POLICE QUEST 2
The Vengeance

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY

SIERRA 3-D ANIMATED ADVENTURE GAMES

HINT BOOK
INTRODUCTION

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

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

HOW THIS BOOK WORKS

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

HOW TO USE THIS HINT BOOK

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

HOW NOT TO USE THIS HINT BOOK

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

IF YOU HAVE FINISHED "POLICE QUEST TWO"

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

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

Jim Walls,
California Highway Patrol, retired
GENERAL QUESTIONS

All I do is wander about! Is this it?

What's the point of this game, anyway?

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

Sonny walks too slow! Sonny walks too fast!

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

AT THE STATION

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

I can't find the passwords for the computer.

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

How do I find the combination to my locker?

Where in the world do I find the field kit?

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

What do I do with Lloyd Pratt?

The Captain calls me in and reprimands me, why?

I wish I could just make anything happen.
GENERAL QUESTIONS

All I do is wonder about in this it?

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

What's the point of this game, anyway?

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

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

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

I can't find the keys to the unmarked car?

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

What can't I "look at" the objects I normally see?

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

AT THE STATION.

When do I talk to Lloyd from?

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

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

I can't find the personnel for the computer?

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

How do I find the administration in my house?

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

Where is my gun?

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

I'm not sure if I adjusted my gun sights. What am I doing?

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

What else do with Lloyd from?

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

Captain Hall enjoys his work.
He likes picking on you.
You took too long starting your investigations.
What is operation code name “Ice man?”

Where do I find Marie’s phone number?

Where do I find Colby’s phone number?

DRIVING

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

How do I get anywhere in the car?

How do I make Keith stop his smoking?

AT THE JAIL

How can I get inside of the jail?

What do I do once I’m inside?

AT THE MALL

I’m stumped at the mall.

What is the sale item I need from the mall?

COTTON COVE

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

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

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

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

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

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

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

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

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

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

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

After the ambush, is that all there is?

What's the deal with the trash can?

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

Is there really a body to be found?

Is there other evidence to be found in the river?

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

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

AIRPORT

Is there anything to find in the stolen car?

How do I get into the stolen car?

What do I do in the airport?

I bought flowers, now what do I do with them?
I keep getting run down by Sine.

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

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

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

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

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

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

After changing into the "Bag Lady," how do I change back to
Sunny Boris?

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

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

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

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

How do I get into the stolen car?

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

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

I bought limousine, what do I do with them?

Nothing right away.
Be patient.
You can give them to a nice young lady.
Give them to Marie when you have dinner.
What do I do in the airport? 

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

Is there anything tangible I can find? 

Where do I go when I finish the airport? 

How do I get authorization to purchase a ticket? 

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

ROBERTS MURDER SCENE 

Did I miss anything significant at the murder scene? 

I drive to the murder scene but nothing is there. 

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

The motel manager won't tell me anything.
Call Steelton Police Dept.
Call and warn Colby.
You need to show the evidence to the Captain.

You mean you can't think of anything?
Try talking to her.
Buy her something to eat.
Try kissing her.
Give her the flowers.
Kiss her more than once.

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

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

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

Does he know who you are?
You have to identify yourself.
Did you show him Bains’ mug shot?
What can I find inside the motel room?

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

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

The hijacker still keeps killing me!

MARIE'S HOUSE

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

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

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

I can't find the bomb.

What do I do after finishing Marie's house?

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

STEELTON PARK

What do I do with that confounded dog?

AIRPLANE

I keep getting thrown off the plane.
What can I find inside the motel room?

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

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

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

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

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

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

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

He has a purpose.
In this life but...
Not in this game!
I can't seem to get by the mugger!

How can I make friends with the mugger?

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

SEWER

I can't get past the methane gas.

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

I just can't figure out how to get Bains.
Did you look around the Lieutenant's office at Steelton PD? You can get rid of the mugger one of two ways. You can use the hand held radio or...
Draw your weapon on him.

