

POLICE QUEST™

HINT BOOK

Hint Book

Introduction

Welcome to **Police Quest** and the City of Lytton! 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. 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** will just continue without you; if you fail to solve the current puzzle, you'll miss those points!

Therefore, we expect many people will finish this game with a very low score. This hint book will get you through successfully. If you have a problem that isn't covered here, feel free to contact Sierra's Customer Support Department at (209) 683-6858.

Before you go any further, take a moment right now to read your reference card and experiment with all the Menu items.

How this book works

The whole point of playing **Police Quest** is to discover its puzzles and the solutions to them. However, some puzzles may be so well hidden or so obtuse 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 a hint book

When you get stumped, look through this book and find the question that is closest to your problem. Place the window card over the desired question and read the answer. 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

It's not fair just to scan 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 here or there.

If you have finished Police Quest

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**.

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

Jim Walls
California Highway Patrol, retired

General Questions

All I do is wander about! Is this it?

Read the documentation that came with the game.

Search the police station to find the tools of your trade. You will need them when you are in the field.

Be sure to attend briefings. Sergeant Doolay will give some instructions, and as you patrol the city, you'll receive even more.

What's the point of this game, anyway?

Your primary goal is to stop the flow of illegal drugs into the City of Lethem.

To do that, you'll have to uncover clues that will lead you to the heart of the corruption.

However, and eventually, you'll come face-to-face with the Death Angel and, hopefully, you'll survive him.

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.

Be sure to "save" your game periodically as you play. Adventure games are designed to be saved and restored so you don't have to start over again at the beginning just because you made a mistake.

Sonny walks too slow! Sonny drives that patrol car too fast!

On some computers, you can type "slow," "normal," "fast," or "fastest."

Scenes with lots of animation may run at normal speed even if "Fast" is typed.

How can I see the objects I've collected?

Just try "look at the" and the object's name. To see your gun, type "look at the gun." Some computers have a menu item to help. See the reference card for your computer.

As soon as I walk out of the station, I die!

You must know your assignment first.

A police officer's day always begins with a briefing.

Go with the room to the upper right of the starting room. Sgt. Doolay will be only too happy to talk to you of today's tasks.

By the time I enter the briefing room, the game ends.

You're waiting too long. Cops should be punctual.

You also have an assigned position for briefings. Sgt. Doolay won't wait forever while you find it.

It's the only open spot at the table closest to the podium. Walk to it, sit down, & file the position.

I'm in the briefing room, but there's no briefing.

Perhaps you're too late. Try starting sooner.

The briefing starts an hour. Just wait a little longer.

Read the paper that's lying on the rear table. Usually by the time you finish, the briefing will begin.

Am I supposed to have a locker? If so, where is it?

It is in the locker room, of course.

Near the wooden bench between the two banks of lockers.

At the back end of the main bank.

I can't find the keys to my patrol car.

You'll find them in a hall.

They're hanging on a wall.

They're in the opening scene.

On the left wall, outside Sgt. Dooler's office.

Why does my patrol car break down all the time?

This happens to the best of drivers. You never know how the previous driver left the car.

Give your patrol car a safety inspection before you drive off.

Just walk all the way around your car, passing near all four tires.

Does the station's computer have any purpose in this game? I can't get a thing out of it.

At first, about all you have access to is enough to overheat the computer.

The more information you learn in this game, the more useful the computer will be.

Try searching "the gremlin" on Google for any spin-offs.

Who, or what, is "The Gremlin?"

The Gremlin is a cop that does whatever Sgt. Dooler a hard time.

The game's designer knew—but he isn't telling.

You will never find out.

What do I do with the chicken?

You could look at it.

You could talk to it.

Other than that, absolutely nothing. It's just the pound hardware of "The Gremlin."

Now that I've barbecued the chicken from Sgt. Dooley's desk, how do I set the table?

Hey! Stop reading these fake hints.

