

# POLICE QUEST™



H I N T B O O K

IN PURSUIT OF THE DEATH ANGEL





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# POLICE QUEST™



HINTBOOK

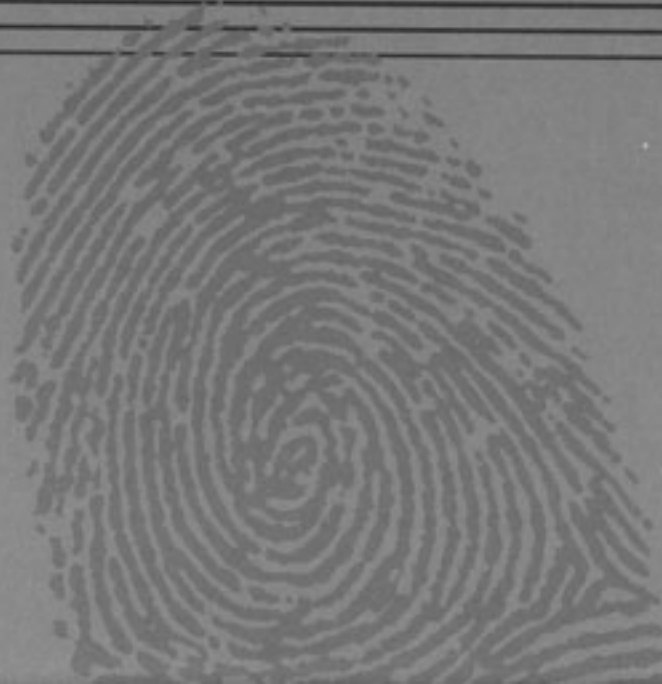
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# POLICE QUEST

IN SEARCH OF THE

**DEATH  
ANGEL**



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## INTRODUCTION TO POLICE QUEST

Welcome to the new version of Police Quest : In Pursuit of The Death Angel! I hope you are finding your experience as a police officer to be both fun and challenging. "Police Quest" was designed to put you in the driver's seat as a police officer, with true-to-life situations with which to contend.

With all-new digitized VGA graphics, music support for a long list of sound cards, the easy to use point-and-click interface, and some new twists to the original story, Sierra is proud to present you with this new version of Police Quest, designed to enhance the realism and excitement you experienced from the earlier release.

If you have never played one of Sierra's new games, take a moment to read your game documentation and become familiar with our new point-and-click interface. In fact, this hintbook has been written for the new point-and click interface.

Thank you for purchasing Police Quest and this hintbook. Hopefully, this game has given you a little insight as to what it is like to be a police officer.



A dead body found at Cotton Cove.

## JESSIE BAINS CRIME PROFILE OF THE DEATH ANGEL

The following crime profile on Jessie Bains is from the classified archives of the Lytton Police Department. As you read through this, you may well wonder why Jessie Bains is still out on the streets. Certainly his history is made up of a series of cruel and vicious crimes. Perhaps it is our criminal justice system itself that has failed.

### CASE #1 TDA, AGE 19

First Known Offense: Armed Robbery

ON OCTOBER 20, 1976, Jessie Bains was released from a state penitentiary. He was serving a short sentence for an armed robbery he committed as a teenager. While in the state penitentiary, he recruited a gang of robbers and murderers...

### CASE #2 TDA, AGE 19

First Known Offense: Multiple Murders

One month after his release, he and his gang robbed a convenience mart. Bains was afraid the man could identify them, and two days later they returned and shot the same convenience mart clerk twelve times.

Their robbery spree continued. In an attempt to intimidate another citizen who had witnessed their robbery, the gang exhumed a body and placed it on the woman's front porch. A sign was placed around the neck of the cadaver with the words, YOU'RE NEXT! printed on it.

They were arrested for the robbery and the witness, despite their threats, testified against them. A few weeks later they kidnapped the fifty-five-year-old woman, poured gasoline on her, and set her on fire. Bains was released on parole one year later...

### CASE #3 TDA, AGE 23

Third Known Offense: Drug Smuggling

ON MAY 3, 1980, while living in Los Angeles, Bains and accomplice Elizabeth Gomez were stopped on a sidewalk outside a grocery store by local authorities. Gomez was pushing a baby in a stroller, which the officers inspected. They found a healthy, happy 8-month-old baby boy with a bulging diaper. The diaper turned out to be filled with heroin.

The judge at their trial ruled that a baby has the rights of a person, and therefore is granted the protection of the Fourth Amendment, which protects against unwarranted searches. Since the officers didn't get the baby's consent for the search, the case was dismissed...



### CASE #4 TDA, AGE 27

Fourth Known Offense: Murder

ON JANUARY 15, 1984, Bains was living in New Hampshire and was charged with the death of a fourteen-year-old teenager. The victim had been shot in the head.

Bains' car matched the description of a car that had been seen on the night the youth had disappeared. Bains admitted he frequently visited a local restaurant where the teen worked. A warranted search of his apartment turned up a gun that matched a bullet in the victim's body.

Upon basis of the evidence, the State Attorney General ordered Bains' arrest and a search warrant for his automobile. Examination of his car revealed several particles of clothing that matched the clothes of the victim. After studying the case for five months, the Supreme Court ruled that the search of the automobile was unreasonable, because the Attorney General was not a neutral and detached magistrate. The conviction was reversed...

### CASE #5 TDA, AGE 29

Fifth Known Offense: Smuggling Contraband

ON JUNE 13, 1986, a drug-addict informant advised the police that Bains would arrive in a small town in Massachusetts driving a blue AMC Pacer containing heroin, marijuana, and LSD. He even gave them the license plate number. Police officers obtained a warrant, approached Bains outside a local store and told him they had a search warrant. "That won't be necessary," Bains told them, and conducted the search himself. He reached into his glove compartment, seized some contraband, and then fled the scene on foot. They chased and apprehended him, then searched his car, finding more drugs. He appealed and was released just three years later, when a federal court ruled that the search warrant was inadequate since the informant's tip was too vague to be of any value...

