can do with this computer?

- Sure. Did you look at it closely?
- ★ *Use your Look icon on the computer to get a close-up. Enter your serial number and password, and find out everything you can. Read up on the gangs in particular.*

Where do I get my serial number?

- All cops get their serial number from the same place.

- It's a number that would be easy for a cop to remember. It's a number you see every day.
- ★ *The number is on your badge. It's number 612.*

Where do I get my password?

- Many people write their passwords on something personal, so they can remember them.
- Found any personal items in your desk lately?
- ★ *Your password is on the photograph of you and Hickman. The password is GUNNER.*

How do I get out of the bullpen?

- Why don't you try walking?
- ★ *Use your Walk icon on the far left rear corner of the screen. You're outta here!*

I came back to the bullpen after investigating various places around the city. Is there something I should be doing?

- Answer the phone for starters.
- ★ *Answer your phone and check your in box. Talk to your partner, he probably has some information for you.*

Hey, how does this elevator work?

- Were you raised on Mars or something?
- It works like any other elevator works.
- ★ *Press the "up" or "down" button. When the door opens and the number pad comes up, pick a floor by clicking on it. Geez!*

Why can't I get off on all of the floors? Why is SID and Property closed?

- It's 6:00 AM.

- ★ *Most of the department isn't here yet. More people will show up later. Besides, you don't have anything to check or analyze yet, do you?*

What's with this reporter? Should I do something with her?

- Nah. Just practice saying "no comment".
- ★ *You can use your Hand on her to move her out of the way if you want to.*

I'm standing outside Parker Center, the police station. What should I do?

- Go down to your icon bar. See the button marked "MAP"?
- ★ *Click on the map to find out where you can go. Run your cursor over the dots to find out the names of the locations. Click on one of the dots to go to that location.*

I found the map. Where should I go first?

- ★ *That's up to you, isn't it?*

I've been out investigating around the city, but now the guard won't let me back into Parker Center. What should I do?

- The answer is in your inventory.
- No, don't show him your badge. Don't show him anything, for that matter. Pin the problem on yourself.
- ★ *Find your Parker Center ID in inventory. Use the ID on yourself. Now you can come and go as you please.*

I came back to Parker Center after investigating in the field. What should I do now?

- Maybe the officers in some of the other departments have showed up.

- ★ *Go to Property on the 4th floor. Go to SID in the basement. Go to the Detective's Bullpen.*

What should I do at SID in the basement?

- Talk to Julie. She may have some interesting information.
- Your evidence has to be turned in to Property before she can test it, unless you have something you can just give her a sample of.
- ★ *If you have the glue, give it to Julie to sample. Turn the rest of the evidence in to Property.*

What evidence?

- The things you collected from the wall, remember?
- ★ *The baggie of bullets.*

What should I do at Property on the 4th floor?

- The name of the department should give you a clue.
- Talk to Teddy. Now give him the evidence you found.
- ★ *Give Teddy the baggie of bullets.*

Where do I get a baggie of bullets?

- The bullets are in a wall in South Central L.A.
- ★ *You can find the bullets inside the burned out building.*



The Morgue

Why won't this county worker let me in to see the coroner?

- Shame on you. You're reading hints you don't need again.
- ★ *Sherry asked you for your badge. Why don't you show it to her, smart guy?*

Do I need to do anything with this morgue assistant?

- Not really. Just be friendly. It seldom goes amiss.
- ★ *Talk to the poor guy. He just wants someone to listen to his bad jokes.*

Here I am in the morgue. What should I do?

- Investigate. Look at everything.
- ★ *Look at the body of your poor partner. Be sure to use your notebook on him to record the information. Don't you think you should talk to the coroner?*

What should I talk to the coroner about?

- ★ *Everything. You're conducting a murder investigation, officer.*

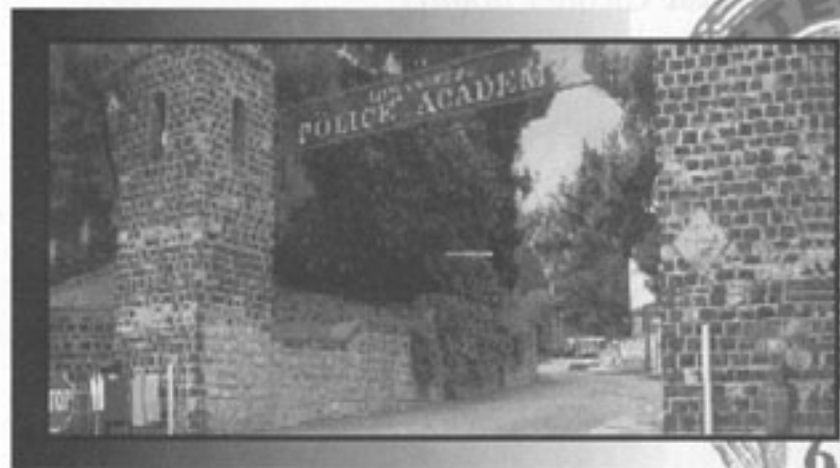
Is there anything I need before I leave the morgue?

- Yes.
- Look around the morgue assistant's area.
- ★ *Take Bobby Washington and Bob Hickman's packets of belongings.*

I came back to the morgue. Why won't Dr. Nobles see me?

- He's busy.
- ★ *You don't need to talk to him any more at the moment. Go do something else.*





The Police Academy

Do I really need to be here?

- Not really.
- ★ *You're not scheduled to qualify until Wednesday, but you can get in some practice if you want.*

I guess I need to fill out a form. Where do I find it?

- It's probably somewhere nearby, wouldn't you think?
- Look around the immediate area.
- ★ *It's in the wooden box on the counter.*

Why do I have to fill out paperwork just to practice?

- You just do.
- ★ *Real police officers have to fill out paperwork all the time. Just do it! Be sure you fill out the correct form.*

Which form should I fill out to practice?

- I'd check your documentation for the answer to that one, bud.
- Remember, you're only here to practice.
- ★ *Fill out the manila form.*

Okay, I filled out the paperwork. What am I supposed to do?

- Oh, come on. Figure it out for yourself, officer!
- ★ *Give the form to Bert.*

Why won't Bert let me take the ammo?

- Because there's no such thing as a free lunch.
- You have to pay to practice.
- ★ *Use your wallet on Bert to pay him.*

I'm on the range. What should I do now?

- You know, that guy on the loudspeaker has some good advice for you.
- You could try putting on your headgear.
- ★ *Select your headgear from inventory. Click them on yourself.*

This target shooting is harder than it looks.

- Yup.
- Practice makes perfect.
- ★ *Oh, you want a hint? Line up the sight on top of the gun with the little paper target by manipulating your mouse. Click your left mouse button to fire. Hurry; speed counts almost as much as accuracy.*

I'm supposed to reload. What should I do?

- Oh, come on!
- ★ *Go into inventory. Click your gun on your ammo box, or vice-versa.*

The target keeps getting farther and farther away!

- ★ *Well, no kiddin'. Give that detective a kewpie doll.*

I'm done shooting. Why can't I leave the Police Academy?

- Dressed like that?
- ★ *Give your headgear back to Bert. What, were you planning on wearing them out tonight?*

I came back to the Police Academy, but the shooting range is closed.

- ★ *Yup, afraid so. You'll have to come back some other time.*



South Central L.A.

I'm back in the alley. Should I do anything here?

- Look around.
- ★ *Nothing to see here. Move on, officer.*

Why does the little girl in front of the red fence keep running away from me?

- Her mama told her not to talk to strangers. She has no idea who you are.
- Let her know you're a police officer before you talk to her.
- ★ *Click your badge on the little girl.*

The little girl is talking to me, but she seems to want something. What is it?

- She wishes she had some real food for her tea party.
- Why don't you give her something nutritious?
- ★ *Give the little girl your apple.*

Where do I get an apple?

- I guess you'll have to buy one.
- ★ *Buy the apple in the Mini Mart.*

Mrs. Washington won't talk to me.

- She doesn't know who you are.
- She's grieving and doesn't want to be bothered. You'll have to let her know you're a police officer.
- ★ *Use your badge on her.*

Is there something else I'm supposed to do with Mrs. Washington?

- Yes. You're here on official business.
- You need to give her something.
- ★ *Give her Bobby Washington's belongings. Use your notebook on her to record the facts.*

Where do I get Bobby Washington's belongings?

- You get them from the place where Bobby is currently resting.
- Bobby's belongings are at the morgue.
- ★ *Bobby's personal belonging envelope is on the counter behind the morgue assistant.*

Why can't I get a newspaper from the machine in front of the Mini Mart?

- The machine is jammed.
- ★ *You just can't. Read the headline instead.*

Should I do something with this guy leaning against the Mini Mart wall?

- He asked you for something, didn't he?
- Identify yourself. Now give him some change. He might be helpful to you.
- ★ *You can give him change a total of three times. Pay attention to what he says.*

Is there something I should do with the guy on the phone in front of the Mini Mart?

- You can try, but he's not a very responsive person.
- ★ *Just take a good, hard look at him. You can't do anything with him now, but he'll become significant in your future.*

What am I supposed to do in the Mini Mart?

- Do something professional and something personal.
- ★ *Talk to the proprietor. Show her the picture of you and Hickman. Do a little shopping.*

What do I need from the Mini Mart?

- Click around and find out for yourself. You'll only be able to pick up things you can buy.
- There are two things you can get from the Mini Mart right now.
- ★ *You can buy the glue and the apple.*

Hey! Why did the store owner pull a gun on me?

- You're trying to leave the store with unpaid merchandise. Is that any way for a police officer to behave?
- ★ *Pay for your stuff, Einstein.*

How do I pay for my merchandise?

- With money.
- ★ *Okay, that was rude. Go into your inventory. Select your wallet. Use it on the store owner. You can use your wallet to get the glue, you can use your coins to get the apple, or you can use your wallet to get both.*

Why can't I go into the Rainbow Cafe?

- ★ *Because there's a big guy with a knife in the doorway. Any more questions?*

Every time I try to go into the Rainbow Cafe, the owner gets madder and madder. What should I do?

- Get a clue. He doesn't like you being around, Carey.
- ★ *Leave the poor guy alone before he pops a blood vessel.*

What should I do with this kid with the baseball?

- What any other officer on an investigation would do.
- ★ *Identify yourself by showing him your badge. Now ask him questions. Don't forget to record his answers in your notebook.*

This kneeling kid isn't very helpful.

- No, he sure isn't.
- ★ *You can show him your badge and ask him a few questions, but you won't get much out of him. Be sure to use your notebook on him.*

I went inside the burned out building. Is there something I need to do here?

- Look around and determine that for yourself.
- See anything unusual? Check it out more closely.
- ★ *Look at the graffiti on the wall. Use your notebook to record information about it. Now don't you think you should gather up the evidence? Look more closely...*

I can't pull the bullets out of the wall with my hand. What should I do?

- Man is a tool-using primate, right?
- Use a tool to loosen the bullets. Some sort of knife would be good.
- ★ *Use your putty knife.*

Where do I get a putty knife?

- It's in your homicide kit.
- Oh, you want to know where THAT is?
- ★ *Your homicide kit is in inventory. To open it, use your Hand on the kit.*

I've loosened the bullets, but I can't take them with my hand.

- Don't touch them with just your hand, Carey. You might damage the evidence.
- Think about all those cop shows you've seen. Where do they always put the evidence?
- ★ *That's right, in the baggie! Click the baggie on each of the bullets.*

Where do I get a baggie?

- In your homicide kit.
- You're not going to make me say this AGAIN, are you?
- Sigh.
- ★ *Your homicide kit is in inventory. To open it, use your Hand on the kit.*

I came back here to meet Emmo, but we both got gunned down. I'm dead!

- You sure are.
- I guess you should have done something, hmm?
- The first thing you should do is take cover.
- ★ *Walk on the rear fender of your car to crouch behind it. Now return fire, officer!*

I'm hiding behind the car, but I got shot anyway. What am I doing wrong?

- There are a number of things you can do to increase your chance of survival. Think about it.
- ★ *For one thing, you can put on your Kevlar vest. For another thing, you could use some heavy firepower in this sort of situation. Use your shotgun.*

Where do I get a Kevlar vest?

- From Bob Hickman's widow.
- ★ *If you gave Bob Hickman's widow his personal possessions, she gave you a Kevlar vest. Use it.*

Where do I get my shotgun?

- ★ *It's in the trunk of your car.*

Hey! Why can't I take my shotgun?

- It's locked into place.
- ★ *Use your keys on your shotgun to take it. Hurry!*

I ran out of ammo and got killed! Help!

- You can reload both your pistol and your shotgun once each. After that, you're up the creek.
- ★ *Click the full clip on the gun in inventory. Click the additional shells on the shotgun in inventory. Good luck.*

I keep getting killed during this shootout. Is there some trick to this?

- Yes, absolutely. Aim carefully.
- ★ *Seriously, aim as best you can. Each time you fire, watch to see where the ricochet hits, and adjust your aim accordingly. Your assailant is going from window to window, so be sure not to waste any shots when he's not there.*

Wait a minute. What's going on? Who was the guy in the Rainbow Cafe, really?

- Another police officer, from a unit you may have contacted recently.
- ★ *He is Lt. Varaz, and the Rainbow Cafe was a CRASH unit undercover operation. It looks like you accidentally blew their cover wide open.*

Is there any way to keep Emmo from getting shot?

- ★ *No.*



Bob Hickman's House

I'm outside the Hickman's house. What should I do?

- Stop reading easy hints!
- ★ *Click your Hand on the door, just like in real life.*

The little girl keeps shutting the door in my face.

- Of course she does. You're being rude.
- ★ *Talk to her.*

I asked Katherine about Bob's drug problem, and she ran out of the room crying.

- Well, THAT was subtle of you.
- ★ *Why don't you try talking to her about other things first? Before you do that, give her what you came to deliver.*

I know I'm supposed to talk to Katherine. Is there anything else I should do with her?

- You came here to talk to her, and to give her something.
- ★ *Give her Bob Hickman's belongings.*

Where do I get Bob Hickman's belongings?