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

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

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

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

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

Make sure your gun is loaded.
Make sure your gun is drawn.
Make sure you are facing toward the center of the room.
Do all the above before Bains enters the room.
# AFTER THE END OF THE GAME

OBJECTIONS

<table>
<thead>
<tr>
<th>Object</th>
<th>Where found</th>
<th>Where Used</th>
</tr>
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<tbody>
<tr>
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<table>
<thead>
<tr>
<th>Object</th>
<th>Where found</th>
<th>Where Used</th>
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</table>

15

16
<table>
<thead>
<tr>
<th>Object</th>
<th>Where found</th>
<th>Where Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key to unmarked car</td>
<td>Homicide office</td>
<td>unmarked car</td>
</tr>
<tr>
<td>Personal car key</td>
<td>Ignition</td>
<td>personal car</td>
</tr>
<tr>
<td>Hand held radio</td>
<td>Steelton PD</td>
<td>Burt Park</td>
</tr>
<tr>
<td>Colt 10mm automatic</td>
<td>Locker</td>
<td>Threatening situations</td>
</tr>
<tr>
<td>Ammunition &amp; clips</td>
<td>Locker</td>
<td>Colt 10mm automatic</td>
</tr>
<tr>
<td>Money clip</td>
<td>Jacket pocket</td>
<td>Throughout game</td>
</tr>
<tr>
<td>Wallet &amp; badge</td>
<td>Desk drawer</td>
<td>Throughout game</td>
</tr>
<tr>
<td>Diving certificate</td>
<td>Inside Wallet</td>
<td>Cotton Cove</td>
</tr>
<tr>
<td>Marie's letter</td>
<td>Desk drawer</td>
<td>Information only</td>
</tr>
<tr>
<td>LPD business card</td>
<td>Private car</td>
<td>Combination to locker</td>
</tr>
<tr>
<td>Handcuffs</td>
<td>Locker</td>
<td>Never in this game</td>
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<tr>
<td>Field Kit</td>
<td>PD hallway</td>
<td>Throughout the game</td>
</tr>
<tr>
<td>Ear protectors</td>
<td>Range officer</td>
<td>Shooting range</td>
</tr>
<tr>
<td>Bains' old mug shot</td>
<td>Homicide file cabinet</td>
<td>Throughout the game</td>
</tr>
<tr>
<td>Bains' new mug shot</td>
<td>Jailer</td>
<td>Throughout the game</td>
</tr>
<tr>
<td>Fingerprint</td>
<td>Stolen car at mall</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Jailers holster</td>
<td>Stolen car at mall</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Bullets</td>
<td>Stolen car at mall</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Discarded jail clothes</td>
<td>Cotton Cove</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Blood sample</td>
<td>Cotton Cove</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Footprint cast</td>
<td>Cotton Cove</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Lost badge</td>
<td>Bottom of river</td>
<td>Book as found property</td>
</tr>
<tr>
<td>Makeshift knife</td>
<td>Bottom of river</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Fingerprints</td>
<td>Stolen car at airport</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Flowers</td>
<td>Airport entrance</td>
<td>Present for Marie</td>
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<tr>
<td>Passenger list</td>
<td>Airport ticket agent</td>
<td>Information only</td>
</tr>
<tr>
<td>Car rental list</td>
<td>Car rental agency</td>
<td>Information only</td>
</tr>
<tr>
<td>Murder weapon</td>
<td>Airport restroom</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Fingerprints</td>
<td>Robert's murder scene</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Blood sample</td>
<td>Robert's murder scene</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Corner of envelope</td>
<td>Robert's body</td>
<td>Gives you the Motel address</td>
</tr>
<tr>
<td>Threatening note</td>
<td>Trunk of Robert's car</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Motel room key</td>
<td>Motel manager</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Blood sample</td>
<td>Motel room</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Envelope &amp; letter</td>
<td>Motel room</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Lipstick tube</td>
<td>Motel room</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Colby's business card</td>
<td>Motel restroom</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Hit list</td>
<td>Marie's house</td>
<td>Book as evidence</td>
</tr>
<tr>
<td>Note</td>
<td>Marie's front door</td>
<td>Information only</td>
</tr>
<tr>
<td>Airplane ticket</td>
<td>Airport</td>
<td>To board plane</td>
</tr>
<tr>
<td>Wire cutters</td>
<td>Hijacker</td>
<td>To disarm bomb</td>
</tr>
<tr>
<td>Bomb instructions</td>
<td>Turban</td>
<td>To disarm bomb</td>
</tr>
<tr>
<td>Gas mask</td>
<td>Steelton sewer</td>
<td>Steelton sewer</td>
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</tbody>
</table>
### SOME THINGS YOU MAY HAVE MISSED

Have you...