# CROSSWORD PUZZLE CLUES

## ACROSS

1. Fear of crowds
2. A court that sits at two or more places within one judicial district. A Court.
4. Imaginary
6. Sufficient at first impression, apparent (two legal Latin terms)
10. The party who has a grievance in a legal proceeding
11. Unlawful
12. To look for that which is hidden
13. Something that furnishes proof
14. Violation of duty or of law
16. Postmortem examination
23. Name of a writ of inquiry or review (Latin)
24. Breakdown, diagnosis
26. Larceny
27. Demonstrating cruel, cold-blooded behavior
29. To bring to ruin
30. A mortal wound is \_\_\_\_\_

## DOWN

1. A noisy, heated, angry dispute
3. See the Woman, Keep the Peace (abbreviated)
5. Subject to confinement
7. To slaughter wantonly
8. All Points Bulletin (abbreviated)
9. That suspects must be read their rights was the result of this famous case vs. Arizona
13. A gross overcharge
15. Violation
17. More evidence for than against (two words)
18. Repulsive
19. That teenagers are not tried as adults is often no \_\_\_\_\_ for their committing a crime
20. To make used to, accustomed
21. Informer (Slang)
22. Not innocent
25. A writ commanding one to appear in court
28. To deprive one of liberty by means of legal authority

ANSWERS ON PAGE 65

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## WHAT'S NEW IN POLICE QUEST



Writer Lorelei Shannon  
& Producer Tammy Dargan



The POLICE QUEST  
art team

Several years ago, Sierra created one of the most popular, realistic action adventures of all time. We called it *Police Quest: In Pursuit of the Death Angel*. *Police Quest* gave game players a taste of what it was like to be a real-life policeman in realistic police situations. Back then however, graphics were crude and less colorful, and the music was restricted to a collection of beeps and clicks.

Sierra's new version of *Police Quest* offers stunning 256-color digitized VGA graphics, music support for a long list of sound cards, new twists in the original story (now including more detailed characterizations by writer Lorelei Shannon), and the ease of our new point-and-click interface. In short, the new *Police Quest* now has the look and feel of the realistic *City of Lytton* originally envisioned and the ease of play equivalent to our most recent games.



Touching-up an original painting before digitization.



Finishing a digitized image for Police Quest.

Providing his creative influence, Scott Murphy (working closely with Producer Tammy Dargan) has successfully blended Sierra's new technology with the original excitement and realism we set out to achieve many years ago. The result is a new game that offers exciting fast-paced action. For example, the new easy-to-use driving interface offers a spine-tingling high-speed car chase as we pursue a convicted felon. Police Quest's new card playing interface also takes us front row in a high-stakes poker game!

To create the realistic, hard-edged scenes in the game, Art Designer Jim Larsen used our extensive video capturing process called "rotoscoping" to add real-life actors into the game. This technique was also used to add realistic props to the game. These images were digitized into the computer and artistically enhanced to fit the look and feel of the game. Next, computer-enhanced characters were placed on top of our hand-painted digitized backdrops. Finally, a series of hand-drawn animation scenes added the finishing touches.



Programmers take digitized images and program the game.



Composer Rob Atesalp talks about composing the main theme.

Rob Atesalp composed the main theme for Police Quest. Many of us here left the game playing on our computers just to listen to this suspenseful soundtrack. Rob also created additional sound effects and themes adding further authenticity to the game.

Lead programmer Mike Larsen teamed together some of Sierra's best programmers including Carlos Escobar, Krishnan Shankar, Chip Kerchner III, Todd Powers, Scott Murphy, Michael Brock, and Hugh Diedrichs. Their many months of coding efforts turned Police Quest into one of Sierra's most technically advanced games to date.

Video-captured human actors with life-like action sequences, hand-painted, digitized graphics, and realistic sound effects help create the reality of a gritty world of crime and corruption. The challenge was to create life-like realism depicting the City of Lytton and all its characters. The result: Police Quest comes to life like it never could before, and in the process has kept a team of artists, programmers, musicians and writers here at Sierra busy for several months. We hope you enjoy this new version of Police Quest as much as we enjoyed re-creating it.



## HOW THIS BOOK WORKS

The whole point of playing *Police Quest* is to discover its puzzles and puzzle solutions. However, some puzzles may be so well hidden that you don't even know where to begin. Or, this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

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



Scenes from the opening credits. First as a storyboard, then the final animated sequence.

## NOTE TO BEGINNING ADVENTURERS

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

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

## IF YOU HAVE FINISHED POLICE QUEST

After the game hints a section entitled After You've Completed the Game contains a Points List, a list of things you may not have tried in the game, plus some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing *Police Quest*. We hope you have as much fun playing it as we had creating it.



## GAME HINTS

### GENERAL QUESTIONS

Before reading the hints here, please take a look at the section in your Police Quest game documentation entitled, Click Through of the Morning's Events in the Station.

*Sonny moves too fast! Sonny moves too slow!*

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

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

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

#### **EXAMPLE:**

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

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

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

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

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

- Search the police station and find the tools of your trade.
- Your first action should be to find the locker room.
- \* In your game documentation is a very useful beginner's Click Through of the Morning's Events in the Station. Take a look at it.

*Where can I find my nightstick?*

- \* Your nightstick can be found in your locker.

*What's the point of this game anyway?*

- \* Police Quest gives you an experience of what it's like to be one of Lytton's finest. You protect and serve the citizens of Lytton, you patrol the streets, you take action against law breakers, and you may even get to apprehend the bad drug lord, the Death Angel.

## **FIRST SHIFT : AT THE STATION**

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### **HALLWAY**

*I'm in the hallway of the station, what's that box on the wall by the elevator?*

- Use the Eye cursor to look at it.
- \* When you look at this box, you'll discover that it contains Transfer forms. Later in the game, you'll need to fill out a Transfer form.

*I'm in the hallway of the station, now where do I go?*

- Take a look at the section in your documentation entitled Click Through of the Morning's Events in the Station.
- Sonny is still in street clothes and needs to change into uniform. Look for somewhere he can change.
- Have you found the locker room?
- \* Walk down the hallway and enter the locker room. Now Sonny can shower and change into his uniform when you open his locker.

## LOCKER ROOM

*Okay. I'm in the locker room. Am I supposed to have a locker? If so, where is it?*

- Use the Eye on each of the locker doors to find out which one's yours.
- \* Your locker is the middle locker in the second row.

*I found my locker, but now how do I open it?*

- You'll need your documentation for this one. Your locker combination is contained in The Gazette.
- \* When you use the Hand cursor on your locker you'll see a close-up of your combination lock. Dial in your combination using the hand cursor. Your locker combination is the same as the score listed in the Pigg Bowl article of The Gazette.

*I've opened my locker. Now what?*

- First things first. Perhaps a shower would be in order.
- You'll have to change out of your civis.
- \* Click the Hand icon on the towel on the top shelf and walk over to the showers.

*Now that I'm clean, what's next?*

- Can't start your day and be cited for being out of uniform, you'd better get dressed.
- \* Open your locker and click the Hand icon on your uniform, your nightstick, your holster, and your ticket book.