- The same place where his body is resting.
- Bob's belongings are in the morgue.
- ★ *The envelope of belongings is on the counter behind the morgue assistant.*

Katherine left the room. I get the feeling there's something else I should do here.

- Yes, there is.
- If you suspect Bob had a drug problem, shouldn't you look around his house?
- ★ *Open the closet and look around.*

I tried to open the closet, but Valerie told me not to.

- Who's the grownup and who's the kid here, anyway?
- ★ *Talk to Valerie to ease her mind. Then she won't mind if you look in the closet.*

What do I need in the closet, anyway?

- Oh, look around for yourself!
- Use your Hand on the coats to search them.
- ★ *You need to find the bottle of pills in Bob's coat.*

I came back to the Hickman house, but Valerie won't let me back in.

- That's right.
- ★ *Her mom feels bad. Have some respect. Go away.*

General

You know, every time I shoot an innocent citizen, I die!

- Wow! That's some revelation! How long did it take for you to figure THAT one out?
- ★ *So stop killing people. This is Police Quest 4, not "Lunatic Cop"!*

This day never seems to end! Help me!

- There are a number of things you have to do before you can go on to day 3. Have you done everything you could?
- ★ *You must talk to the little girl in front of the red fence in South Central L.A., talk to the boy with the baseball in front of the burned out building, turn the baggie of bullets in to Property, and look up Rude Boys Get Bail in the computer.*





DAY 3

Parker Center

I'm standing in the detectives' bullpen after being bawled out by Lt. Block. Is there anything I need to do before I leave the bullpen?

- Yes, there is.
- It's an unpleasant duty, but every officer has to do it.
- ★ *Fill out a form 3.14 and give it to your partner, Hal. Be sure to check your inbox.*

Why can't I log in to the computer? Am I doing something wrong?

- No.
- ★ *The server is down. You just can't log on right now. Try it later.*

Where are my guns?!?

- You fired them, didn't you? They're being ballistic checked by SID.
- ★ *Julie will give them to you.*

Is there something I'm supposed to do with Julie in SID?

- What did Lt. Block tell you?
- Look through your inventory. What might be pertinent to the case?
- ★ *Pick up your guns. Give her a sample of the glue and the Valium pills. Be sure to talk to Julie. She could have some important information for you.*

Where do I get glue?

- You have to buy it.
- ★ *The glue can be bought at the Mini Mart.*

Where do I get the Valium?

- Your friend and fellow officer had a lot of secrets.
- ★ *Bob Hickman was taking Valium. If you don't already have it, Katherine will give it to you the next time you visit her.*

Is there something I need to be doing with Teddy in Property?

- ★ *Not right now.*

I left Parker Center and came back, and the guard won't let me in again. Is he a little slow or what?

- The man has a job to do. He has to obey the rules.
- He's not going to let you by without ID.
- ★ *Every time you leave Parker Center and come back, you have to put your Parker Center ID badge on your jacket.*

I came back after talking to Yo Money, but I don't know what to do now.

- There are two important things you need to do.
- You need to learn some information, and you need to pass on some information.
- ★ *Fill out a form 3.14 and give it to Hal. Look up Walker in the computer.*

I realize I should look up Walker on the computer, I just can't figure out how.

- Well, he's not a gang member.
- He's not a member of the LAPD, either.
- Think about it. Why doesn't he like Yo Money?
- ★ *The guy's a racist. Look him up under "Hate Crimes". Enter his name when the computer asks you for it.*

Mrs. Garcia was so mad! Is there anything I could have said to make her feel better?

- ★ *No.*

²⁻⁹⁻⁹⁵ **I got back from Walker's house. What should I be doing?**

- Oh, you know!
- You know you have to do it. You can't get out of it!
- ★ *Fill out a form 3.14 and give it to Hal.*

Who's Hal?

- He was that computer in that space movie with the guy who never gets any older.
- ★ *Stop reading the hint book, you!*

I keep going from place to place, and nothing's happening. Is the game hung up or something?

- Probably not.
- Be sure to check your desk every time you go back to the bullpen. There could be an important message for you.
- ★ *The game won't progress until you find the memo about Bob Hickman's funeral in your in box.*

Uh-oh, I missed Bob Hickman's funeral. What should I do?

- You didn't find out in time. It's not your fault.
- I'll bet you feel bad anyway. Wouldn't you like to do something about it?
- ★ *How about apologizing to Katherine?*



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The Morgue

Oh, come on. Sherry doesn't want to see my ID again, does she?

- Yep.
- She's a bit single-minded.

★ *You have to show her your badge every time you go to the morgue. She and the Parker Center guard just may be related...*

What should I talk to the coroner about?

- Everything.
- ★ *No, really. You should find out as much as you can from everyone you question.*

I came back to the morgue, and Dr. Nobles won't see me.

★ *He's in the middle of an autopsy. Believe me, you don't want to see HIM!*

The Police Academy

Do I have to practice shooting again today?

- No, not really.
- ★ *If you want to shoot and you have questions, see the "Police Academy" set of questions in the Day 2 section, above.*

South Central L.A.

I can't find anything to do in or around the burned-out building.

- That's because...
- ★ *SID has swept the area clean.*

Is there any way to get into the Rainbow Cafe?

★ *No. The CRASH unit operation has been shut down and the building is locked.*

What should I be doing in the alley?

- The alley is old news.
- ★ *All of the evidence from the two murders has been gathered up. There's nothing to do here right now.*

The little girl is still next to the red fence. What should I do?

- You could talk to her. You never know where you could find some important information.
 - If you want to be a really nice guy, you could give her something nutritious to eat.
- ★ *Give her the apple.*

Where do I get an apple?

- ★ *See the same question in the Day 2 section, above.*

The little girl is gone from the red fence.

- ★ *What, did you think she lived there?*

Is there something I should be doing with Mrs. Washington?

- You should always talk to people.
- Have you given Mrs. Washington anything yet? If not...
- ★ *Give her the envelope of Bobby's personal belongings.*

Is there something I should do with LaSondra?

- Talk to her.
- ★ *Ask her about the woman in the red dress.*

Where do I get Bobby Washington's personal belongings?

- ★ *See the same question in the Day 2 section, above.*

Is there something I should do outside the Mini Mart? It's awfully quiet...

- Isn't THAT nice for a change!
- ★ *You could read the headline of the newspaper. Other than that, no.*

What do I need from the Mini Mart?

- Have you already bought anything from the Mini Mart? If you've already bought two items, you don't need anything else.
- If you haven't bought two items, you need something healthy and something sticky.
- ★ *Buy an apple, and a canister of glue.*

Yo Money's House

Is there anything I need to do before I go into the house?

- Carefully examine your surroundings. See anything unusual?
- There's a clue you could find here.
- ★ *Pick up the red shoe. Be sure to record it in your notebook. Use your notebook on the crime scene.*

Where is the red shoe?

- It was last seen on a little girl from Kansas.
- Sorry, that was rude. Look around the outside of the house.
- ★ *Look at the center of the palm garden. There you go.*

Why won't the bodyguard let me in?

- He doesn't know who you are.
- You should always properly identify yourself, Carey.
- ★ *Show him your badge.*

I got into the house. Now what?

- Talk to the nice people.
- Do you have anything you suspect might belong to Nicolette?
- ★ *Show Nicolette the red shoe.*

What should I ask Nicolette and Yo Money about?

- Try something relevant to the case.
- ★ *Ask about Yo Money's enemies.*

I have the feeling I need something from this house. What is it?

- Look around carefully. Do you see anything that reminds you of the scene of Hickman's murder?
- What did you find right next to Hickman's body? Do you see any of them here?
- ★ *It would be a good idea to get a cigarette from the ash tray.*

I got thrown out of the house by Money's bodyguard!

- Try to be a little more subtle, detective.
- Dannyd wasn't happy with your trying to take something from the house, that's all.
- ★ *Wait until Money and Nicolette are facing away from you, and Dannyd is not in the room before you try to take anything from the table.*

How do I find out information about this Walker character?

- The answer is at the tip of your fingers.
- The electronic highway, cowboy.
- ★ *Go back to the bullpen and look him up on the computer.*



Walker's Place

Walker won't let me in.

- Haven't you got the hang of this one yet?
- ★ *Show him your badge. Sheesh!*

Isn't there a law against listening to such heinous music? Can I arrest this guy for auditory assault?

- ★ *Unfortunately, no.*

Walker can't hear my questions over the music. For that matter, I can't hear myself think!

- Maybe you should take Walker's suggestion, then.
- Turn the music down.
- ★ *Use your Hand on the radio to turn down the volume.*

Walker's girlfriend stabbed me!

- She sure did. Ouch!
- I guess you should have done something to defend yourself, Officer.
- You know, there are times when a show of force is necessary.
- ★ *Pull out your gun! Get your gun in inventory and use it on her.*

I shot and killed Walker's girlfriend, and I died!

- You should use deadly force only as a last resort.
- ★ *Shooting her was not the right thing to do. Try something else.*



I drew my gun on Walker's girlfriend, but she stabbed me anyway.

- Did you tell her to halt?
- Guess you should have, hmm?
- ★ *Talk to the young lady, and suggest she stop her advance RIGHT NOW!*

I drew my gun on Walker's girlfriend and told her to halt, but she still killed me.

- You only told her to halt. Isn't there something else you should have told her?
- ★ *Talk to her again. Order her to drop her weapon.*

I made Walker's girlfriend drop the knife, but she still killed me.

- You shouldn't leave a dangerous suspect running around loose.
- You should have restrained her.
- ★ *Use your handcuffs on her.*

Bob Hickman's House

Katherine looks like she feels terrible. Should I do something to comfort her?

- That would be a good idea, don't you think?
- ★ *TALK to the poor woman!*

Katherine asked me to remove prescription medicine from the house. What should I do?

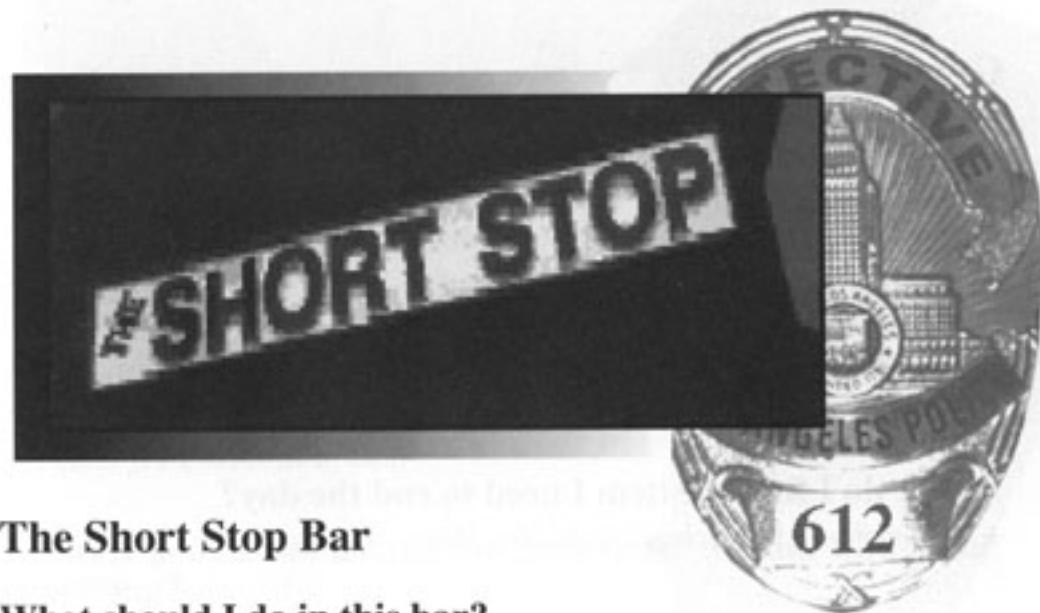
- Did you look around for it? Check behind doors?
- ★ *The medication is in the closet. Use your Hand on the coats to find them.*

I found pills in the closet. What should I do with them?

- Have them checked to see if they've been used in the commission of a crime.
- ★ *Give them to SID.*

Katherine doesn't seem to want to talk any more.

- She wants to be alone.
- ★ *Leave her with her grief, Carey. You have someplace to go anyway.*



The Short Stop Bar

What should I do in this bar?

- What you usually do in bars.
- ★ *No, don't dance on the tables. Talk to your friends. Have a beer. Hang out.*

Is there anything I need from the bar?

- Could be.
- Check around the table. Is there anything there you can take?
- ★ *Grab a handful of stale, inedible pretzels. I know I always do when I'm at a bar.*

I drank too much and passed out!

- You bozo!
- It's a work night, Carey. That wasn't a good idea.
- ★ *It's not fatal, but if you're really embarrassed about it, you can restore and just not drink so much!*

Who does Lt. Block think he is? My mother?

- ★ *Yes.*

General

Help! This day never seems to end!

- There are a number of things you need to do before you can move on to day 4. Are you sure you've done everything?
- ★ *You must find the memo about Hickman's funeral, give the apple to LaSondra in front of the red fence, give the envelope of Bobby Washington's belongings to Mrs. Washington, find the red shoe in the garden at Yo Money's and show the red shoe to Nocolette, and ask LaSondra about the woman in red.*

Where do I find the item I need to end the day?

- ★ *The apple can be purchased in the Mini Mart.*



DAY 4

City Hall

Oh, man! I'm here in the middle of City Hall, and some big voice is telling me to step to the front!

- ★ *I guess you'd better do it, then.*

All these people are asking me questions. Should I be doing something?

- When most people get asked questions...
- ★ *...They answer them. Talk to the nice mob.*

Walker just clobbered me with a big stick! I didn't see THAT coming. What should I do?

- You didn't see it coming? All detectives know that when the scary music starts, they're about to get the stuffing knocked out of them.
- He's attacking you. Defend yourself.
- ★ *Draw your gun and point it at Walker.*

I killed Walker, but I died.

- ★ *Use of deadly force is not appropriate to the situation.*

I drew my gun on Walker, but he still whacked me.

- Did you order him to halt?
- ★ *I didn't think so. Talk to him and tell him to stop his advance.*

I drew my gun and told Walker to halt, but he still killed me.