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

<table>
<thead>
<tr>
<th>ACTIVITY</th>
<th>INSIDE PERSONAL CAR</th>
<th>POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Lock all doors except driver's side</td>
<td>YES</td>
<td>1</td>
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<tr>
<td>2. Lock all windows</td>
<td>YES</td>
<td>1</td>
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<tr>
<td>3. Use seat belt in all positions</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>4. Status is always visible</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>5. Always have a map</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>6. Check tire pressures</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>7. Check oil level</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>8. Check coolant level</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>9. Check brake fluid level</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>10. Check battery charge</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>11. Check air filter</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>12. Check wiper blades</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>13. Check taillights</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>14. Check turn signals</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>15. Check high beam</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>16. Check parking lights</td>
<td>YES</td>
<td>1</td>
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<tr>
<td>17. Check emergency lights</td>
<td>YES</td>
<td>1</td>
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<tr>
<td>18. Check horn</td>
<td>YES</td>
<td>1</td>
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<tr>
<td>19. Check mirrors</td>
<td>YES</td>
<td>1</td>
</tr>
<tr>
<td>20. Check side mirrors</td>
<td>YES</td>
<td>1</td>
</tr>
</tbody>
</table>
...Talked to the man sitting in the locker room toilet?
...Tried to open the toilet door?
...Tried knocking on the toilet doors?
...Talked to Lloyd Pratt, Narcotics officer?
...Talked to Mario Gelepsi, uniformed officer?
...Talked to Steve, Narcotics officer?
...Tried not following orders?
...Tried kissing the jogger at Cotton Cove?
...Tried scuba diving without your weight belt?
...Tried standing near the bottom of the screen after the ambush?
...Tried shooting your gun unnecessarily?
...Tried flying to Houston?
...Tried talking to other characters in the airport?
...Talked to the man in the white suit upstairs in the airport?
...Tried to arrest the man in the white suit?
...Tried talking to the men seated on the bench?
...Tried crossing the street without pushing the traffic control button?
...Tried kissing Marie at Arnie's restaurant?
...Tried kicking the door down at the Snuggler's Inn?
...Tried drinking alcoholic beverages while on the airplane?
...Tried shooting the mugger in Burt Park?
...Tried climbing any of the ladders while down in the sewer?
...Tried jumping the liquid sewage flow?
...Tried shooting the rats?
...Tried firing your weapon while in a cloud of methane gas?

1. type "look car" & "get keys" ........................................ 1
2. type "open glove box"
3. type "look in box" & "get card"
4. type "turn card over" (combo to locker)
5. type "exit car" or use function key
6. type "look coat" (read msg about money clip)
7. walk to police station door
8. type "unlock door"

9. walk to Homicide Office and enter

10. walk to Captain Fletcher Halls desk anytime throughout the game and type "look desk" (read msg about files and paper)
11. type "look paper" (read passwords for computer: Miami, ice-cream, pistachio) ........................................ 1
12. walk to rear wall and type "look wall"
13. type "get key" (key to unmarked car) ................................ 1
14. type "look bulletin board" (read msg about shooting scores) ........................................ 1
15. walk to desk and type "sit down"
16. type "look basket" (read msg about subpoena) ...................... 1
17. type "unlock desk drawer"
18. type "get wallet" ........................................... 1
19. type "look wallet"
20. type "search wallet" (find dive card) ............... 2
21. type "get letter" & "read letter" ...................... 1
22. type "close drawer"
23. type "stand up"
24. walk out of Homicide Office

25. walk to door just right of Homicide Office

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

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

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

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

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

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

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

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

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

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

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

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

73. exit hallway into parking lot

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

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

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

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

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

99. type "turn page"
100. take down information about jailer's gun
101. type "close file"
102. type "see witness"
103. walk over to visitors screen, (witness will walk out) ............................................ 2
104. type "talk witness" ........................................................................................................... 2
105. walk out of jail

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

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

**NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO OAK TREE MALL.**

112. type "drive to mall"

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

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

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

133. type "radio dispatch"  
(info about jailer's gun)  
(info about stolen car) ............................................................................................................. 1

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

**NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO OAK TREE MALL.**

135. type "drive to cotton cove"

**NOTE: MSG FROM PARTNER WAGING A BET**

136. "You're ON!" is highlighted so press "enter"
137. you will automatically exit car

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

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

144. immediately walk up screen (to avoid being run down)
145. after Bains flees scene in stolen car, walk back to unmarked car
146. walk to driver's side of unmarked car
147. type "enter car" or use function key

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

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

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

166. walk to diver when he shows up
167. type "dive in river" (diver will ask for card)
168. type "search wallet" if you haven't already (diver will change clothes)
169. walk to van and face sliding door

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

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

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

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

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

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

192. walk to rear of unmarked car

193. type "put kit"