## BRIEFING ROOM

*I'm in the Briefing room, but there's no briefing. What am I doing wrong?*

- You need to do a couple of things here before the briefing begins.
- Did you notice the newspaper lying on the front table or the pigeon holes?
- \* After you read the newspaper lying on the front table the briefing will begin.

*The briefing is about to begin but I can't find my seat. Where am I supposed to sit down?*

- Take a look at the available seats. Do you notice any vacant chairs? Try sitting in one of the empty seats.
- \* Your seat is on the left side of the table in the front left side of the room. Use the Hand cursor on the chair to sit down.



*I'm in the Briefing room but Sergeant Dooley keeps yelling at me. What am I doing wrong?*

- Have you found your seat yet? If so, are you sitting in it?
- Have you changed from your street clothes into your uniform?
- \* Before you enter the Briefing room, be sure to go to the locker room, shower, change into your uniform and get your equipment. Next, find your seat and sit down before the briefing begins.

*Sergeant Dooley sure is saying a lot of things in this briefing. Is there anything I should pay particular attention to?*

- Yes. There are two things you want to remember.
- First, you want to listen very carefully to his discussion about the stolen silver Mercedes and make a note of the license number and VIN. Second, pay attention to the call letters he assigns to you. You'll use them throughout the game.
- \* You need to remember the license number of the stolen silver Mercedes is LOP123 with VIN 603456218. Also remember that your call letters are 83-32. You'll use them throughout the game.

*The briefing is over. Is there anything else I should do in this room or should I just leave?*

- Yes. It wouldn't hurt to take a look around this room again.
- Take a look at the pigeon holes to the right of the blackboard.
- \* Use the Eye cursor on the pigeon holes to find Sonny's pigeon hole. Take the note from Steve. He wants to meet you somewhere later in the game.

*Okay. I'm ready to hit the streets. Now if I could only find my patrol car keys. Where should I look for them?*

- You need to leave the briefing room to find them.
- Have you looked around the hallway?
- \* The keys to your patrol car are hanging on the board in the hallway beside the briefing room. Use the Hand cursor to pick them up.

*What else do I need from the station?*

- You'll want to be able to communicate with Dispatch once you leave the building.
- A radio would be good.
- \* Take a radio extender from the hallway table. Don't worry, you're an officer, they trust you to return it when you're done.

## **PARKING GARAGE**

*If that's my Camaro in the police station parking lot, why can't I drive it?*

- You can drive your vehicle only at the appropriate time.
- You shouldn't take your private vehicle when you're on duty.
- \* You can drive your sports car, but you have to wait until you're off duty. Later in the game you'll finish your shift. After changing into your street clothes, you'll find your keys hanging right where you left them last — in your locker.

*Okay. I have my patrol car keys. Is there anything else I should do before taking off in my patrol car?*

- You might take a look at your game documentation. The section entitled Special Operating Procedures will give you a hint about vehicle safety.
- \* Before operating your patrol car perform a walk-around safety inspection of your vehicle. To do this walk around your vehicle being sure to walk past all four wheels.

*Why does my patrol car break down all the time?*

- Did you read the section in your documentation entitled Special Operating Procedures?

- You need to perform a walk-around safety inspection of your vehicle before driving it.
- \* Perform a walk-around safety inspection of your vehicle by walking around your vehicle being sure to walk past all four wheels. Now your patrol car will quit breaking down.

## **IN YOUR PATROL CAR**

*Okay. So now I'm driving, but nothing seems to be happening. Should I know where I'm going or am I doing something wrong?*

- You need to be patient. Drive around for a little longer.
- Stay observant out there. You might see someone breaking the law, it's your job to pull them over.
- \* Just keep driving. Eventually you'll receive a call from the station about an accident. When you get the call, head right to the scene of the accident.

*I've arrived at the scene of an accident. Now how am I supposed to handle this?*

- Think about the first thing a police officer might do in this situation.
- First, examine the victim and check for a pulse. Then try to determine if there are any witnesses.



- \* Examine the victim by using the Eye cursor on him. Next, talk to the crowd of spectators standing to the right of the wreck. A young man will come forward and tell you he saw what happened. Talk to him to get the story. Radio in to the Station everything you've found out.

*I'm at the scene of the accident but can't seem to leave. Have I done something wrong?*

- After examining the victim, you need to take one more action. Did you notice the crowd of spectators?
- \* Talk to several witnesses on the sidewalk to the right of the wrecked car. A young man will step out of the crowd and tell you he saw what happened. Be sure to talk to him. He'll give you information about the license plate number of the car that got away. Radio in to the Station everything you've found out.

*I feel pretty confident I handled this accident properly, but now what should I do?*

- Since there are other officers on the scene you may leave.
- You are on duty and that means you need to get back on patrol.
- \* You may go ahead and leave the scene. After driving around in your patrol car for a short time, you'll receive a call on your radio about where to go next.

*I'm at Caffeine Carol's having coffee with Steve. This is fun but is anything else supposed to happen here?*

- Sure, but you need to continue talking with Steve for awhile longer.
- Have you received a phone call yet?
- \* While drinking coffee with Steve, you'll receive a phone call from Detective Hamilton. He'll give you the details about the cause of death of the victim in the last accident.

*How come every time I go to the courthouse the judge throws me out or the door is locked?*

- Do you have a specific reason for being there?
- Perhaps you should try visiting the courthouse later in the game.
- \* You're going to the courthouse at a time when you don't need to be there. Later in the game, you'll have a specific reason to go to the courthouse.



*I've pulled over a young woman in a red sports car. Should I write her a ticket? If so, how?*

- Well you can use your best judgement here. But before you approach her vehicle you might want to save your game.
- Did you look at her license plate?
- Do you have your radio extender? Better check out her car's plates first.
- Approach the woman and speak to her. Whether you write her up is really up to you. However, you might consider what a good cop should do.
- \* Save your game before approaching her car. Look at her license plate, then radio in the plate number by using the radio extender on Sonny. Approach the woman and talk to her twice. When you're given the choice to write her a ticket, choose "Ticket." Now you'll see another side of this pretty face.

*I received a call about a disturbance at Caffeine Carol's. I'm back at Caffeine Carol's. Where's the disturbance?*

- Have you spoken to anyone in the diner yet?
- Talk to Carol.
- \* You need to talk to Carol. You'll discover she's upset about the bikers taking up so many parking places out front. Now go through the alley to Wino Willy's and take care of her complaint. But be sure to save your game first.

*These bikers in Wino Willy's are pretty nasty. No matter what I do they kill me. How do I defend myself in this situation?*

- After being threatened by the bikers, talk to them only once. Then try taking a quick defensive action.
- Have you tried using your nightstick? You should have taken it from your locker.
- \* When you first enter Wino Willy's the bikers will threaten you. Talk to them only once. Next, select the nightstick from your inventory and use it on the bikers. Now they'll cooperate.