- Maybe telling him to halt wasn't enough. Wasn't there something else you meant to add to that?
- ★ *How about "drop your weapon"? Talk to him a second time.*

I drew my gun and ordered Walker to halt and drop his weapon, but he still killed me.

- He's very much like his girlfriend, isn't he?
- He's a dangerous guy. You shouldn't just leave him running around.
- ★ *Handcuff the man!*

Parker Center

I just got back to the bullpen from City Hall. Is there something I should be doing?

- Admit it. You're just reading hints for the heck of it.
- ★ *Talk to your partner. File a report 3.14.*

Teddy in Property doesn't have much to say today.

- ★ *Then leave him alone and get on with your investigation.*

Should I talk to Julie at SID?

- What do you think?
- ★ *You should always talk to Julie. She knows a lot of important things.*

Why won't Julie take the bone in the baggie.

- Do what she said to do.
- ★ *Take the bone to Teddy in Property.*

Property is closed. What should I do?

- It's time to bypass the system, Carey. Go directly to the source.
- ★ *There's someone who could analyze the bone immediately for you. Give the bone to him.*

Bob Hickman's House

No one is home at the Hickman house. Is there anything I need to do here today?

- ★ *Nope.*

Walker's Place

No one is answering the door.

- ★ *You arrested the occupant this morning, remember? Geez, Carey.*

South Central L.A.

Wow, there isn't much going on in South Central L.A. today.

- It's a miracle!!!
- ★ *Just count your blessings and go somewhere else.*

The Short Stop Bar

The bar is pretty dull today. Is there anything I need to do here?

- Not if you picked up something off of the corner table last time you were here.
- You didn't? Go check it out, then.
- ★ *You can take a handful of stale pretzels if you want to. Yum yum!*

The Police Academy

What should I do here? Today is the day I'm supposed to qualify.

- Use your high-powered detection skills, Carey.
- ★ *Fill out the form to qualify.*

Which form should I fill out to qualify?

- Have you read your documentation lately?
- Remember, this is the real thing, not a practice run.
- ★ *Fill out the green form.*

What should I do with the form when I'm done with it?

- ★ *Give it to Bert.*

Okay, I filled out the paperwork. What am I supposed to do?

- ★ *Go look up this same question in the Day 2 section, above.*

I came back to the Police Academy after shooting, but it was closed.

- ★ *You already qualified. You don't have to come back.*

Yo Money's House

Why won't the bodyguard let me in?

- ★ *Because either you have no more business there, or you didn't show him your badge.*

How do I know if I have more business here or not?

- Did you show an object to Nicolette?
- A red object?
- ★ *If you've shown the red shoe to Nicolette and asked Yo Money about his enemies, your business is done with Money for the day.*

Where do I get the red shoe?

- Oh, just lying around the house.
- It's outside of Yo Money's house. Look around.
- ★ *Look at the center of the palm garden. There it is!*

The bodyguard just threw me out!

- Bummer.
- ★ *The next time someone with a huge bodyguard tells you to get out, maybe you'll do it!*

Impound Yard

The yard man is asking me for the code of the day. How am I supposed to know that?

- Did you talk to the guy at the window?
- ★ *Well, do it!*

The guy at the window says he doesn't recognize me.

- You are looking a little haggard lately.
- ★ *Oh, just show him your badge and get it over with.*

Why does the yard man keep standing in my way?

- He wants to know what you're doing here.
- ★ *Talk to him! Talk to him some more!*

Am I supposed to find something in this car?

- Of course.
- Just look at everything. Pick up the only thing that isn't part of the car.
- ★ *Take the piece of newspaper. Look it over. Why'd you read this hint, anyway?*



Third Eye Theater

There's nothing going on here, and I can't get into the theater. Am I missing something?

- ★ *No. It's just closed on Wednesdays. Come back tomorrow.*

The Bitty Kitty is always closed. Help!

- Remember that scrap of newspaper?
- ★ *Look at the scrap of newspaper in inventory.*



Hollywood and Vine

Should I do something with this guy in front of the Bitty Kitty club?

- The mambo?
- The waltz?
- ★ *Talk to him!*

I went into the Bitty Kitty club. What am I supposed to do here?

- You're here on business, Carey.
- Ask some questions.
- ★ *Talk to the young lady at the bar.*

The stripper at the bar won't answer any of my questions!

- She has no idea who you are.
- ★ *Show her your badge. Now Talk to her again.*

I have the feeling the stripper knows more than she's saying. How can I ask her more questions?

- Try showing her an inventory object.
- Which inventory object of yours most reminds you of her?
- ★ *Show her the red shoe!*

Where do I get a red shoe?

- See the same question in the "Yo Money's House" section, above.

Who's Barbie? How can I find out more about her?

- Don't ask ME.
- ★ *Ask the stripper! Talk to her again.*

The stripper wants a light.

- Don't even think about it. This is no beer commercial!
- Light her cigarette, Don Juan.
- ★ *Pick up the lighter from the counter. Was that so tough?*

How can I meet Barbie?

- Try a toy store.
- Snicker snicker. Didn't you hear what the stripper said?
- ★ *Leave and come back later.*

I came back to the Bitty Kitty and met Barbie, but she won't answer my questions.

- Let her know it's official business.
- ★ *Show her your badge.*

I talked to Barbie, but I think she could give me more information.

- You're right, she could!
- Show her what you showed the other stripper (was that the straight line of the year or what?).
- ★ *Show her the red shoe.*

How can I get to that dancer on the stage?

- Detective! You're on duty!
- ★ *Leave the poor girl alone. You can't get to her.*

Hey! Some little vandal just broke the side mirror on my car! What should I do?

- He's gone now. Just look around and see if he left anything behind.
- Find anything dangerous that a good citizen like you should pick up?
- ★ *Pick up the broken piece of mirror.*

I went into Ragin' Records. Am I supposed to do something?

- You're not here to add to your collection of vintage vinyl.
- ★ *Talk to the owner!*

The Morgue

I have to show Sherry my badge, right?

- ★ *Why did you bother to ask?*

Do I have to listen to the morgue assistant's horrible jokes?

- No...
- ★ *...But he'll be deeply hurt and traumatized if you don't. Would you like to be responsible for that?*

What should I do in the morgue today?

- What do you do in the morgue every day?
- No, don't sing "The Hearse Song".
- ★ *Talk to Dr. Nobles. He has a lot of information for you today.*

I just came back to the morgue. What were Sherry and Dr. Nobles doing?

- ★ *Wouldn't you like to know?*

Why is Dr. Nobles yelling at me?

- ★ *Probably because you won't talk to him. Or maybe he just doesn't like you, hmm?*

I have the feeling there's something more I need to do here.

- There sure is.
- Give Dr. Nobles the important forensic evidence.
- ★ *The bone! Give him the bone!*

Why won't Dr. Nobles see me?

- ★ *He has more important things to do right now, and so do you.*

Where do I get a bone?

- Did you talk to Dr. Nobles today?
- Did he tell you about something that is usually associated with bones? Something with four paws? Something that says "woof" and has no thumbs?
- ★ *The bone is in Griffith Park, where the dog is.*



Griffith Park

This dog snaps at me every time I touch it. How can I get rid of it?

- There are a couple of things you could do. Check out your inventory.
- Upon reflection, this is a puzzle that needs to be chewed over carefully.
- ★ *You can use the pretzels or the mirror on the dog to get rid of it.*

Where do I get a mirror?

- Where was the last place you saw a broken mirror?
- Remember the vandal who messed with your car on Hollywood and Vine?
- ★ *The piece of broken mirror is on the ground next to where your car was parked.*

Where do I get pretzels?

- Where is the only place most people eat stale pretzels that taste like old cigarette smoke?
- Bachelor pads not included.
- ★ *The pretzels are on the table in the Short Stop bar.*

I shot the dog and I died.

- ★ *That'll teach YOU to be mean to hapless puppy dogs.*

The dog is gone. Am I supposed to do something else here?

- It appeared to be guarding something, didn't it?
- Maybe you should check it out.
- ★ *Walk over to the place where the dog was sitting.*

I see a lump of dirt on the ground. So what?

- Aren't you even a little curious about what might be under the mound of dirt?
- It's time to dig up some facts.
- ★ *Use your Hand on the mound of dirt to dig in it.*

I can't pick up the bone with my bare hand.

- Would you want to? Eeeeow!
- The bone is evidence. It needs to be handled carefully.
- ★ *Pick it up with the baggie.*

Where do I get a baggie?

- ★ *In your homicide kit, remember?*

I came back to Griffith Park, but there's no one here. I already found the evidence. Is there anything I need to do here?

- ★ *No. Too bad you don't have time to go up to the observatory!*

General

Help! This day never seems to end!

- There are a number of things you have to do before you can move on to the next day. Have you done everything you could?
- ★ *To move on to day 5, you must give the arm bone to Dr. Nobles at the morgue, show the red shoe to Nicolette at Yo Money's house, show the red shoe to Electra at the Bitty Kitty, meet Barbie Cann at the Bitty Kitty club and show her the red shoe, visit the morgue, and rescue Sherry from Kristy Bilden.*

Where do I get those items?

- ★ *The arm bone is in Griffith Park, buried under the tree. The red shoe is in Yo Money's front yard in the center of the palm garden.*



DAY 5

The Morgue

I just griped out Sherry. Is there anything else I need to do here?

- Don't you think you should gather some information?
- ★ *Talk to Dr. Nobles. Find out everything you can.*

I came back to the morgue and Dr. Nobles won't see me.

- Did you hear what Sherry said to you?
- She does say worthwhile things once in a while, you know.
- ★ *She told you Dr. Nobles had sent the samples to SID. Maybe you should go check it out.*

Parker Center

Hal said my paperwork was neglectful!

- Shame on you.
- ★ *Why don't you try doing it once in a while?*

Should I look anything up in the computer today?

- You could, if you have something worth looking up.
- Have you been to SID yet? Have you been to the Impound Lot?
- If not, you don't have anything to look up.
- ★ *If so, look up the impounded car's license number on the computer.*

Where do I find a license number to look up?

- On a car.
- ★ *In the Impound lot.*

How do I look up a car's license number?

- ★ *When the menu comes up, select DMV (Department of Motor Vehicles). When the computer asks for the license number, type it in, and press "enter".*

Do I need anything from SID?

- It's always a good idea to talk to Julie.
- ★ *That was a yes. Go Talk to her.*

I came back to Parker Center after visiting Social Services. What should I do now?

- Shouldn't you check around with the other departments to see if they've learned anything about the identity of the victims?
- ★ *Try SID. Julie knows everything.*

What am I supposed to do in Property today?

- Do you have anything to turn in?
- I didn't think so.
- ★ *You can chat with Teddy if you want. You don't really have to do anything with him.*

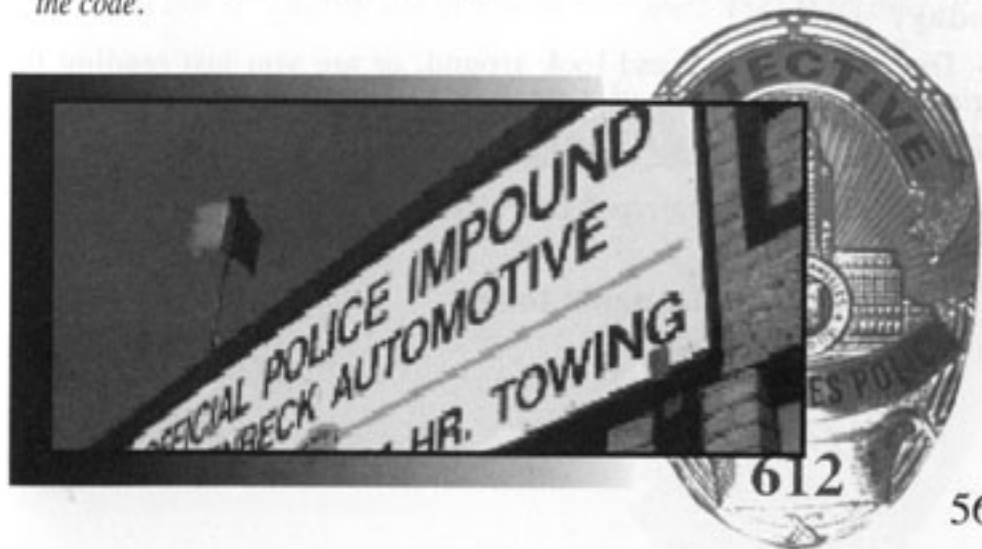
Impound Lot

Why won't they let me see the car? They say SID's looking at it right now.

- Someone is.
- Why don't you go away and come back? Check in with Parker Center.
- ★ *They won't let you in until you've talked with Julie at SID.*

The yard man won't let me in without the code of the day.

- Did you forget your manners?
- You didn't properly identify yourself.
- ★ *If you'd showed your badge to the guy at the window, he would have given you the code.*



The yard man keeps asking me what I want.

- So tell him.
- ★ *Talk to him.*

I can't find anything inside the car. Am I missing something?

- ★ *No. There's nothing in the car to be found. Be sure to notate everything, though.*

Is there something else I should do with this car other than search the inside?

- It would be a good idea to find out who the car was registered to.
- That's usually done by recording the license number.
- ★ *Look at the front license plate. When the close-up appears, write down the license number. You'll need it.*

South Central L.A.

Is there anything going on with the burned-out building today?

- Did you go inside and look around, or are you just reading this hint?
- Aw, go on. Go in the building and search it.
- ★ *Did you find the piece of rope? Good detective! Good detective!*

The streets are quiet again today.

- ★ *Scary, isn't it?*

The Short Stop Bar

Nobody's very friendly today, are they?

- ★ *There's a murder spree going on. Nobody's in a good mood, Carey.*

Is there anything I need from the bar?

- How about a starchy, dehydrated substance that really doesn't qualify as food?
- ★ *You can take some pretzels from the table, if you don't already have them.*

Yo Money's House

Nobody's home at Yo Money's.

- ★ *Oh well. Go somewhere else.*

Bob Hickman's House

Nobody's home at Hickman's house.

- ★ *Katherine took her daughter and went away, remember? They're not back yet.*

I kicked in the door of Hickman's house, and Yo Money, Sherry, and LaSondra killed me with rolling pins and a baggie!