194. type "close trunk"

195. walk to driver's door of unmarked car

196. type "open door" or use function key

197. wait for Keith to enter car

198. type "use radio"

199. read messages about coroner being dispatched

200. type "use radio"

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

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

202. type "drive to airport"

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

204. type "get kit"

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

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

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

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

209. type "dust rear view mirror"

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

212. walk to rear of unmarked car

213. type "put kit"

214. type "close trunk"

215. walk to driver's door of unmarked car

216. type "open door" or use function key

217. Keith will enter the car

218. type "radio plate"

219. type "exit car" or use function key

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

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

222. type "push button"

223. walk across street using the cross walk

NOTE: GIRL WILL APPROACH SELLING FLOWERS

224. type "buy rose" or "plant" or "bouquet"

"rose" is cheapest and is acceptable to Marie

225. walk into airport

226. walk to the second ticket agent (woman)

227. type "show id"

228. type "show mug shot"

229. type "look passenger list"

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

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

232. type "show mug shot"

233. type "look rental list"

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

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

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

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

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

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

268. type "dir"
269. type "cd"
270. type "Criminal"
271. type "dir"
272. type "cd"
273. type "vice"
274. type "Miami", then type "dir" .......... 2
275. highlight "Wilkans" (strike "return" key)

NOTE: COPY ADDRESS
276. type "cd" (then strike "return" key)
277. type "personnel"
278. type "pistachio", then type "dir" .......... 2
279. highlight "Pratt" (strike "return" key)
NOTE: FIND OUT INTERNAL AFFAIRS HAS OPEN FILE ON PRATT DUE TO DRUG USE

280. type "exit"
281. walk out of Homicide Office into Narcotics Office

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

282. Walk to left front desk
283. type "help man" ............................................. 5

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

300. walk to Marie's table
301. type "sit down"
302. type "talk Marie"

NOTE: WAITER WILL COME OUT TO TAKE ORDER

303. type "order meatloaf"
304. type "give flower" ........................................... 3
305. type "kiss Marie" ............................................ 2
306. type "look Marie"
307. type "kiss Marie" ............................................ 2

NOTE: WAITER BRINGS FOOD

308. type "eat food" ............................................. 1
309. type "bring bill" ............................................ 2

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

310. type "get keys" and "exit car"
311. walk to police station door and type "open door"

312. walk over and stand at Captain's desk

NOTE: MESSAGES TELLING OF MURDER VICTIM

313. walk to key board and type "get key"
314. walk out of police station into parking lot
<table>
<thead>
<tr>
<th>State</th>
<th>Action</th>
<th>Situation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Police Station Parking Lot</td>
<td>INSIDE UNMARKED CAR</td>
<td>WOODY ROBERTS MURDER SCENE</td>
</tr>
<tr>
<td>Inside Unmarked Car</td>
<td>Inside Trunk</td>
<td>Inside Trunk</td>
</tr>
<tr>
<td>Inside Trunk</td>
<td>Inside Parking Lot</td>
<td>Inside Unmarked Car</td>
</tr>
<tr>
<td>Inside Parking Lot</td>
<td>Outside Parking Lot</td>
<td>Outside Parking Lot</td>
</tr>
</tbody>
</table>

### Motel Parking Lot
- Inside Unmarked Car
- Inside Trunk
- Inside Trunk

### Inside Unmarked Car
- Inside Trunk
- Inside Trunk
- Outside Parking Lot
315. walk to unmarked car
316. type “unlock door” and “open door”

317. type “drive to warehouse”

318. type “open trunk” and “get kit”
319. walk to rear of victims car
320. type “get blood” when near blood

OR

321. type “get blood” when looking in trunk
322. type “dust trunk for prints”
323. type “take pictures”
324. type “look trunk”

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

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

336. type “close trunk”
337. walk to unmarked car and type “open door”

338. type “drive to motel”
339. program control takes you out of car

340. walk to manager’s window
341. type “talk man”
342. type “show id”
343. type “show mug shot”

OR

344. type “ask about William Cole”
345. walk to car, type “enter car”

346. type “radio warrant”
347. type “radio backup”
348. type “exit car”

NOTE: OFFICER WILL WALK INTO PICTURE

349. walk up to officer and type “get warrant”
350. walk to manager’s window and type “show warrant”
351. type “get key”
352. walk to and stand on the right side of the motel door
353. type “use key”