*I've taken care of those bikers in Wino Willy's. Now does this girl in here know something I should know?*

- Marie? She sure does. Why not try talking to her?
- \* After the bikers clear out of the bar, walk over to Marie and talk to her several times. She has some important information about drug traffic in Lytton.



*I've taken care of the situation at Wino Willy's. Now should I hit the streets?*

- Not so fast. You might want to tie up some loose ends.
- It's a good idea to see the complainant one more time.
- \* Visit Carol once more to let her know that you took care of those bikers! Now you can hit the streets.

*I found a drunk driver, but he's not cooperating. How do I arrest this drunk driver?*

- Before you approach the drunk driver, save your game.
- Find out some background information on him as well.
- Did you radio in his license plate number?
- Talk to the drunk driver a couple of times. Then perform a field sobriety test to determine whether he's really drunk or not. Then arrest him.
- \* When you pull the drunk driver over, first look at his license plate. Use the radio extender on Sonny to call in the license number and find out his history. Talk to the drunk driver twice, then administer the field sobriety test. Handcuff the drunk behind his back, then use the Hand cursor on the rear passenger door of your patrol car. Drive him to jail.

*The drunk driver is begging me to handcuff his hands in front of him. Should I be a nice guy and do this?*

- Use your own judgment here. Before making a decision, save your game first.
- He's a potentially dangerous suspect.
- \* Be sure to handcuff his hands behind his back.

*Now that the drunk is in my patrol car, what do I do with him?*

- That's a good question. Is there a good place to take criminal suspects in your car?
- How about the park? Maybe he can teach you a few drinking games. Nah, that's not it.
- \* Drive the drunk to the jail.



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

- Before you enter the jail, save your game.
- Look for a place to store your gun.
- When you enter the jail talk to Paul the jailer. Consult your documentation for proper booking codes.
- Now you can remove his handcuffs.
- \* Before entering the jail, lock your gun in the gun locker outside. Next, enter the jail and talk to the booking officer. Charge the drunk with the appropriate vehicle offense codes listed in your game documentation. Remove the handcuffs and escort the drunk to the holding tank door.

*I've taken the drunk driver to jail and he hit me over the head with my revolver. What am I doing wrong?*

- Did you notice the gun lockers at the entrance to the jail?
- \* You need to secure your gun in one of the gun lockers before entering the jail. Also, don't forget to retrieve your gun when you leave.

*I just finished booking the drunk when Laura reminded me to put in for a transfer. How do I do this?*

- First you need to go to the Station.
- To put in for a transfer just fill out the appropriate forms. You'll find Transfer forms in the hallway by the elevator.

- \* When you return to the Station, look at the box on the wall beside the elevator. This is where the Transfer forms are located. Take a Transfer form, fill it out at the table, then return it to the box. Now your transfer request is complete.

*Okay. I put in for a transfer. What do I do now?*

- Have you visited anyone in his office?
- How about Sergeant Dooley?
- \* Enter Sergeant Dooley's Office and listen to him accuse you of being the Gremlin. Then head back to the locker room and change into your street clothes.

*I've visited Sergeant Dooley. Now what do I do?*

- Do you recall what Sergeant Dooley said about your shift?
- Your first shift is now over. Therefore, you need to find somewhere to change out of your uniform.
- That's right. Go to the locker room to change.
- \* Enter the locker room, take a shower, then change into your street clothes. Now you can take your car to the Blue Room.

## **OFF DUTY : AT THE BLUE ROOM**

*I'm off duty now. Where should I go?*

- Remember today is Jack's birthday party.
- Steve mentioned Jack's party would be at the Blue Room.
- \* Head to the Blue Room for Jack's birthday party celebration.

*I've arrived at the Blue Room, now what?*

- Remember today is Jack's birthday party.
- You need to find Jack and sit down beside him.
- \* Find the empty seat beside Jack and talk to him a couple of times. Eventually, Keith will tell you your second shift is about to start.

## **SECOND SHIFT : AT THE STATION**

*I'm at the station for my second shift. What does a cop do on his second shift?*

- Well, you can start by changing into your uniform.
- The beginning of your shift is very similar to the beginning of your first shift. Think about what took place then.
- Have you checked out the Briefing room?
- \* Go to the locker room, shower, and change into your uniform. Next, head to the Briefing room for your second briefing.



*I'm in the second briefing. What am I supposed to learn here?*

- In this briefing you find out some more information about the accident that occurred in your first shift.
- \* Listen for the names Sergeant Dooley mentions. Also pay attention to the car description and how it's connected with the murder of Lonnie West.

*Okay. I've attended the briefing. Now where do I go?*

- You can't sit around the station all day. It's time to hit the streets.
- Find the keys to your black and white patrol car and get going.
- \* You need to get out on patrol. The keys to the black and white patrol car are on the key board in the hall. Go to the parking garage and take the black and white out on patrol.

*I'm on a cruising tour of Lytton, is this all there is to police work?  
Where's the action?*

- Just be alert and patient out there. Something will come up as you keep cruising.
- After awhile, you will receive a call from the station.
- \* You will be called to a domestic disturbance, get there quickly!

*I try to get to the domestic disturbance, but I can't get out to see what's so disturbing!*

- How far from the location of the call where you?
- You must drive to the area of the disturbance immediately.
- \* Before you can get out of the car, you will be notified of a speeder in your area. Forget about the disturbance, someone else will handle it, go after the speeder!

*I went to the courthouse but the judge threw me out! Why?*

- Do you have any official business to discuss with him?
- Did you talk to the bailiff first about your evidence?
- \* Perhaps you're going to the courthouse at a time when you don't need to be there. Later in the game, you'll have a specific reason to go to the courthouse. Try again later.

*How do I stop the felon suspect in the stolen car?*

- Refer to your game documentation for procedures on pulling over a suspect.
- Have you tried turning on your flashing lights?
- \* To pull the suspect over, you need to be in Code-3 status, which means turn on your lights and siren. After following closely behind him with your lights and siren on, he'll pull over.

*I've pulled the felon suspect over at an intersection. How do I arrest him?*

- Refer to your game documentation for correct procedures of a felony arrest.
- \* Radio for backup and wait till your backup unit arrives.
- \* Stay behind your patrol car door and draw your gun.
- \* Talk to the felon several times to instruct him to get out of the car and on the ground.
- \* Holster your gun and then walk over to him.
- \* Use the handcuffs on the felon suspect.
- \* Instruct him to stand up and search him. Escort him to your back passenger car door and seat him in the back seat.
- \* Talk to him again to be sure he hears his Miranda Rights.