- ★ *Ha ha! Made you look!*

Social Services

WHAT Social Services? I can't find it on my map!

- Social Services will only appear on your map after you've performed some research.
- ★ *Look up the license number of the car in the Impound lot. Now Social Services will appear on your map.*

The woman behind the counter wants to see some I.D.

- What did you think that meant? Irritable Dragons?
- ★ *Show her your badge.*

I'm not getting anywhere with this receptionist.

- Are you talking to her?
- ★ *Use your Talk icon on her. Pay attention to her answers. Keep using it until something happens.*

What am I looking for in Luella Parker's office?

- Why don't you look for yourself?
- Remember the way you find things on your desk?
- Look or Touch Luella's desk. See anything you want to examine?
- ★ *Take the two folders and the audio cassette tape from her desk.*

The Police Academy

Aw, c'mon! I qualified yesterday. Do I have to shoot AGAIN?

- ★ *No, but you can if you want to.*

Walker's Place

He's gone! Go away!

- ★ *Really.*

Hollywood and Vine:

The Bitty Kitty isn't open yet.

- ★ *So, go away and come back later.*

Barbie's here, and I have the feeling she knows more than she's letting on.

- ★ *Use your Talk icon on her, and keep talking until something happens.*

Paul at Ragin' Records doesn't have a lot to say. Is there something else I should do with him?

- Did you ask him all you could?
- Don't you have something in your inventory that he would be specifically interested in?
- ★ *Give him the Yo Money audio cassette. Also, show him anything you think he may know something about.*



Where do I get a Yo Money tape?

- ★ *It's in Luella Parker's office at Social Services.*

Paul told me to choose an item, but I don't see any.

- Did you look?
- ★ *Look at the counter. Hey, a close-up!*

Which drumstick should I take?

- To determine that, take your current Police Quest 4 score, multiply it by seven, divide it by your age, and add three.
- ★ *Just kidding! It doesn't matter which one you take.*

Third Eye Theater

How do I get into the theater?

- Did you try talking to the man in the booth?
- ★ *That would be a good idea.*

The man in the booth doesn't believe I'm a police officer.

- Don't make me answer this.
- Please?
- ★ *Show him your badge. Sigh.*

This guy is weird. What should I do with him.

- ★ *Just talk to him. Even weird people might have some good information.*

Why is this man sobbing uncontrollably? What should I do?

- You've insulted him.
- He offered you hospitality, and you didn't take it.
- ★ *Drink the tea and he'll shut up.*

What's with this bizarre dream sequence?

- ★ *Don't ask me. Ask your analyst.*

I came back to the theater, but no one is there.

- Oh well.
- ★ *Go somewhere else.*

Griffith Park

I tried the same thing I used last time to get rid of the dog, but it won't leave.

- It's not going to fall for that one twice.
- You'll have to find another way to approach the dog.
- ★ *You should find a way to catch the dog.*

This poor dog won't let me near it, and it won't leave. What should I do?

- The A.S.P.C.A. failed to get it, so I guess it's your job now.
- What do you have that you could use to catch a dog?
- ★ *Use the rope on the dog to catch it.*

Where do I get a rope?

- Where was the last time you saw a big pile of boxes and packing?
- Yes, South Central L.A., you're getting warmer.
- ★ *It's inside the burned out building.*

General

This day just never seems to end! Help!

- There are a number of things you have to complete before you can move on to day 6. Are you sure you've done all you can?
- ★ *You have to have seen the dream sequence in the Third Eye theater, and you have to have the glue, the rope, the lighter, the drumstick, and the broken glass in inventory. For the dream sequence to happen, you have to have gotten Luella Parker's case files from her office and looked at them in inventory.*

Where do I get those items?

- ★ *Buy the glue at the Mini Mart. The rope is inside the burned-out building. The lighter is on the counter of the Bitty Kitty club. You trade Luella Parker's tape to Paul for the drumstick. The broken glass is on the ground in front of the Bitty Kitty.*



DAY 6

The End Game

Mitchell's dog dragged me into an alley, but I can't find a way into his house.

- Did you look around the alley carefully?
- The gate and the dog door are out.
- ★ *You can force your way through the double doors.*

How do I get these doors open?

- I'll bet you have something in inventory that would do the trick.
- Check your homicide kit.
- ★ *Use the pry bar on the doors.*

Yikes! It's totally dark in here! What should I do?

- You could whistle.
- Check your inventory for something that will help you.
- It's in your homicide kit.
- ★ *Use a flashlight! What, were you raised on Mars?*

There's a lot of weird stuff down here. How can I get out?

- Look for a door.
- No, the metal doors won't work. You dropped your pry bar.
- ★ *Look for a wooden door.*

I found the door. How do I open it?

- You seem to have been using your homicide kit a lot lately. Check it.
- No, not the baggie!
- ★ *Use the putty knife to open the door.*

I went up the stairs and through the door, but I got killed by the dog!

- You should have looked before you leapt.
- You can't just walk up and put your eye to the door. You won't be able to see enough.
- You've thought of the mirror? That's a good idea, but you don't want to stick your arm in there with that dog!
- ★ *Use a handy-dandy makeshift mirror on a stick!*

How am I supposed to get a mirror on a stick?

- You didn't find "Mirrors on a Stick R Us" on Hollywood and Vine?

- Just foolin'. You have to make it.
- Look in your inventory. You have a mirror and a stick, right? Put them together.
- ★ *Yes! You finally get to use that glue you compulsively bought in the Mini Mart! Use the glue on the mirror or the drumstick, and then put them together! Now use them on the door.*

I can't open anything in the kitchen. What gives?

- Are you sure you can't open ANYTHING?
- Did you try...the refrigerator?
- ★ *AAAAAAAAAAH!!!*

I just walked into the living room, but I can't find anything to do here.

- What, were you hoping for a video game?
- ★ *You're looking for a dangerous psychotic. Move along, Carey.*

The dog is blocking my way in the hall. How can I get rid of it?

- It doesn't want your pretzels any more, detective.
- It doesn't want your candy bar, either. It's smart enough to know that chocolate is bad for dogs.
- Can you think of something else you can feed it? Geez, that dog really needs to mellow out.
- ★ *Give the dog the Valium. Yes, I know, that's a horrible thing that you should never do in real life, but she's only a pixel dog. It won't hurt her.*

The corpse in the shower fell on me and I died of fright.

- ★ *Aren't you afraid your nose will grow if you keep telling whoppers like that?*

I just keep wandering from room to room. I can't find anything else to do.

- How carefully did you check the bedroom?
- You did look in the closet, didn't you?
- Did you look at the mat in the closet?
- ★ *Touch the mat in the closet. Bye bye, Carey.*

I went down the trap door, but I can't get back up.

- 'Fraid not.
- You'll just have to find another way out.
- ★ *Click your Walk icon on the back of the screen. There you go.*

I can't wake up the woman in the theater. Is there anything I can do for her?

- ★ *No. You'd better keep looking for your killer.*

I went into the lobby, but there's nothing going on here.

- Good. That gives you time to investigate.
- ★ *Use your Hand on various things. There is something you need from here. No, I'm not telling you what right now.*

I went back into the theater, and saw the woman in red carrying the unconscious woman away, but the theater doors are locked! How can I get back in the house?

- Too bad you don't have that pry bar any more. You'd better use a more conservative tool.
- ★ *How about that skeleton key? Use it on the right hand door.*

What skeleton key? Where do I find that?

- In the theater lobby.
- Look up! It's higher than your head.
- It's cylindrical! It's aluminum! It has no nutritional value at all!
- ★ *It's in the red soda can.*

How do I get the key out of the can?

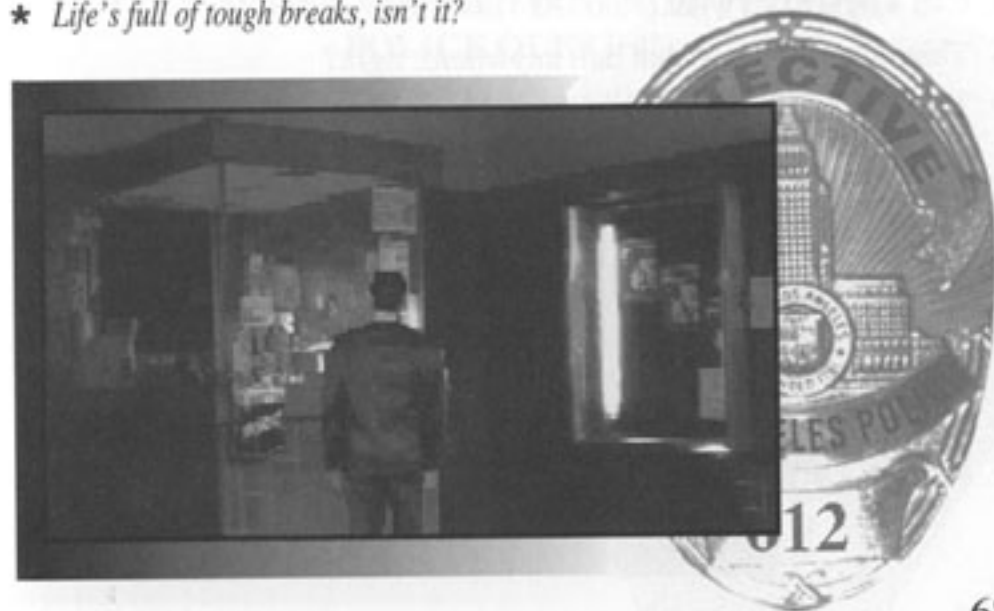
- Oh, you can figure THAT one out, can't you?
- ★ *Use your Hand on the can in inventory. Be careful not to get your finger stuck in the hole.*

Oh, man. I'm back in that dark, scary basement. What should I do?

- What did you do last time?
- ★ *Use your flashlight.*

Hey! I used my flashlight, and got spiked with a hypo!

- ★ *Life's full of tough breaks, isn't it?*



But you TOLD me to use my flashlight!

- ★ *Ain't I a stinker?*

Is there any way to avoid being hypo'd by the psycho?

- ★ *Nope.*

All my inventory is gone!

- ★ *Did you think the psycho killer was going to leave you with a gun, or a putty knife, or a mirror on a stick? Not in this lifetime.*

I woke up in the living room with that dog again. It won't let me go anywhere.

- There's one thing most dogs can't resist, other than food.
- ★ *They love to play ball. Try throwing the dog's ball.*

I keep playing with the dog, and it seems to like me a little better, but it still won't go away.

- Can't figure out what to do? Go on, think sadistic!
- That dog will chase that ball anywhere, right?
- ★ *Throw the ball out the window. Yeah, I know, if you do that in real life, you'll get dragged off by the A.S.P.C.A. if you're not lynched by a mob of angry pooch lovers first, but remember, she's only a pixel dog. Try not to feel TOO guilty.*

I went into the bedroom, and the psycho killed me.

- I guess you should have done something to stop him instead of just standing there.
- Your inventory is gone. Be creative.
- ★ *Blast him with the torch.*

Where do I get a torch?

- It's not just lying around. You have to be creative.
- You can find two inventory items. Put them together.
- ★ *Combine the lighter and the can of hairspray to make a torch.*

Where do I get a can of hairspray?

- Where do most people keep their hairspray?
- Right, in the bathroom.
- ★ *It's in the medicine cabinet.*

Where do I get a lighter?

- In the chilliest place around.
- I heard by word of mouth that it was in the kitchen.
- ★ *It's in the refrigerator. In the corpse's mouth.*
- ★★ *No, really.*

CONGRATULATIONS! YOU JUST FINISHED POLICE QUEST 4!



	MUST DO	MAX. PTS.
Room #		
100 Notebook on Spiff	2	
Notebook on Two Jack	2	
Notebook on graffiti	3	3
Notebook on cigarette	3	3
Notebook on body	3	3
Notebook on dumpster boy		2
Badge on two jack		2
Badge on Spiff		2
Chalk on cigarette	4	4
Chalk on body	4	4
Key on trunk	4	2
DO on homicide kit (in trunk)	4	2
DO on dumpster		5
TALK to Woodbury/Crime scene log	3	
subtotal	25	39
110 Coins on Two Jack: TWO Points per coin		6
subtotal	0	6
115 Notebook on Kim Chee		2
DO glue	2	2
Wallet for glue	2	2
DO apple	2	2
Coins for apple	2	2
Wallet for both objects concurrently gets all points (4)		<4>
subtotal	8	10
140 Badge Emmo	2	2
TALK Emmo, CALL YOU AT PARKER CENTER	4	4
Notebook on Emmo		2
Badge on Herbie Lewis		2
Notebook on Herbie Lewis		2
subtotal	6	12

	MUST DO	MAX. PTS.
Room #		
150 Putty knife on each hole: ONE point per hole, up to 16	16	16
Baggie AFTER putty knife on each hole: ONE point per hole, up to 16	16	16
Notebook on graffiti		2
DO rope	3	3
subtotal	35	37
170 Vest on ego		3
Keys on trunk	2	2
Keys on shotgun	3	3
DO on shotgun	2	2
Win shoot out	5	5
subtotal	12	15
180 Badge on LaSondra	2	2
Apple on LaSondra	2	2
subtotal	4	4
190 Badge on Mrs. Washington		2
Personal belong. envelope to Mrs. Washington	3	3
ASK Lasondra Pretty Lady Questions: TWO points per question, up to 6 points	6	6
subtotal	9	11
220/ Choose Buff form FIRST time for Practice:		
225 TWO pts per visit, up to a total of 6 pts		6
Wallet for paying when Practicing: ONE pt per visit, up to a total of 3 pts		3
Score above 210 when shooting: FOUR pts per score of 210 or better, up to 16 pts		16
Use headgear on ego when shooting: ONE pt per visit, up to a total of 4 pts		4