Get on with the game.

This is just another one of those phony hints.

If that's my blue sports car in the police station parking lot, how come I can't drive it?

It's a car, but not while you're on duty.

You must stay in uniform with your shift.

When you change out of your uniform you can no longer drive the patrol car. That's when you drive the Vette.

Don't forget your keys.

They're hanging in your locker.

I booked Hoffman and returned to the station. I'm at my locker, but I can't change clothes.

Remember what Jack told you back at the jail?

Report to Sgt. Dooley's office. He's got a memo for you.

Why does the memo make Sgt. Dooley's eyes water but doesn't bother me?

Dooley's eyes are just water-sensitive. I said he was a softie.

Where are the keys to the unmarked car?

They're not in the car.

They hang on a wall.

They're hidden in the cupboard in the Nancie's Office.

Where did Lt. Morgan go? He told me to check out the black book and then report to his office. I did, but he's nowhere to be found!

Remember, he said he also has another office.

Nope, no other office either.

Have you looked in the garage? They didn't have a garage.

Did you check out the room? You said it had a front door, but it's always locked.

Did you run the gov's serial number on the computer?

Tell you what? Detective Gabe in Canoga.

I'd like to bleach my hair. I'm tired of playing this game as a
brunette. Is it true blond officers really have more fun?

Yes, but first you must attend the briefing with Lt.
Mycroft, Lestrade, and Sweet Cheeks. Then YOU will receive the
bottle of bleach.

Did you read the directions on the bottle of bleach?

You must be in an appropriate place.

See your Hydro.

Take off your clothes and get in the shower.

Turn off the

Internet connection.

We are not here.

Please, your hair.

The patrol car keeps crashing. I'm getting frustrated!

Remember: Don't drink and drive!

Solve some crime early, and often! A citizen says every time the
alarm sounds,

Switch to "Emergency" speed, especially when turning
left or right.

Don't read the next line unless you want to know the answer ahead of
time.

I knew you'd read it! When you must turn a corner just stop in the
middle of the intersection, raise the radio, then take off in
the new direction.

Believe it or not, you'll earn becoming a skilled driver — and
everyone who has driven the same has

I keep crashing when I park my car.

Take your gear off before you park.

Instead, sit in your vehicle parked.

Where's Fourth and Fig? Where am I in this town? How do I find
my way around? How come I can't read any street signs?

Your directions is clearly and constantly given.
When there is doubt as to your identity,
Just key on waves within the city.
And soon you'll find yourself sitting pretty.

Radio waves. As in your patrol car's two-way radio.

Call up radio your dispatcher.

Press the tri-D™ for dispatch.

What do I do? Where do I go? Why is nothing happening?

Have to sleep. A cop is here or doing nothing - what's so surprising to do?

However, a cop is here or not all situations are the same. Consider this:
It's been a long drive.

Just... keep on driving.

Eventually, someone will call you in the future and ask you about
driving that night.

You may have to drive through the course for the collision map
and then get off the road.

How do you catch anyone? I can't get anyone to stop.

You can't pull over the girl in the red sports car. You can't pull
over the other cars.

Perspective: You help to have results.

Refer to: Emergency Driving Procedures in the EDR
manual.

My friend pulled suspect vehicle is in front of me. The same would
DIRECTLY behind the suspect.

Less the appropriate to take action or just feel forced to react
to the situation.

I can't seem to handle the traffic collision properly.

Access the scene and take action on the first priority.

Help the victim.

Report significant injuries as quickly as possible.

Talk with possible witnesses.

I'm finished at the traffic collision scene, but I can't leave.

And you report the information you observed.

Use your radio whenever you learn something.

Or write to talk with any witness.

Ack the young man if he says a thank you.

How can I write a ticket to the girl in the red sports car?

Be fair to reflect her driving error.

Your ticket book and pen would help. If you haven't found them
you they're in your briefcase, inside your locker back at the
station.