- \* Radio for backup and wait till your backup unit arrives. Stay behind your patrol car door and draw your gun. Talk to the felon suspect four times to instruct him to get out of the car and on the ground. Walk over to him. Holster your gun. Use your handcuffs on the suspect. Instruct him to stand up and search him. Escort him to your back passenger car door and seat him in the back seat. Administer his Miranda Rights.



*The felon suspect in the stolen car keeps shooting me. How do I prevent this?*

- Refer to your game documentation for correct procedures of a felony arrest.
- When you get out of your car, stay behind your patrol car door and wait for your back-up unit to arrive. Don't make a move until your back-up unit is in place.

- \* Radio for backup and wait till your backup unit arrives. Stay behind your patrol car door and draw your gun. Talk to the felon suspect four times to instruct him to get out of the car and on the ground. Walk over to him. Holster your gun. Use your handcuffs on the suspect. Instruct him to stand up and search him. Escort him to your back passenger car door and seat him in the back seat. Administer his Miranda Rights.

*I arrested the felon suspect, but when I tried to put him in the back seat of the patrol car he shot me. What did I do wrong?*

- Refer to your game documentation for correct procedures of a felony arrest.
- Did you search the felon suspect before putting him in your patrol car?
- \* After handcuffing the felon suspect, search him when he stands up. You'll find his gun and confiscate it. After he's in your patrol car, ask Jack for the gun and look at it. You'll discover some valuable information to use in the computer back at the station.

*I got the felon suspect into the patrol car. Am I ready to take him back to the station?*

- Not yet. There's something else you should search.
- How about taking a look at his car?
- \* Before you take the felon suspect to jail, search his car.

*Okay. I'm searching the felon suspect's car. What exactly am I looking for?*

- Search the car for anything that might be illegal.
- Look for something that verifies this is the stolen car.
- \* Examine the door to find out the VIN. Next look at the dashboard to see a close-up view of the glove compartment. Search the glove compartment. Take both licenses and the black book. Press the button in the glove compartment to open the trunk. Walk around to the rear of the car and search the trunk. You only need to look at the contraband in the trunk since Jack will impound the drugs for you. Now take your suspect to jail.

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## **AT THE JAIL**

*I've taken the felon suspect to jail. Now what?*

- Before you enter the jail, save your game. You might also look for a place to store your gun.
- Talk to the booking officer and consult your documentation for proper booking codes.
- Now you can remove his handcuffs.
- \* Before entering the jail, lock your gun in the gun locker outside. Next, enter the jail and talk to the booking officer. Charge the felon suspect with the appropriate vehicle offense codes listed in your game documentation. Remove the handcuffs and escort the felon suspect to the holding tank door.

*I've taken the felon suspect to jail and he hit me over the head with my revolver. What am I doing wrong?*

- You should never take your gun inside the jail.
- Did you notice the gun lockers at the entrance to the jail?
- \* You need to secure your gun in one of the gun lockers before entering the jail. Also, don't forget to retrieve your gun and handcuffs when you leave.

*I just finished booking the felon suspect. Now where do I go?*

- You need to go back to the station.
- Do you recall what Jack told you about Sergeant Dooley?
- \* You need to return to the station to see Sergeant Dooley. He has an important memo for you.

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## **AT THE STATION**

*Sergeant Dooley just handed me this memo. Where should I go to next?*

- Well this is your transfer to the Narcotics office. Perhaps you should find somewhere to change into plain clothes.
- Didn't Sergeant Dooley say you'd report to Lieutenant Morgan?
- \* First go to the locker room and change into street clothes. Next, report to Lieutenant Morgan and talk to him about your new assignment in the Narcotics office.

*Why does the officer in the evidence lock-up always ignore me?*

- Russ? He'll discuss any business you have from the Narcotics department.
- Do you have any evidence from Narcotics to give him?
- \* Go to the evidence lock-up only after you've become a Narcotics officer. Otherwise Russ will be too busy to help you.

*I'm in Lieutenant Morgan's office. Is there anything, in particular, I should look for?*

- Just pay attention to what the Lieutenant is saying to you, it may save your life.
- \* You are being given a special assignment that could mean your big break, you must pay attention and follow orders.

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## **NARCOTICS OFFICE**

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*I'm in the Narcotics office, now what am I supposed to do?*

- Have you become familiar with your new office?
- Have you tried introducing yourself to your new partner?
- \* When you enter the Narcotics office talk to Laura. She's your new partner and will show you around.

*Laura left me here alone. How do I get started on this case?*

- First thing you need is a little background information.
- \* Examine the files in the bottom middle file drawer. Remove Hoffman's file and examine it closely.

*I've found Hoffman's file, but I need more hard evidence to convict him. What's a Narc to do?*

- Is there some evidence here that can help you keep that scum Hoffman behind bars?
- \* Take the file to Russ in Evidence Lockup. He'll be happy to help you.
- \* Note the serial number on the gun and read the black book, and run a check on the serial number through your computer.
- \* Next check the FBI file number you find.
- \* Print out the Wanted poster of Hoffman, and take it immediately to the courthouse to get a No-Bail Warrant from the Judge.

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## **COURTHOUSE**

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*How do I get past that court clerk?*

- Have you introduced yourself?
- Do you have some evidence you wish to show the judge?
- \* Talk to the court clerk three times. After discovering you need a No-Bail Warrant, he'll let you in to see the judge.

*Why does Judge Palmer keep throwing me out of his courtroom?*

- Did you talk to the court clerk first?
- Do you have some evidence to show the judge?
- \* After talking to the court clerk three times, you should be able to see the judge about a No-Bail Warrant. Show the judge the FBI Most Wanted poster and the Hoffman file.

*Okay. I showed my evidence to the judge, but he still throws me out. What am I doing wrong?*

- Before the judge will give you a No-Bail Warrant, you need two pieces of evidence.
- Did you print out the FBI Most-Wanted poster from the file and did you bring the Hoffman file?
- \* Show the judge the FBI Most-Wanted poster and the Hoffman file. Now he'll present you with a No-Bail Warrant.

*The judge gave me a No-Bail Warrant for Hoffman. What should I do with it?*

- Well, think about where Hoffman is right now.
- \* Take the No-Bail Warrant to the jail and present it to the booking officer. Now Hoffman can't be released.



*I took the No-Bail Warrant for Hoffman to the jail but Hoffman's already been released! Now what?*

- Oops. You're too late. This means you've lost quite a few points, but you can still finish the game.
- \* At this point, you have a couple of options. First, you can restore one of your earlier saved games and try getting the No-Bail Warrant to the jail more quickly. Second, you can continue to play the game, and you'll win with fewer points.