Room #		MUST DO	MAX. PTS.
220/	Choose Green form FIRST time when Qualifying		2
225			
cont.	subtotal	0	31
270	DO Hickman Personal belong. envelope		4
	DO Washingtons Personal belong. envelope	4	4
	subtotal	4	8
275	Bone in baggie to Sam	4	4
	subtotal	4	4
310	DO broken mirror	4	4
	subtotal	4	4
315	DO lighter	4	4
	Shoe on Electra	3	3
	Badge on Electra	2	2
	Shoe on Barbie	2	2
	Badge on Barbie	2	2
	subtotal	13	13
345	Tape on Paul	2	2
	Choose stick	2	2
	subtotal	4	4

Room #		MUST DO	MAX. PTS.
355	Badge on Window for patrol car, First time	2	2
	Badge on Window for Abandoned car, First time	2	2
	subtotal	4	4
360	DO on newsclipping	2	2
	LOOK on newsclipping in Inventory (GLOBAL)	2	2
377	LOOK on license plate	4	4
	TALK to gain entrance DAY 4	2	2
	TALK to gain entrance DAY 5	2	2
	subtotal	12	12
395	Gun on Walker	3	3
	Talk on Walker	4	4
	Talk on Walker	4	4
	Cuffs on Walker	3	3
	subtotal	14	14
410	Badge on receptionist First Time only	1	1
	subtotal	1	1
417	Pick up folders	2	2
	Pick up tape	2	2
	Look on folders (GLOBAL)	4	4
	subtotal	8	8
420/	Pretzels on dog (either this or the mirror on dog)	2	
425	Mirror on dog	<4>	4
	Rope on dog	5	5
	Move dirt to reveal bone	3	3

Room #		MUST DO	MAX. PTS.
420/	Baggie on bone	3	3
425	Notebook on bone or bone hole	2	
cont.			
	subtotal	13	17
505	Push Kristy		4
	subtotal	0	4
510	Parker ID on EGO, First time only	3	3
	subtotal	3	3
515	Bullets in baggie to Teddy	3	3
	Choose Shelf Storage as FIRST Choice		2
	subtotal	3	5
520	Hand in ashtray = Matches in Inventory		3
	subtotal	0	3
540/	Pick up Qualifying memo	2	2
560/	LOOK on Qualifying in Inventory	(GLOBAL) 2	2
565	Pick up Photograph	2	2
	LOOK on Photograph in Inventory	(GLOBAL) 2	2
	Call CRASH Unit		3
	Crime scene log to Hal		2
	Notebook / 3.14 Alley Event	(GLOBAL)	2
	3.14 ALLEY to Hal		2
	Notebook/ 3.14 Ambush Event	(GLOBAL)	2
	3.14 AMBUSH to Hal		2
	Notebook/ 3.14 Yo Money Event	(GLOBAL)	2
	3.14 MONEY to Hal		2
	Notebook / 3.14 girlfriend Event	(GLOBAL)	2
	3.14 GIRLFRIEND to Hal		2

Room #		MUST DO	MAX. PTS.
540/	Notebook / 3.14 Walker, City Hall	(GLOBAL)	2
560/	3.14 WALKER, CITY HALL to Hal		2
565	Notebook/ 3.14 Armbone found	(GLOBAL)	2
cont.	3.14 ARMBONE to Hal		2
	Pick up Funeral memo	2	2
	LOOK on funeral memo in Inventory	(GLOBAL)	2
	Pick-Up Emmo Phone Call	2	2
	subtotal	12	43
545	Answer Block:		
	YES		<4>
	NO		5
	subtotal	0	5
550	Correct computer password, First time only	4	4
	Correct ID number, First time only	4	4
	Look-up RBGB, First time only	2	2
	Look-up WALKER, First time only	2	2
	Look-up Correct Car License, First time only	2	2
	LOOK on badge	(GLOBAL) 2	2
	subtotal	16	16
580	Pick up guns from Chester	3	3
	Glue to Chester		1
	Pills on Chester		1
	Bullets in baggie to Chester		1
	Bone in baggie to Chester		1
	subtotal	3	7
605	Badge on Mitchell in booth, First time only	2	2
	subtotal	2	2

Room #		MUST DO	MAX. PTS.
610	Pick up tea, drink tea	3	3
	Open double doors to watch Movie	3	3
	Hand on soda can, can now in Inventory	4	4
	Hand on soda in Inventory = Skeleton key (GLOBAL)	4	4
	subtotal	14	14
625/	Skeleton key on towel dispenser		3
630	Baggie on hypo		3
	subtotal	0	6
670	Skeleton key on Stage Right door	2	2
	subtotal	2	2
700	Pry bar on double door	3	3
	subtotal	3	3
710-	Flashlight in basement	3	3
713	Putty knife on door	2	2
	subtotal	5	5
715	Stick on glue (Or glue on stick) , First time only	<3>	<3>
	Mirror on glue (Or glue on mirror), First time only	3	3
	(Once glued) Combine mirror and stick	5	5
	Stick mirror on door opening	3	3
	subtotal	11	11

Room #		MUST DO	MAX. PTS.
725/	Open refrigerator, First time only	2	2
730	Take lighter from head	2	2
	Notebook on head	2	
	subtotal	4	6
740	Pick up hairspray	2	2
	Combine hairspray and lighter (GLOBAL)	5	5
	subtotal	7	7
745	Pick up ball	2	2
	Ball on window	4	4
	subtotal	6	6
750	Pills on dog	3	3
	subtotal	3	3
755/	Torch on Mitchell	10	10
775/	Stick mirror under bed, First time only		3
778	Lift rug, First time only	3	3
	Lift trap door , First time only	4	4
	subtotal	17	20
785/	Talk on Val to gain entrance , First time only	3	3
790	DAY 2 ONLY: Personal belonging envelope to Katherine results = Vest in Inventory		3
	Do on closet AFTER talking to VAL		5
	DO on jacket = pills in Inventory	2	2
	subtotal	5	13

Room #		MUST DO .	MAX. PTS.
800/	Notebook on crime scene		2
810	Pick up red shoe	4	4
860/	Notebook on Center palm		2
870	Badge on Dannyd, First time only	2	2
	Shoe on Dannyd, First time only		2
	subtotal	6	12
850	Shoe on Nicolette, First time only	3	3
	Shoe on Money, First time only		3
	Steal cigarette		4
	Ask about Enemies, First time only	3	3
	Ask about Dennis Walker, First time only	3	3
	subtotal	9	16
880	Badge on Walker, First time Only	2	2
	subtotal	2	2
885	Turn down radio	3	3
	Gun on girlfriend	3	3
	Talk to girlfriend	4	4
	Talk to girlfriend	4	4
	Cuffs on girlfriend	3	3
	subtotal	17	17
905	Do on bowl of pretzels, First time only		2
	subtotal	0	2
	Total Game Points	330	487

Object	Description	Found	Used
Homicide Kit	Wooden case.	Detective Carey's car trunk.	Throughout game. Once kit is pulled out of trunk it will appear in Inventory.
Contents of Homicide Kit	-Chalk. -24 inch pry bar. -box of plastic baggies. -9 volt flashlight. -surgical gloves. -putty knife. -glass jar.	Homicide Kit in Inventory.	Once item is finished being used, will return automatically to Homicide Kit.
Chalk	Stick of chalk.	Homicide Kit.	Used to circle body and cigarette in South Central Alley.
Pry bar	24-inch steel pry bar.	Homicide Kit.	Used to pry open back door in back alley.
Plastic baggies	Box of plastic baggies.	Homicide Kit.	Used in S. Central on bullets in wall, at Griffith Park on bone, and in the Third Eye Theater women's bathroom on hypo found in paper towel dispenser.

Object	Description	Found	Used
Flashlight	9 volt flashlight.	Homicide Kit.	Used in basement of Thurman apartment.
Keys	Keys on ring.	Have when game starts, in Inventory.	Used to unlock car truck & shotgun during ambush.
Putty Knife	Small putty knife.	Homicide kit.	Used in S.Central to pull bullets out of wall.
Personal Belongings Envelope	Large manila envelope containing Bobby Washington's personal items.	Morgue, Cold box room.	Given to Bernadette Washington (S.Central).
Personal Belongings Envelope	Large manila envelope containing Bob Hickman's personal items.	Morgue, Cold box room.	Given to Katherine Hickman (Hickman's house).
Photograph	Photograph of Hickman and Carey.	Carey's left hand desk drawer Parker Center, Detective's bullpen.	Find computer password and the CRASH unit telephone number. Stays in Inventory or goes back into left hand drawer.

Object	Description	Found	Used
Kevlar Vest	Police standard blue Kelvar vest.	Katherine Hickman gives to you after you give her Bob's personal belonging's envelope.	Will need to put vest on in Spiff shoot-out. Can also put on in Thurman's apartment. (However, this is unnecessary.)
Drum Stick	Wooden drum stick.	Ragin' Records. Must give audio tape first.	Used in conjunction w/glue and mirror to make a stick mirror.
Carey's Wallet	Brown leather, with money in it.	In Inventory when game starts.	Used in Lucky Mini Mart to buy glue, (or glue and apple), and at Police Academy range to purchase practice ammo.
Coins	Silver coins.	In Inventory when game starts.	Given to Two-Jack in S. Central, used at Short Stop bar in video machine (CD-ROM version only), and in Lucky Mini Mart to purchase apple.

Object	Description	Found	Used
Handgun	9 mm Beretta.	In Inventory when game starts.	Can be used at S. Central ambush. Is used at Walker's apartment to subdue girl. Used at City Hall to subdue Walker. Used for practice and qualifying at Police range.
Additional Ammo	One clip, full.	In Inventory when game starts.	Can be used to reload during shoot out.
Empty Clip	One clip, empty.	Clip is empty if player chooses to fire all bullets.	Stays in Inventory for duration of game.
Shotgun	Ithica shotgun.	Found in car trunk.	Used in ambush. Must first use keys to unlock.
Additional Shotgun Ammo	Shotgun shells.	Found in car trunk.	Used in ambush.
Parker Center ID	Laminated ID badge.	In Inventory when game starts.	Used to gain entry at Parker Center. Use on Carey.

Object	Description	Found	Used
LAPD Badge	LAPD badge.	In Inventory when game starts.	Must show to: Sherry Moore at Coroner's, Dennis Walker at his apartment, Impound, Window, Yo Money's Bodyguard, Electra and Barbie Cann at Bitty Kitty Club, receptionist at Social Services, Mitchell Thurman at Third Eye Theater, Emmo Jones, LaSondra and Bernadette Washington.
Piece of Torn Newspaper	Ad about Bitty Kitty and Third Eye Theater.	Impound - In crack of front seat of Rene Garcia's patrol car.	Need to look at in Inventory for the Bitty Kitty club to open.
Cigarette Butt	Filter-tipped cigarette butt, Brand: Menthol Garden.	Yo Money's house, ashtray.	Stays in Inventory.
Broken Red High Heel Shoe	Large broken shoe.	Underneath bushes outside Money's house.	Show to: Electra and Barbie Cann at Bitty Kitty, Nicolette Rogers at Yo Money's house.

Object	Description	Found	Used
Couple of Pretzels	Standard twisted pretzels.	Short Stop Bar, in a bowl.	To bribe dog away from tree in Griffith Park.
Social Services Case Files	Standard file folders.	On Luella Parker's desk at LA Social Services.	Will stay in Inventory to be looked at throughout game for possible clues-Case#18908-B Barbie Cann, Case#14434-0 Mitchell Thurman.
Large Bone in Plastic Baggie	Arm bone of Luella Parker.	Griffith Park, buried under tree where Luella's body was found.	Bone in baggie given to coroner for examination.
Bullets in Plastic Baggie	Expended slugs.	Wall of burned out building in S. Central.	Putty knife on bullets, baggie on bullets. Given to Teddy Baker in Property at Parker Center.
Yo Money's Audio Cassette	Audio tape in cellophane, Ragin' Records receipt.	On Luella Parker's desk.	Used in Ragin' Records. Give to Paul in exchange for drumstick.
Prescription Bottle	Bottle of valium.	Found in Hickman's closet in coat pocket.	Used in Thurman's apartment on dog.

Object	Description	Found	Used
Red Ball	Dog toy.	Underneath couch in Thurman's apartment.	Throw out window.
Lighter	Butane lighter.	Found First: At Bitty Kitty on bar counter. Found Second: At Thurman's apartment in refrigerator.	First: Used to light Electra's cigarette. Second: Used in combination with hairspray to make torch.
Rope	Length of rope.	Found in S. Central burned out field next to boxes.	Use at Griffith Park on dog.
Hairspray	Can of Hairspray.	In Thurman's bathroom cabinet.	Combine with lighter to create torch.
Skeleton Key	Skeleton key.	Inside Cola can from Third Eye Theater lobby.	Used in Third Eye Theater to open towel dispenser in women's restroom and to open stage door.
Handcuffs	Standard issued LAPD Handcuffs.	In Inventory when game starts.	Used at Walker's apartment on girl, and at City Hall on Walker.

Object	Description	Found	Used
Glass of Beer	Glass of beer.	Short Stop bar.	Used on Carey.
Memorandum Book & Pen	Department issued small notebook & pen.	In Inventory when game starts.	Used on cigarette, Hickman's body, Bobby Washington's body, graffiti on wall, Spiff, Two Jack in alley. Used on Kim Chee in Mini Mart, Emmo and Herbie and graffiti at burned out building, on bone at Griffith Park, head in refrigerator, and crime scene at Yo Money's house. Used on follow-up 3.14 forms after the following events: Alley murder, S. Central Ambush, Yo Money interview, Arrest of Walker's girl friend, arrest of Walker at City Hall, and armbone discovery, used on head in refrigerator.