Carefully follow the instructions in your TICA manual.

Don't look at the driver.

An officer to sign the ticket.

Last, but not least... give the ticket to the guy!

How do I arrest the drunk driver?

First, you must determine that he is too drunk to drive.

Observe his objective symptoms.

Refer to your PIG manual's "drunk driver" procedure.

Administer the field sobriety test.

The drunk doesn't want to get in my patrol car. In fact, I'm dying to get him in!

Did you carefully follow the instructions in your PIG manual?

Did you handcuff him?

Did you cuff his hands behind his back? Regardless of his protests, regulations require the cuffs be placed behind his back, for the obvious reason.

Tell him to go to the patrol car. Then open the back door of your car, and let him in.

What do I do with the drunk now that I have him in my patrol car?

Take the drunk and drive through town, where dress blues and stripes are found.

Drive him where he belongs, in his current condition.

Find your way to the hospital.

Take him to jail. It's on Map Sector D3 on Seventh Street, across from the courthouse, near River Road.

I keep getting shot by the man in the stolen car.

You can call for a back-up, but your back-up will not stop him for you. You must stop this guy yourself.

You must be in Code-3 status, with lights and sirens on.

He never stops in an intersection.

He never stops under the freeway.

I can't stop that stolen car!

You can't do this one alone.

You must call for back-up.

Use your radio.

Stay behind your open patrol car door.

Don't make a move until your back-up officer is in place.

How do I arrest the suspect from the stolen car?

Read your PICI manual carefully.

Tell him to "get out of the car with your hands up."

Tell him to "lie down on the ground."

After he's safely on the ground, it's safe to walk over to him.

Put your gun away, handcuff him, and make him get in your car.

At The Blue Room

What goes on at the Blue Room?

When you're free something to happen sometimes will inform you.

You could order a drink.

Hope you don't try that while on duty!

I've purchased the Blue Room by taking out a loan from my Police Retirement and Benefit Association Fund's 401(k) plan. What's the best way to learn how to mix drinks?

Oh yeah!

That's what you think.

Stop coloring these fake joints!

I can't seem to get that drunk into his jail cell! He keeps beanning me!

Consider yourself lucky we only beatied you! Not all officers are that fucky.

You know, there are some things that just don't belong in jail.

Be SURE your equipment is secure.

Look up your weapon before entering the jail.

Just outside the door to the jail are some lockers.

Open the locker, put your weapon inside, then lock the locker.

Don't forget to retrieve it when you leave!

"Slam Dunk Donny" told me the secret word, but how do I use it?

Who's "Slam Dunk Donny"?

Oh, yeah. He's this prisoner playing basketball in the jail yard.

Did you talk to him?

Surely by now, you know this is a phony question. There is no clue! Stop reading stuff you know nothing about, and get on with the business of crime stopping!

Hey! I said stop!

The felon in the stolen car has a little surprise for me when we get to the jail. What do I do?

You must return to the scene of the stop. Hope you have a saved game near there.

After you've handcuffed him and he's standing up, search him. You'll find his gun and confiscate it.

After he's in the car, ask Jack for the gun and look at it. You may discover some valuable information.

With information like that, you should try out the computer back at the station house.

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

Remember what Lt. Morgan said during his briefing back at the police station?

Go to the jail. Sweet Cheeks should be waiting for you.

Ask her to "help" with the hotel operation.

Wino Willy's

Dispatch called to tell me about the complaint at Wino Willy's, but I don't know how to handle it. What do I do?

Find the person who filed the complaint

It's Carol, next door at the cafe.

Determine what her complaint is.

Talk to Carol.

She's mad about the bikers hogging all the parking spaces.

So, go take some action!

The bikers just ignore me. What does a cop do in a situation like this?

Remember: they haven't done anything illegal yet.

Talk to them. Perhaps a simple request will do the trick.

Ask them to move their motorcycles.

The bikers keep thumping me!