## CITY PARK

*Laura and I are at Bert's Park, but nothing seems to be happening here. What am I doing wrong?*

- Have you found a sufficient hiding place?
- If you walk down the middle sidewalk you'll find a good hiding place.
- \* You need to hide behind the bushes at the end of the middle sidewalk. Now just wait, pretty soon you'll witness a drug deal going down.

*The drug dealers either run away or blow me away! How do I make this stakeout work?*

- Timing on a deal like this is essential.
- Before you take action, wait until you witness money and drugs exchanging hands.
- Concentrate on apprehending the buyer instead of the dealer.
- \* After hiding in the bushes observe the dealer and buyer. When drugs and money exchange hands, draw your weapon. Radio Laura and then identify yourself as a police officer by using the Talk cursor on the dealer. Don't worry when the dealer runs away because Laura will catch him. Talk to the buyer two more times. Use the handcuffs on the buyer, talk to him once more, and search him. When you meet up with Laura and the dealer, talk to the buyer once more to learn some more information. Now take them to jail.

*Hey! What's wrong with this kid? He just swallowed the cocaine!*

- Well you never know what things suspects might try to conceal. Refer to your documentation for correct procedures of an arrest of this nature.
- Before placing him in your police car did you search him?
- \* Before you take these two to jail, be sure you search the buyer carefully.



## AT THE JAIL

*I've taken the suspects from the park to jail. Now what?*

- Before you enter the jail, save your game. You might also look for a place to store your gun.
- Talk to the booking officer. Consult your documentation for proper criminal codes.

- Now you can remove their handcuffs.
- \* Before entering the jail, lock your gun in the locker outside. Next, enter the jail and talk to the booking officer. Charge the drug offenders with the appropriate criminal codes listed in your game documentation. Remove the handcuffs and escort the suspects to the holding tank door. Be sure to get your handcuffs back.

*I returned Laura to the station and she told me to go to the Blue Room to talk to Jack. What do I have to tell Jack anyway?*

- What did you learn about this drug dealer you arrested?
- Wasn't this the dealer who sold Jack's daughter drugs?
- \* Visit Jack in the Blue Room and inform him that you've put the drug dealer behind bars who sold drugs to his daughter.

*Lieutenant Morgan just told me Hoffman has escaped and said I should review the evidence. What evidence?*

- Remember what you found in the stolen car?
- There was a black book.
- What about the gun you confiscated from the felon suspect?
- \* Go to the evidence lock-up and examine the black book and the gun you confiscated from the felon's arrest. Note the entry "Eliminate JM and LW." Use the magnifying glass cursor on the gun for a closer look at the serial number. This serial number can be entered into the computer in the Narcotics office.

*Does the station's computer have any purpose in this game?*

- Yes, the computer's data base contains a wealth of knowledge.
- The computer is instrumental for examining evidence and getting more details about suspects.
- You can also get more information about the police officers in your station.
- \* After examining the gun in the evidence lock-up (you confiscated it from the felon), enter the serial number of the gun into the computer. This will give you some information about the Chicago Detective Joe Taber. You can also find out the phone number of Lieutenant Morgan, which will come in handy later in the game.

*How do I get Sweet Cheeks Marie out of jail and convince her to help me?*

- Remember what Lieutenant Morgan said back at the police station?
- You want to convince her to help you with an undercover operation.
- \* After your briefing with Lieutenant Morgan, go to the jail and talk to Marie. You'll convince her to help you with the undercover operation at the Hotel Delphoria.

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## COTTON COVE

*I just arrived at Cotton Cove and found a dead body! What do I do?*

- First you need to talk to the other two officers on the scene. They'll ask you to identify the body.
- Next, examine the dead body for any unusual markings.
- \* After talking to the two officers on the scene, examine the dead body. Remove the blanket from the body. You'll discover a tattoo on the man's chest. Sonny will recognize immediately that this is Hoffman.

*I've just left Cotton Cove. Now where do I go?*

- Head back to the station for some important business to take care of.
- You need to report to your commanding officer.
- \* After leaving Cotton Cove, drive back to the station to report to Lieutenant Morgan for the briefing about the Hotel Delphoria operation.

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## THE STATION

*What do I do with the bottle of bleach I got from the briefing with Lieutenant Morgan, Laura, and Marie?*

- Did you read the directions on the bottle?
- This bleach is to be used in the shower.
- \* Once you have the bleach and the dye, go to the Locker room and take a shower. Sonny will color his hair, and you're ready to get dressed.

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## HOTEL DELPHORIA

*I'm trying to check in at the Hotel Delphoria, but the clerk at the front desk just ignores me! What's going on?*

- Are you wearing your uniform or have you dressed out in your street clothes?
- Did you dye your hair blond back at the station?
- \* Before you enter the Hotel, be sure you're wearing your street clothes and you need to have dyed your hair blond. Now you can pay the clerk at the front desk for a room.

*I've met Marie in the bar of the hotel. Now how do I get this operation started?*

- She's undercover, remember, she can't talk to you first.
- You might try striking up a conversation with her.
- \* Start the operation by clicking the Talk cursor on Marie.

*Marie is lovely to talk to, but what about the assignment?*

- Did you try talking to anyone else?
- After you start talking to Marie, order a drink.
- \* Talk back and forth with Marie and Alex the bartender. Buy some drinks. When Marie excuses herself, Alex will talk to you about the big poker game.

*Marie got me in with the hotel bartender. Now she wants to get me in bed in my hotel room! What should I do?*

- Do what any good cop would do! (Save your game before you act any further.)
- Perhaps you should call your boss.
- Remember Lieutenant Morgan's instructions to contact him after you've infiltrated the hotel action? It's time to call him.
- \* Don't sleep with Marie! She might blow your operation. Instead, call Lieutenant Morgan. He'll know what to do. He'll instruct you to call a cab for Marie. Dial 411 and request the number for the Lytton Cab Company.



*Why does Lieutenant Morgan never answer his telephone?*

- What number are you dialing? His home phone or office phone?
- Earlier in the game you should have noted his phone number.
- \* You may have noticed the Personnel section on the computer in the Narcotics office. If you had looked up Joseph Morgan in there, you would have found the number for Sonny to call. If you missed getting it, you can save your game now, restore to an earlier point in the game, get the number, then restore back to this point.

*After Marie left, I went back to the bar. Why won't the bartender let me in the game?*

- It's going to take more than charm to get her to admit you to the game.
- This poker game is for high stakes. Did you try giving her some money?
- \* To get into the poker game, give the bartender \$200. She'll take you in the storage room, search you, and then let you in. Be sure to save your game now in case you lose all your stake in the game.