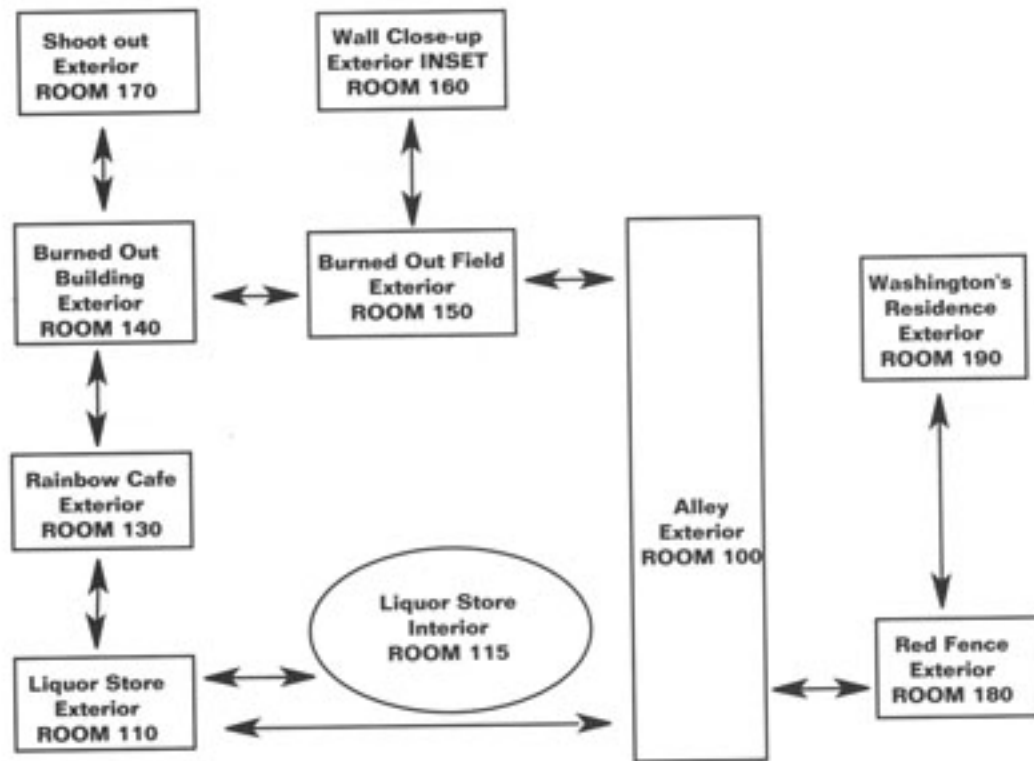
Object	Description	Found	Used
Follow-up 3.14 Form	Generic form.	Detective's bullpen, Carey's right hand desk drawer.	Used on notebook after the following events: Alley murder, S. Central Ambush, Yo Money interview, Arrest of Walker's girl friend, arrest of Walker at City Hall, and armbone discovery.
Qualifying Memo	Memo stating the need for Carey to Qualify.	In box on top of Carey's desk.	Stays in Inventory.
Funeral Memo	Memo about Hickman's funeral.	In-box on top of Carey's desk.	Stays in Inventory.
Torch	Lighter & hairspray.	Made in Inventory once items are found.	Use on Thurman to neutralize.
Eye Protectors	Safety glasses for shooting.	Bert Arnold, Police shooting range.	Used during practice and qualifying at Police range. Must return to Bert before leaving shooting range.
Ear Protectors	Ear protectors for shooting.	Bert Arnold, Police shooting range.	Used during practice and qualifying at Police range. Must return to Bert before leaving shooting range.

Object	Description	Found	Used
Stick Mirror	Mirror glued on stick.	Made by putting glue, stick and mirror together.	Used to see if coast is clear before entering Thurman apartment.
Ammo Box	Box of ammo.	Bert Arnold, Police shooting range.	Used during practice and Qualifying at Police range.
Hypo in Baggie	Hypo in baggie.	Inside women's bathroom towel dispenser at Third Eye Theater.	Stays in Inventory.
Glue	Metal container of quick-drying glue.	Lucky Mini Mart.	To glue mirror to drum stick, give to Criminalst to take a sample.
Apple	Red apple.	Lucky Mini Mart.	Given to LaSondra Washington.
Broken Side Mirror from Carey's Car	Side mirror.	Next to Carey's car in front of Bitty Kitty club.	To reflect sunlight into dog's eye's at Griffith Park, use in conjunction with glue, drum stick.

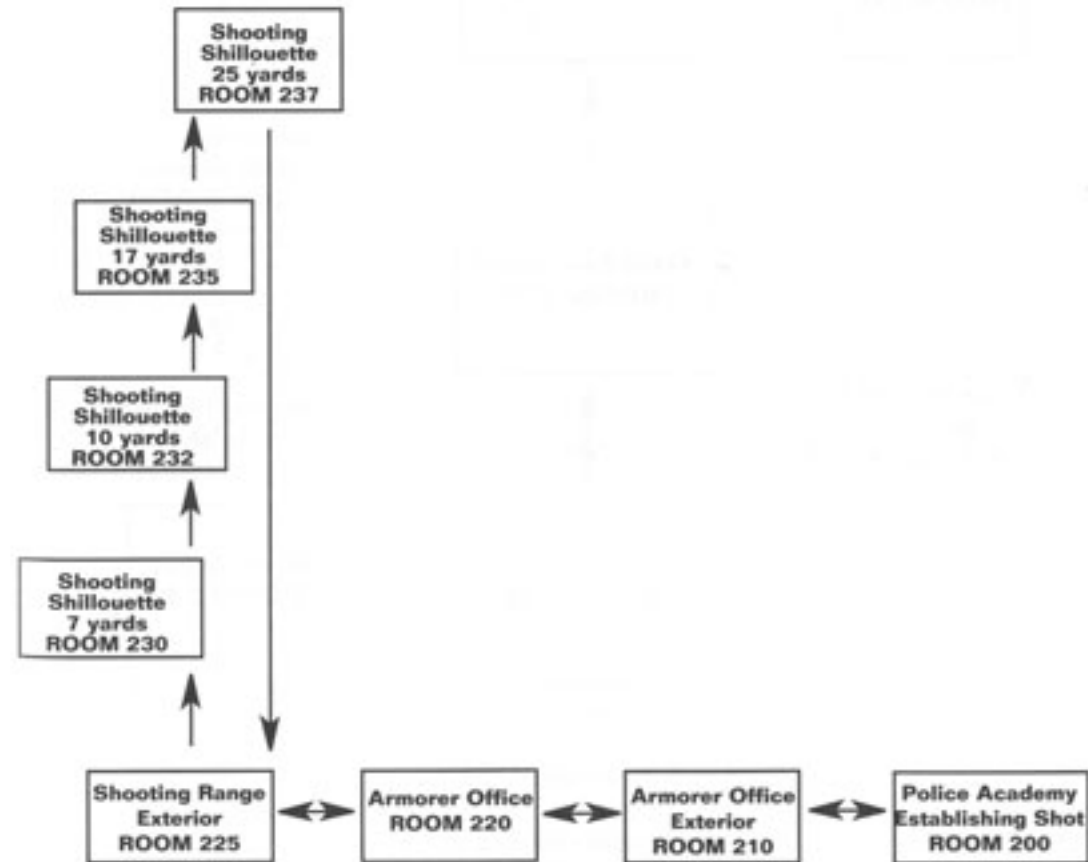
Object.	Description	Found	Used
Candy Bar	A candy bar.	Vending machine in Parker Center elevator lobby.	On Parker Center lobby guard.
Cola Can	A can of cola.	Lobby of Third Eye Theater.	Once can is in Inventory, HAND on can reveals a skeleton key.
Matches	Generic matches.	Ashtray in Parker Center elevator lobby.	Stays in Inventory throughout game.
Crime Scene Log	Written report.	In alley at crime scene. Gotten from Officer Woodbury.	Give to Hal Bottoms at Parker Center.
Surgical Gloves	Thin, rubber gloves.	Homicide Kit.	Stays in Inventory throughout game.
Glass Jar	Small Glass Jar.	Homicide Kit.	Stays in Inventory throughout game.
Qualification form 13.5.0	Official Qualifying form green.	Wooden box on counter at Police Academy Range.	Given to Bert Arnold prior to Qualifying.
Qualification form 13.5.1	Official Qualifying form manila.	Wooden box on counter at Police Academy Range.	Given to Bert Arnold prior to practice shooting.

M A P S

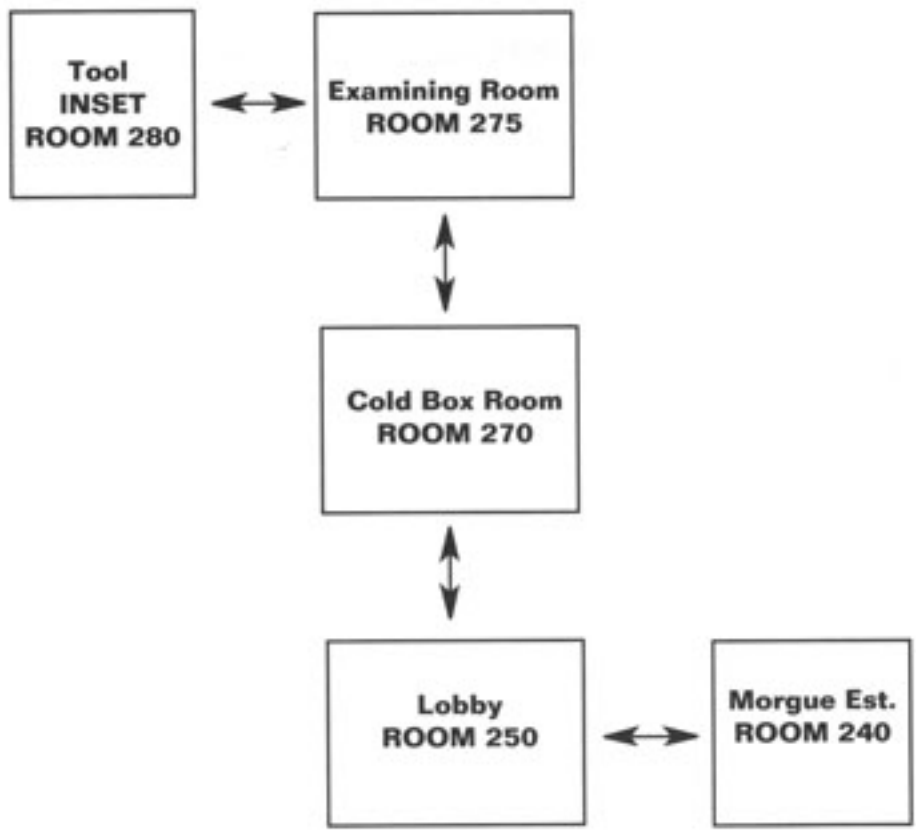
South Central Neighborhood: FLOPPY and CD 100's