NOTE: USING THE KEY TRIGGERS AN EXPLOSION, THE SWAT TEAM RESPONDS. WAIT UNTIL TEAR-GAS STOPS

354. walk to rear of car, type “open trunk”
355. type “get kit”
356. walk to and enter motel room
357. walk to the near corner of the bed
358. type “look floor”
359. type “take sample”
360. walk to back of bed
361. type “look under bed”
362. type “get tube”
363. walk to nightstand and type “open drawer”
364. type “get envelope”
365. type “look envelope”
366. type “read letter”
367. walk into restroom
368. type “look around”
369. type “look sink”
370. type “get card”
371. type “look card”
372. walk out of motel

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

376. type “drive to Marie’s”

NOTE: WALK UP TO FRONT DOOR
377. type “get note”
378. type “read note”

379. type “look handwriting”
380. type “open door”

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

386. walk to unmarked car, type “open door”
387. type “drive to station”
388. walk to police station door
389. type “unlock door”

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

394. walk to first desk (Jim Simpson)
395. type “talk man”
396. type “ask about shotgun”
397. type “ask about prints”
398. walk into Homicide Office
399. walk to desk and type "sit down"
400. type "use phone"
401. type "411"
402. type "steelton"
403. type "police"
404. type "(407) 555-2677"
405. type "talk man"
406. type "talk man"
407. type "(407) 555-3323"
408. type "talk man"
409. type "warn Colby"
410. press ESC to hang up
411. type "look message basket"
412. type "stand up"
413. walk into Shooting Range

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

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

415. type "drive to airport"

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

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

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

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

NOTE: AFTER TAKEOFF, MSG FROM CAPTAIN YOU CAN REMOVE BELTS
435. type "remove seatbelt"
436. stewardess will offer drinks
437. type "order water" (or coffee or beer or wine)

NOTE: IF YOU DRINK MORE THAN TWO ALCOHOLIC BEVERAGES, YOU WILL BE DRUNK AND WILL NOT BE ABLE TO KILL THE HIJACKERS
438. type "call stewardess" to get more drinks

NOTE: YOU CAN'T MOVE UNTIL SKYJACKING STARTS (SERIES OF MSG). THE ONLY TIME THE PLAYER CAN MAKE A MOVE IS WHEN THE STEWARDESS BREAKS FREE FOR A SHORT TIME
439. type "draw gun" or use function key
440. type "fire gun" or use function key

**NOTE:** THE FIRST SKYJACKER WILL FALL TO THE FLOOR AND THE SECONDD WILL COME BACK THROUGH THE COCKPIT DOOR
441. type "fire gun" or use function key
442. wait to masked skyjacker
443. type "search masked hijackers pockets" (wire cutters)
444. wait to the other man and type "search turban" (instruction to defuse bomb)
445. wait to the rear of the plane and enter the restroom
446. type "look dispenser"
447. type "open dispenser"

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

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

455. RETURN AND PARTNER FLOWN BY HELICOPTER TO THE STEELTON PD

456. type "look table"
457. type "get radio"

458. walk out of Lieutenant's Office all the way to left of screen
459. program control will take you to Steelton Park

460. walk to top of screen into the next scene

**NOTE:** THE MUGGER CAN APPEAR IN ANY SCENE, WHEN HE DOES...

461. type "use radio"

**NOTE:** KEITH WILL SHOW UP WITH MUGGER IN HANDCUFFS

462. walk to mugger and type "read rights"
463. type "question man"
464. walk to right side of screen into next scene

465. walk to right side of little hill, near lower middle screen
466. type "look down"
467. type "open cover"
468. type "look sewer"
469. type "climb down ladder"

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

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

473. continue walking down the screen into the next scene
474. turn and walk into the scene on the left (make sure you're on the top side of the sewer)
475. stand in front of cabinet and type "open cabinet"
476. type "get gas mask"
479. turn around, cross the sewer to the lower side, walk back into the next scene
480. type "wear gas mask"
481. walk to the right, turn the corner, and walk down the screen into the next scene
482. continue walking down the screen into the next scene (avoid open manhole)
483. turn the corner to the left and stop (make sure you're on the top side of the sewer)
484. walk to the left of the screen into the next scene
485. walk to the control room door
486. walk into the control room

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

NOTE: MAKE SURE GUN IS DRAWN AND LOADED

490. walk to and hide behind large pipe on left

NOTE: ALLOW TIMER TO EXPIRE AND BAINS WILL ENTER SCENE

491. type "fire gun" or use function key

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

492. The "Death Angel" is killed ................................ 15

493. Program control takes you through ending sequence