*How do I finish this poker game?*

- You need to keep playing until you win a certain amount of money.
- \* You need to keep playing poker until you win five-hundred dollars. Check out the rules to poker and play your best, or select the "No, but win anyway" option. Selecting this option costs you points, but you can continue in the game.

*Hey! I won the poker game and Jessie Bains asked me to play a second higher stakes game. Where am I going to come up with that kind of bread?*

- Stay calm. There's someone who can help you get the money.
- You might go back to your room and see if anything comes to mind.
- \* Call Lieutenant Morgan and tell him about your progress on the case. He'll assign a backup team to meet you in your room. They'll give you everything you need for the next operation of the game.

*I won the second poker game and Jessie Bains invited me up to his penthouse. Unfortunately, he keeps blowing me away! What am I doing wrong?*

- First of all, save your game right after winning the second poker game.
- You need to stay in contact with your back-up unit.
- Did you get the transmitter pen from your back-up unit when they visited your hotel room?
- \* When Bains goes into the other room to answer the phone, take a look at the phone that is on the bar and look at the room number. Then use the transmitter pen to call for backup. At this point your backups will enter the room and take care of Bains. Congratulations! You've finished Police Quest.



**AFTER YOU'VE COMPLETED THE GAME...  
DID YOU TRY...**

- Letting the woman in the red sports car go without writing her up for a ticket?
- Handcuffing the drunk driver with his hands in front of him instead of behind him?
- Drawing your gun on the bikers at Wino Willy's?
- Using the ticket book on the drunk driver instead of your handcuffs?
- Taking your gun inside the jail when arresting the drunk driver or the felon suspect?
- Knocking and talking on all the room doors of the Hotel Delphoria?

## POINTS LIST

### POINT VALUE      ACTION

#### AT THE STATION

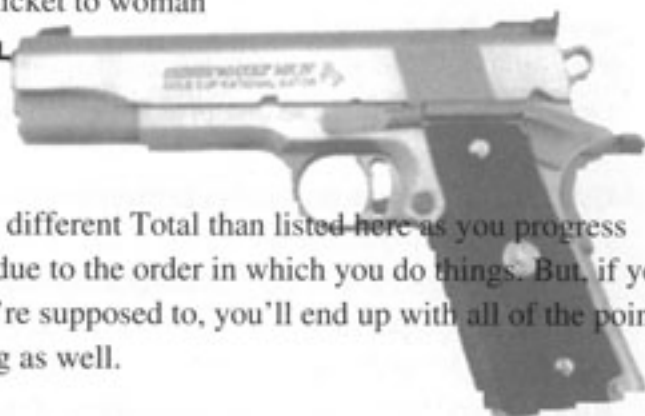
- 1    Open your locker
- 2    Taking your towel
- 3    Take uniform, nightstick, holster, and ticket book
- 1    Get note from pigeonhole
- 1    Get car key from keyboard
- 2    Get radio extender from table
- 5    Perform required Safety Check on Patrol car
- 15    TOTAL**

#### IN YOUR VEHICLE AND ON THE BEAT

- 3    Locate accident scene on Fig
- 5    Correctly handle scene and call Dispatch
- 3    Meet Steve at Caffeine Carol's
- 2    Talk to Detective Hamilton on Carol's phone
- 4    Pull over red sports car for speeding
- 1    Check license plate
- 5    Present ticket to woman
- 38    TOTAL**

#### NOTE:

You may have a different Total than listed here as you progress through the game due to the order in which you do things. But, if you do everything you're supposed to, you'll end up with all of the points and a happy ending as well.



### POINT VALUE

### ACTION

#### PATROL THE STREETS OF LYTTON

- 3    Talk to Carol about complaint with Wino Willy's
- 5    Use your nightstick on the bikers
- 3    Get information from Marie
- 3    Pull over drunk driver suspect
- 1    Check license plate
- 3    Administer field sobriety test
- 2    Place gun in locker
- 2    Turn in license
- 4    Book suspect on four charges
- 2    Properly remove handcuffs
- 3    Return to the station
- 69    TOTAL**



**POINT VALUE      ACTION**

**AT THE POLICE STATION AND THE BLUE ROOM**

- 2      Submit completed memo
- 1      Change into regular clothes
- 2      Drive to the Blue Room restaurant
- 2      Talk with Jack and Keith
- 76      TOTAL**

**BACK ON THE BEAT**

- 5      Pull over suspect
- 5      Request backup
- 2      Give order for suspect to halt
- 2      Give order to place hands over suspect's head
- 2      Give order for suspect to lie on the ground
- 2      Approach and handcuff suspect
- 1      Administer Miranda Rights
- 5      Locate VIN (Vehicle Identification Number) on car
- 5      Open glove compartment
- 2      Search trunk
- 3      Book suspect
- 1      Return to the Station
- 111      TOTAL**

**POINT VALUE      ACTION**

**IN THE NARCOTICS DIVISION**

- 2      Get Hoffman file from cabinet
- 3      Get unmarked car key from keyboard
- 1      Drive to Courthouse
- 117      TOTAL**

**TRAVELING THROUGHOUT LYTTON**

- 7      Get No-Bail Warrant for Hoffman
- 2      Present warrant to jailer
- 5      Hide behind the bushes
- 1      Question Simms
- 1      Handcuff Simms
- 1      Search Simms
- 3      Question Colby
- 2      Book drug dealers properly
- 5      Print Wanted poster of Taselli/ Hoffman
- 5      Arrive at Jail
- 10      Drive to Cotton Cove
- 159      TOTAL**