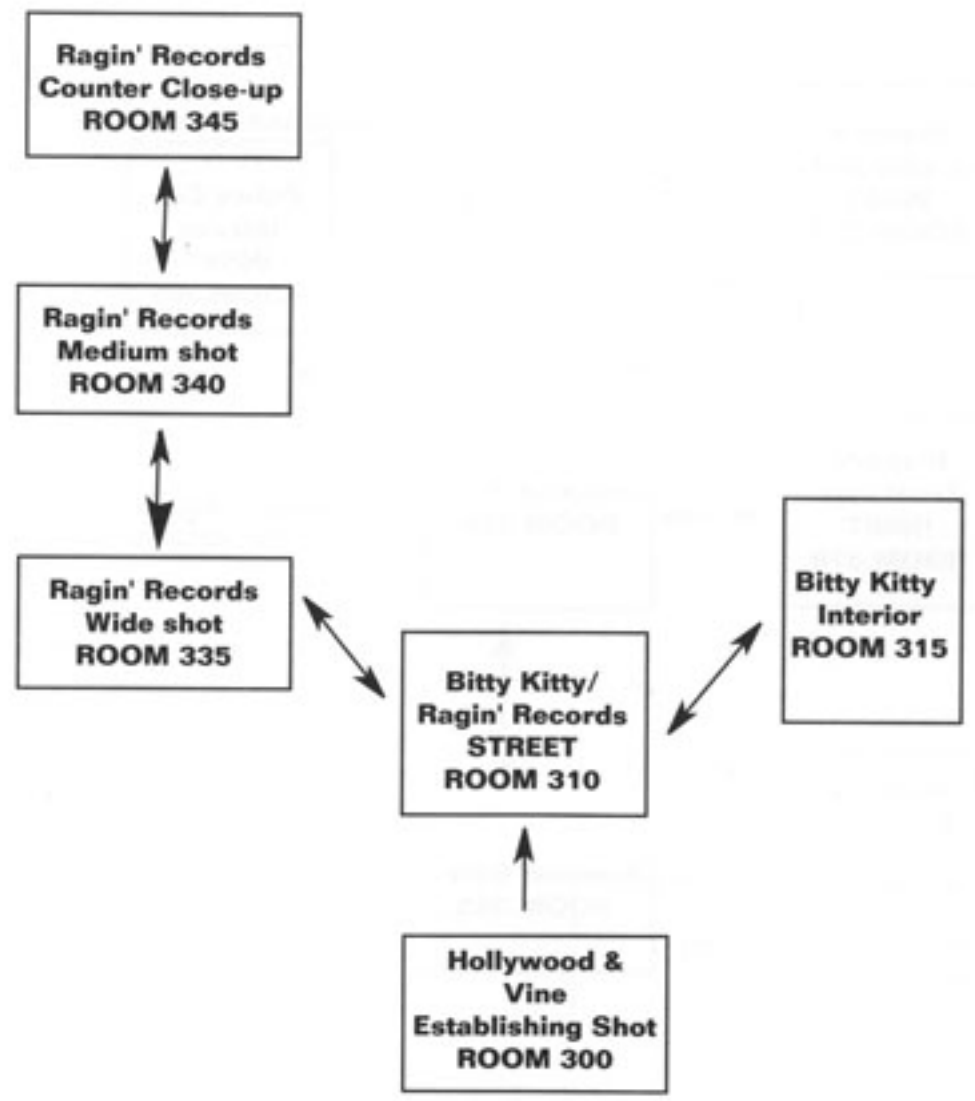
Police Academy: FLOPPY and CD 200's



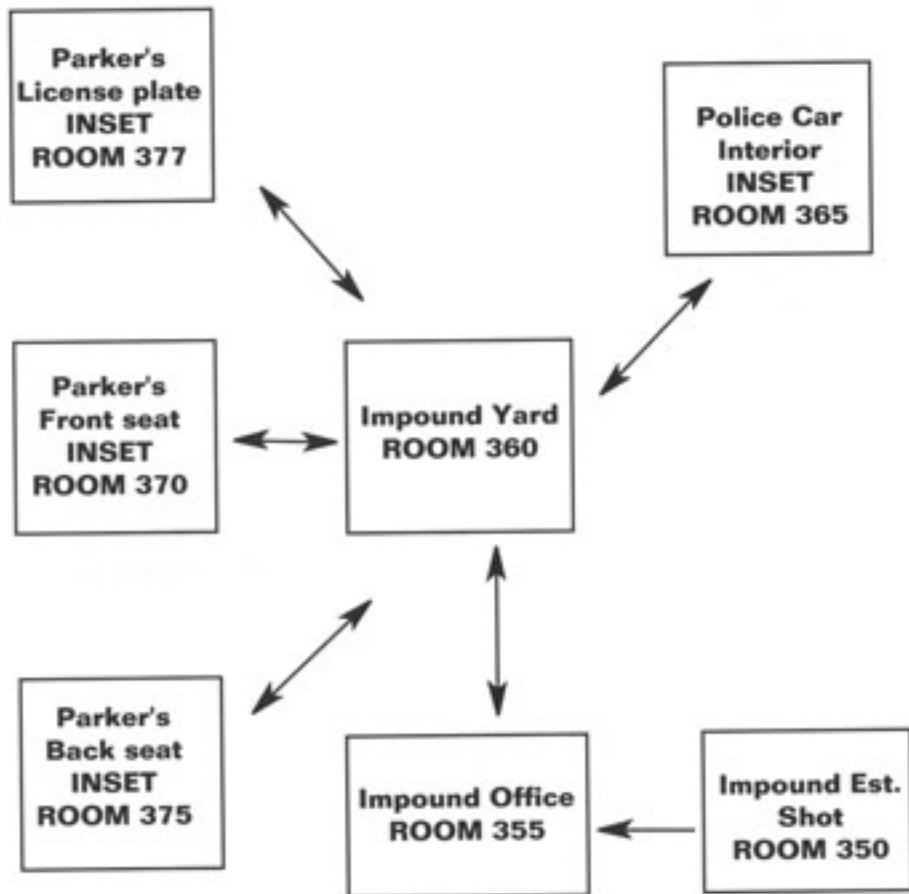
LA County Morgue: FLOPPY & CD 200's



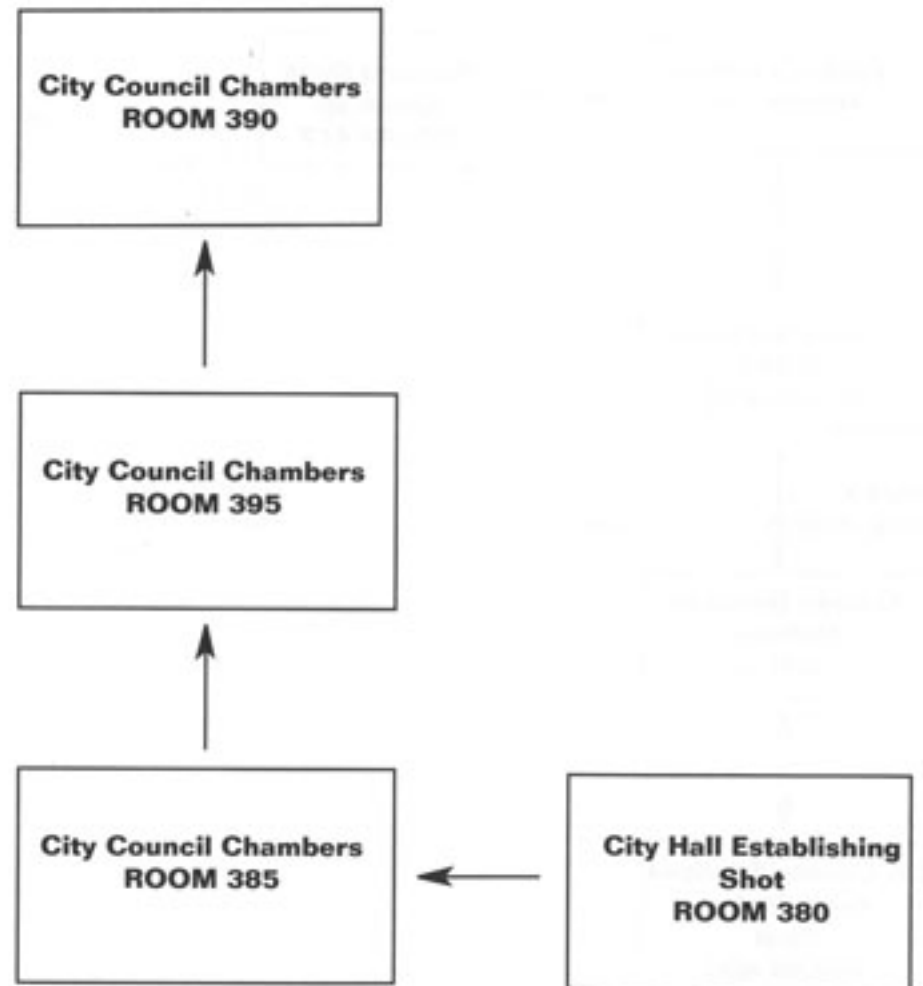
Hollywood & Vine: FLOPPY & CD 300's



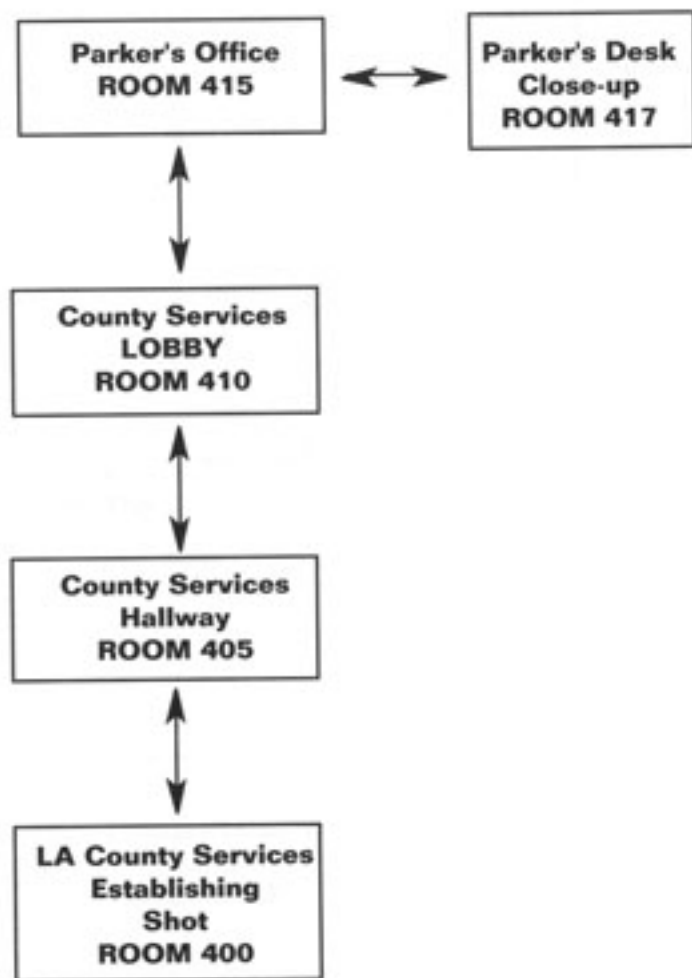
IMPOUND: FLOPPY & CD 350's



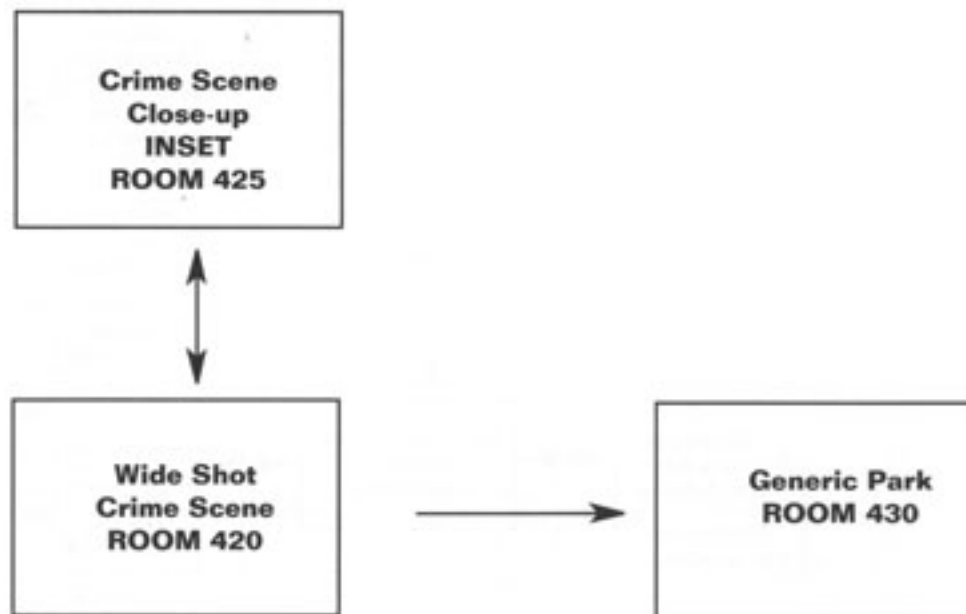
City Hall: FLOPPY & CD 380's



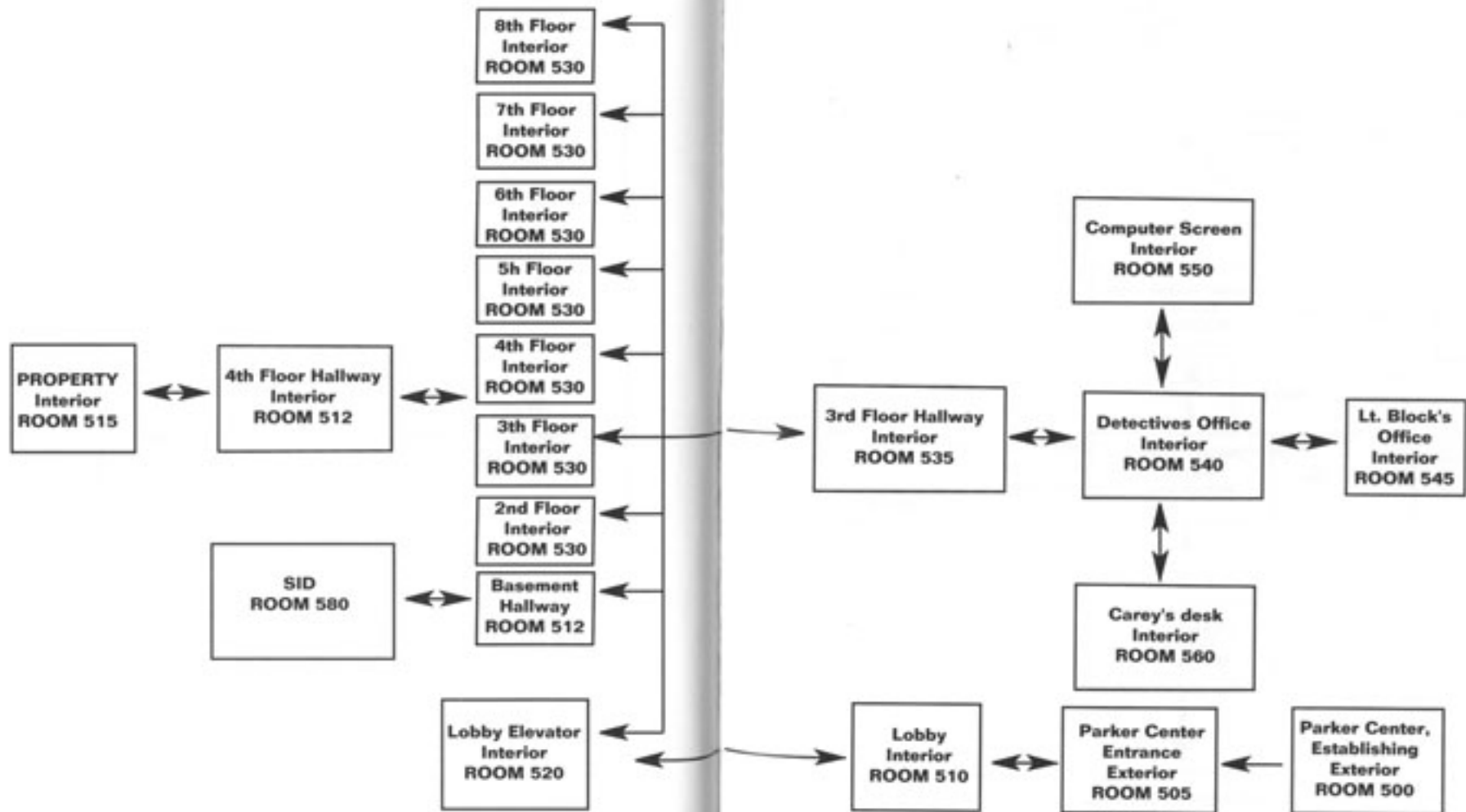
LA County Services: FLOPPY & CD 400's



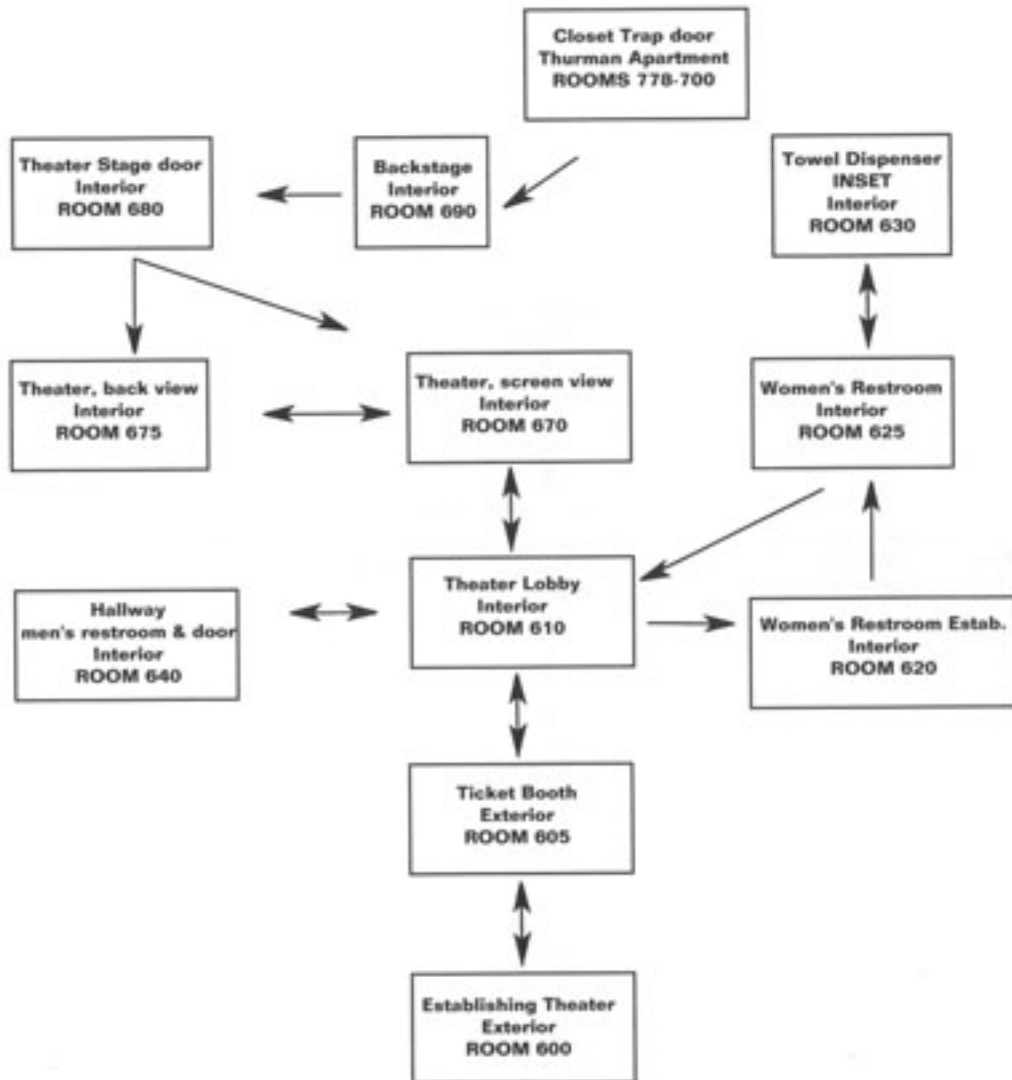
Griffith Park: FLOPPY & CD 420's



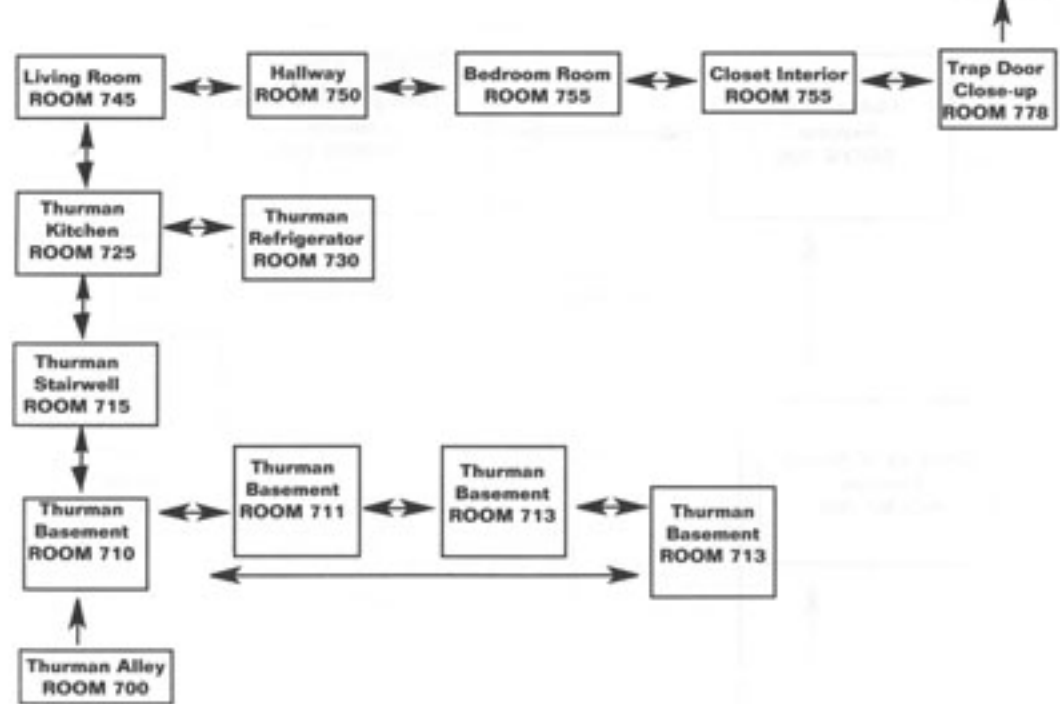
Parker Center: FLOPPY and CD 500's



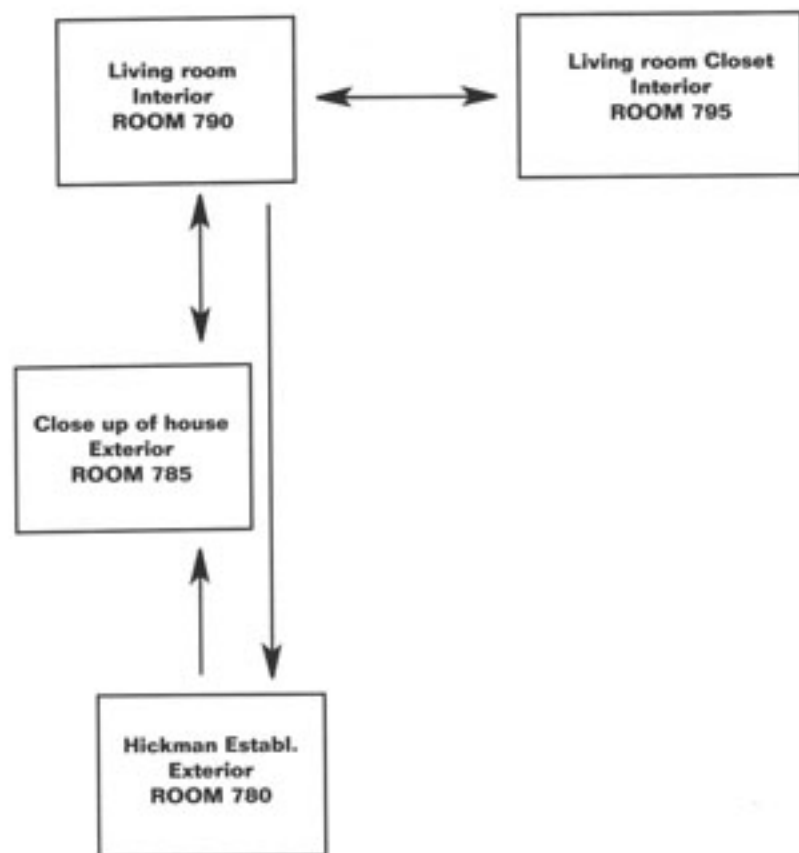
Third Eye Theater: FLOPPY and CD 600's



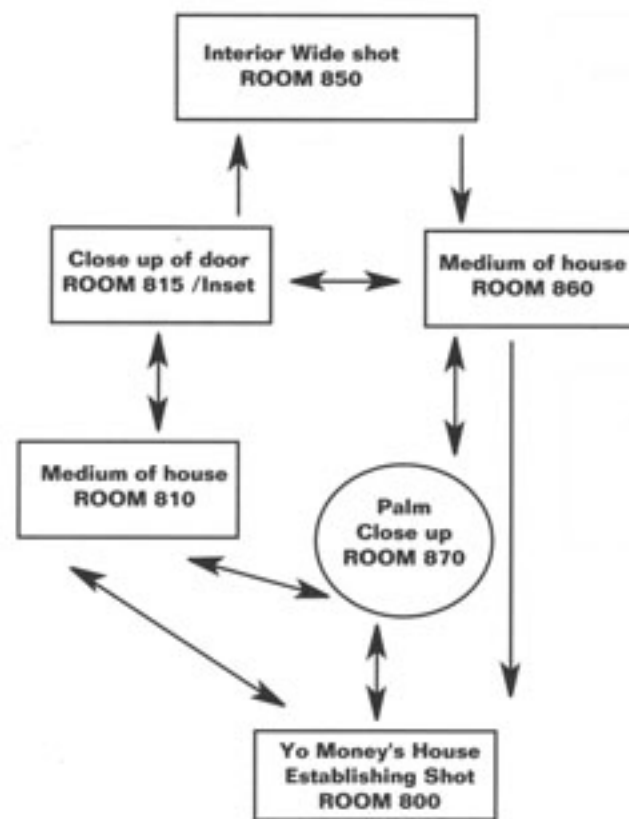
Thurman's Apartment: FLOPPY and CD 700's



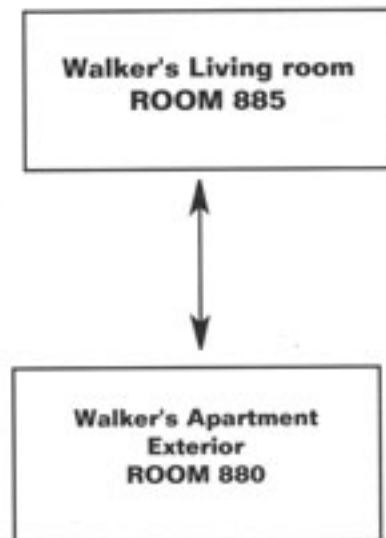
Hickman's House: FLOPPY and CD 700's



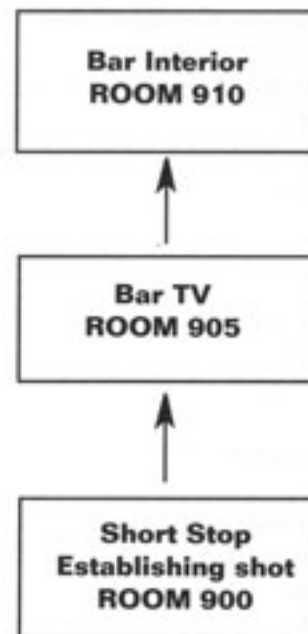
Yo Money's House: FLOPPY and CD 800's



Walker's Apartment: FLOPPY and CD 800's



Short Stop: FLOPPY and CD 900's



Credits



Author

Daryl F. Gates

Producer / Director

Tammy Dargan

Designer / Writer

Tammy Dargan

Art Designer

Darrin Fuller

Lead Programmer

Doug Oldfield

Composer

Neal Grandstaff

Director of Photography

Rod Fung

Artists

Dana M. Dean

Donald Waller

Barry T. Smith

Programmers

Dave Artis

Scott Murphy

Cynthia Joseph

Senior QA Analyst

William Robert Davis, Jr.

Additional Audio

Rick Spurgeon

Documentation Graphics

Nathan Gams

Maria Fruehe

Quality Assurance Configuration

Lynne S. Dayton

Roger Clendenning

Doug Wheeler

Leonard Salas

Dave Clingman

Jon Meek

John Trauger

Ken Eaton

Michael D. Jones

Catie Andrews

Sharon Simmons

Quality Assurance

Robin Bradley

Lynne S. Dayton

Roger Clendenning

Leonard Salas

Mike Brosius

Doug Wheeler

Director Of Technology

Bill Crow

System Technologists

Dan Foy