Quick defensive action can see you through a tough situation.

Once you are threatened, you may respond defensively.

Of course you must have appropriate equipment

Walk safely and carry a big stick

Your PR-24 nightstick

is in your patrol car!

After they threaten you, "use the nightstick" (or press F10) to defend yourself.

Is the girl in Wino Willy's trying to tell me something?

She's not interested in playing darts

Try talking to her. She may be a source of information

Remember: Sgt. Dooley told you at this morning's briefing that you were to contact your street informants.

She's a street informant if you ever saw one!

Ask her if she has any information about the recent narcotics buildup in Lyon.

What about drug traffic? Works

Courthouse

Judge Palmer keeps throwing me out of her courtroom.

You must have a good reason to interrupt a court in session

Did you talk to the court clerk before barging in?

Perhaps you need to make more progress in the game. The judge will become useful to you only after you are told to report there.

How do I get past that court clerk?

Remember why you are there

Did you tell him what you need?

You came here to get a "no bail" warrant

Tell him you want to see the judge

Tell him you need a no bail warrant

Tell him it is an emergency

I showed my evidence to the judge, but she just throws me out.

Perhaps it takes more evidence than you have to convince her.

Have you searched the narcotics office? Thoroughly?

You need the FBI Most-Wanted Poster from the clipboard hanging on the wall under the key board.

You also need the Hoffman file from the Narcotics Office filing cabinet.

Give both things to the judge. She'll ask you what makes you think these two different men are the same person.

The tattoo will convince her.

You did notice both men have a rose tattoo over their left nipple, didn't you?

I returned to the station to find more evidence, but Laura insisted we head for the park. I want to go inside, not to the park.

Sorry, you're too late. You have only one chance to detain Hoffman before he is released and you blew it.

It's unfortunate, too. You missed some points that you can never regain.

You're going to have to utilize a "saved game" from earlier. Restore your saved game, find ALL the evidence, then go to the courthouse.

Cotton Cove

What happens here? This place is boring!

Well, at least it's pretty.

Good swimmers (and sometimes bad) are known to try the river.

Hope you saved your game first!

Later in the game, this spot gets cold and clammy.

I dragged the river with the Aquahook but found nothing. Where should I try next?

Get serious! Why are you reading fake hints?

And you thought you were on to something?

Forget it! This is just another silly, tricky question.

How do I identify the body at Cotton Cove?

Something artistic will confirm your identification.

Observe the body.

Remove the blanket.

Open the shirt.

Advise dispatch of your findings.

City Park

Laura and I are at the city park. How come nothing happens? This place is dead and I can't leave!

Sometimes stakeouts go that way.

Have you concealed yourself? No one's going to deal dope with you standing around in full sight!

Perhaps you just haven't been patient enough. Stakeouts often take a LONG time.

Can I use the stun gun to get past that rabid squirrel in city park?

You can't use the stun gun.

The squirrel isn't rabid.

That's because there ain't no squirrel, and there ain't no stun gun.

You just tell me another phony question!

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

Refer to your PIG manual.

Completely conceal yourself.

Try the bushes in the rear.

Use your radio to contact Laura after you're in position.

What do you mean, you forgot your radio? Hope you have a saved game handy, since once you enter this situation, there's no backing out!

Observe the transaction. Remember: no arrest has been committed until the drugs AND the money have changed hands.

Inform Laura (via radio) that you're going to make the arrest.

Draw your weapon. Load it, if necessary.

Identify yourself. "Halt. Police." works pretty well.

Be sure to identify yourself before leaving your cover behind the bushes.

Hotel Delphoria

How do I get the Hotel Delphoria bartender to open up to me?

He won't until you are properly attired.

You must be introduced to him as someone mutually steady.

You must be with Sweet Cheeks. Mario.

He wants something for his trouble.

Give the bartender some of that snatched money you're carrying.

Tip the bartender.