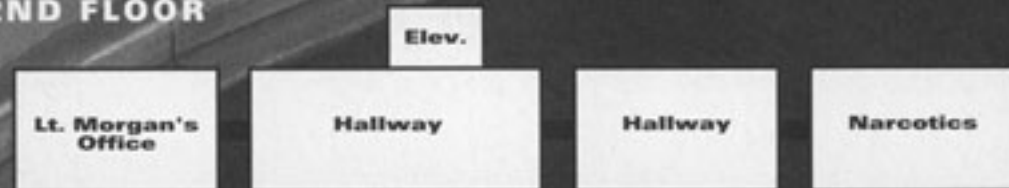
# MAPS

## THE POLICE STATION

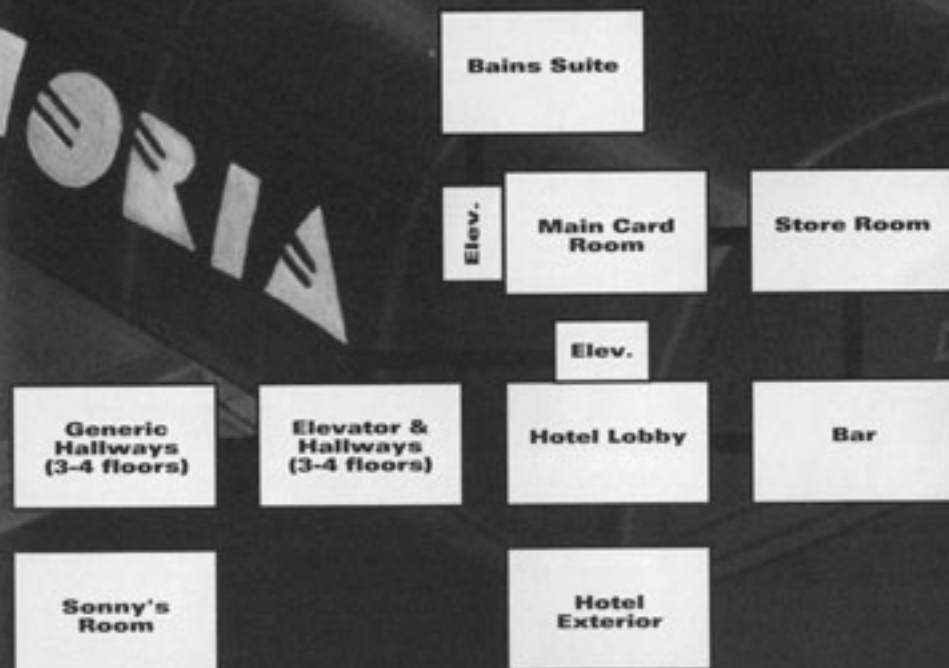
### 1ST FLOOR



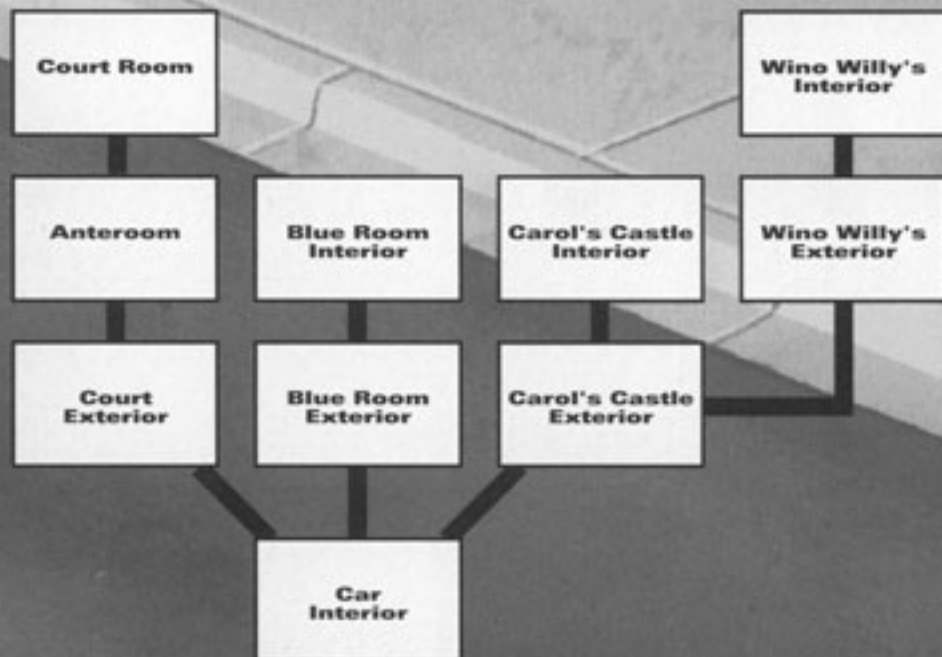
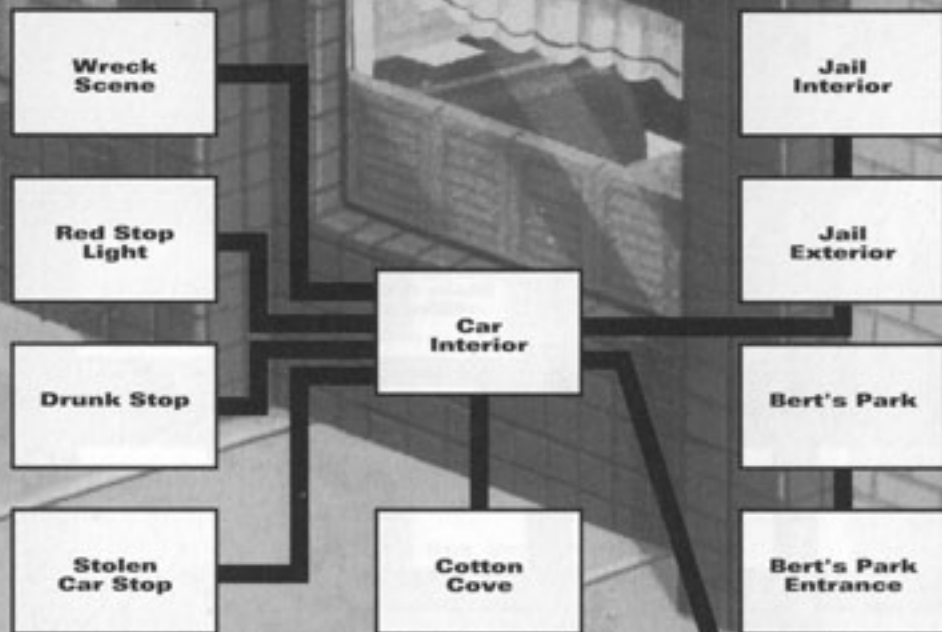
### 2ND FLOOR



## THE HOTEL DELPHORIA



# THE CITY OF LYTTON



# CROSSWORD PUZZLE ANSWERS

## ACROSS

1. ACHLOPHOBIA
2. CIRCUIT
4. FICTITIOUS
6. PRIMA FACIE
10. COMPLAINANT
11. ILLICIT
12. SEARCH
13. EVIDENCE
14. DELINQUENT
16. AUTOPSY
23. CERTIORARI
24. ANALYSIS
26. THEFT
27. BRUTALITY
29. CONFUSE
30. FATAL

## DOWN

1. ALTERCATION
3. CWKP
5. INCARCERATE
7. MURDER
8. APB
9. MIRANDA
13. EXTORTION
15. INFRACTION
17. PROBABLE CAUSE
18. OBSCENE
19. DETERRENCE
20. HABITUALLY
21. STOOLIE
22. GUILTY
25. SUBPOENA
28. ARREST