Larry Scott

Christopher Smith

Mark Wilden

System Programmers

Ed Critchlow

Brian K. Hughes

Ken Koch

Terry McHenry

Martin Peters

Dave Slayback

Steve Conrad



Hintbook Writer

Lorelei Shannon

Hintbook Design

Maria Fruehe

Additional Music

Dan Kehler

Special Thanks

Daryle Smith

Susan Frischer

Patrick Bridgemon

Greg Birkel

J. Mark Hood

Jeff Bianchi

Robert Fischer

Bruce Hammerich

Scot Post

Mark Russell

Frank Shears

Detective John Carey

Mitchell Thurman

Sam Nobles

Bob Hickman

Katherine Hickman

Valerie Hickman

Lieutenant Block

Kristy Bilden

Hal Bottoms

Sherry Moore

Russel Marks

Barbie Cann

Electra

Dennis Walker

Walker's Girlfriend

Kim Chee

Jim Varaz

Our Appreciation to

Jim Thomas

Ken Williams

Bill Linn

Gene Arreola, LAPD

Addison Arce, LAPD

LAPD Air Support

Cindy Romero and Quality Control

Bob Wharton and Production, Duplication

Kurt Busch and Creative Services

Liz Jacobs and Customer Service

Robin Kleeman



Cast

Brandon Massey

Andrew Witches

Jeff Bianchi

Dan Rogers

Patty Felix

Charissa Felix

Roger Griffith

Dana M. Dean

Frank Shears

Leslie Wallace

Mark Russell

Barbara Shannon

Liz Jacobs

Billy D

Allison Topham

Pam Coates

Bob Wharton



Cast (Continued)



Ragtopp Spiff
Nicolette
Dannyd
Yo Money
Ragin' Man
Mrs. Garcia
Officer Linder
Chief Gates
Teddy Baker
Julie Chester
Detective Jurica
Cameraman
Bert Arnold
Two-Jack
Nora Bitteridge
Officer Woodbury
LaSondra Washington
Bobby Washington
Bernadette Washington
Impound Yardman
Bartender
Mayor

Keith A. Bolden
Ayesha Tidwell
George Esparza
Gary Rivera
Paul Cruikshank
Wanda Smith
Bill Linn
Chief Daryl F. Gates
Kevin Moody
Angela Mendoza
Timothy Fruehe
Barry T. Smith
Randy Galloway
Dan Owens
Candie Wilk
Bruce Woodbury
Shante Gaston
AJ McArn
Madelyn Smiley
Rod Fung
Neal Grandstaff
Ashton McArn



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