Sweet Cheeks got me in with the hotel bartender. Now, how do I get rid of her?

A ride would do it. (No, no! Don't bump her off.)

Remember Lt. Morgan's instructions to contact him after you have infiltrated the hotel action? So, contact him.

Not with your radio - you don't have it. Telephone him.

He tells you to call Sweet Cheeks a cab.

No, not "Sweet Cheeks, you're a cab!"

Dial Directory Assistance, and ask for the cab company.

Why does Lt. Morgan never answer his telephone?

Are you sure you have the correct number?

Directory Assistance only has Lt. Morgan's home telephone number. He's never home when you call. He's always working!

You'll have to get his office telephone number some other way.

While in his office, ask him for his phone number.

While in his office, sneak a look at his phone.

If you didn't do this, you're out of luck. Hope you have a saved game somewhere before you left the station.

How do I finish the poker game?

You must win several hundred dollars.

I could tell you about how great a poker player you have to be.

Or, how lucky you have to be.

But, the simplest solution is to "save early, save often".

Just "save game" whenever you win a hand; "restore game" whenever you lose a hand.

What do I do to get into the second poker game?

Talk to the bartender.

He expects to hear the password.

The password is "Frank sent me."

I've got Mr. Big right where I want him. Unfortunately, I keep getting blown away!

Refer to your PIG manual.

You must use the transmitter pen to inform your back-ups of your location.

Radio your "twenty" as soon as you know Bain's room number.

That would be in the hallway, just before you enter Bain's room.

What do you mean, you don't have a transmitter? Didn't you get it from your back-ups when they came to your hotel room? Time to "restore game".

After The End Of The Game

Caution: Read the rest of this Hint Book only if you have truly seen the end of "Police Quest." This is highly potent stuff, and will take all the fun out of solving the game!

Objects

Objects	Where found	Where Used
Newspaper	Briefing room table	Station briefing room
Police revolver	Your locker	Threatening situations
Ammunition	Your locker	In your revolver
Handcuffs	Your locker (or your gun belt)	Custody arrests
Briefcase	Your locker	Throughout the game
Notebook	Inside your briefcase	Throughout the game
Ballpoint pen	Inside your briefcase	Writing tickets
Ticket book	Inside your briefcase	Writing tickets
Patrol car keys	Halfway key board	marked patrol car
Radio extender	Halfway table	Away from car radio
Corvette keys	In your locker	Corvette
Wallet	Corvette	Blue Room & Wino Willy's
PR24 nightstick	Patrol car	Wino Willy's
Unmarked car keys	Narcotics Office keyboard	unmarked car
Hoffman file	Narcotics Office file cabinet	Courtroom

FBI Most Wanted List	Narcotics Office clipboard	Courtroom
No bail warrant	Courtroom	Jail
White suit	Morgan's office	Undercover disguise
Cane	Morgan's office	Undercover disguise
Bleach	Morgan's office	Undercover disguise
Marked money	Morgan's office	Hotel operation
Hotel key	Hotel lobby	Your hotel room
Transmitter pen	Your hotel room	Hotel hallway

Some Things You May Have Missed

Here are some of the little touches in the game that you may not have noticed when you played the game. I hope you find some of them interesting.

- Have you talked to the man sitting in the locker room toilet?
- tried to open the toilet door?
- talked to J. L. Jefferson, the locker room janitor?
- walked close enough to every officer in the briefing room and locker rooms to hear their comments?
- talked to the officer in charge of the evidence locker?
- looked at the trophy in Sgt. Duoley's office?

looked under Lt. Morgan's desk?

used the restroom at Carol's Caffeine Castle?

talked to Carol's patrons?

read Carol's menu?

telephoned Helen Hots, the woman in the red sports car?

talked to Slam Dunk Denny in the jail yard?

talked to the big prisoner in the left jail cell?

dealt with the bikers at Wino Willy's -- without your nightstick?

walked near the bikers' motorcycles outside Wino Willy's?

found your wallet and money in your Corvette?

tried swimming at Cotton Cove?

looked at the jukebox in the Blue Room?

played the jukebox?

looked at the chicken in Sgt. Dooley's office?

approached the stolen car without waiting for your back-up to arrive?

looked at the driver's door of the stolen car?

looked in the glove compartment of the stolen car?

opened the trunk of the stolen car?

handcuffed the drunk's hands in front?

handled the drug pushers at the park with your gun drawn, but without first contacting your back-up?

knocked on the other hotel doors?

looked at the television in your hotel room?

tried your hotel room toilet?

entered the Death Angel's apartment without your transister pen?

entered the names of the game's programmers in the station house computer?

Walk Through

Don't color the area below unless you have finished and want to learn the most efficient possible way to complete the game, or you have given up because the game's too hard. This way is not the most fun, it's just fast!

I'm going to tell you everything to do in the briefest possible manner; if you don't want to know, don't color below!

We begin with Sonny standing in the main hallway of the Lytton Police Station.

Walk into the locker room (the doorway in the lower righthand corner of the screen). Walk to your locker (it's at the bottom of the righthand bank of lockers, near the bench). Type "unlock the locker" (earn 1 point). Type "take the gun," "take the ammonium," "take the briefcase" (earn 3 points). Type "open the briefcase" (1 point). "Take the notebook" (1 point). "Take the pen" (1 point). "Take the ticket book" (1 point). "Close the briefcase." "Close the locker."

Walk out of the locker room and return to the starting hallway. Walk into the briefing room (it's the doorway in the upper righthand corner of the screen).

Walk near the newspaper on the lower righthand table. "Read the paper" (3 points). "Put the paper down." Wait until the officers begin to enter for the briefing, then walk to upper righthand table and stand in the only empty location (4 points). Face the chalkboard. Remain there until the briefing is over (4 points). Write names (4 points).

Walk to pigeonholes on the right wall. "Look in the pigeonhole." "Take the note." "Read the note" (2 points).

Leave the briefing room, return to the opening hallway. Walk to the AC board on the left wall. "Take the patrol car keys" (1 point). Walk to the table against the rear wall. "Take a radio extender" (1 point).

Walk to the left, down the hallway behind the keyboard. Enter the police station. Walk to the patrol car in the lower left. Perform the required safety inspection by walking completely around the patrol car, passing close to each wheel (5 points). Stand by the driver's door. "Open the door." "Get in the car" (or press F4). "Close the door." "Get the notebook" (3 points). Drive the patrol car (or press F4).

The picture will change to the overhead map screen. You are now at in the upper-left corner of the upper-left full block. Drive around town (using key instructions) (it usually takes about five screens). Then you'll receive a radio message from the Dispatcher to respond to a traffic collision. Locate the collision site in Map Sector 623. Park your patrol car near the accident (3 points). Press F4 to leave the map.

Get out of the car (or press F4). Walk to the open driver's door of the wrecked car. "Look at the man." "Help the man." "Radio Dispatch" (or press Alt-D) to inform them of the accident. Walk to the crowd of bystanders. Talk to the crowd. A young man will come forward with information about the crime. Ask him, "Did you get the license number?" "Radio Dispatch" (Alt-D) to tell them about the license number. Because of the accident mini Sgt. Dooly and Lt. Hamilton arrive. They will prompt you to return to the road. Return to your patrol car and hit the road (5 points).

Drive around some more until you receive a car-to-car radio message from Steve to meet him at "Carol's Caffeine Castle." Locate Carol's (in Map Sector A3) (3 points). Park your patrol car. Enter Carol's. Walk to the lower lefthand table. "Sit down." Talk to Steve. Wait for Carol to bring you your coffee. (Drink it if you dare.) Receive a telephone call from Detective Hamilton. Walk to the telephone hanging on the back wall. "Talk on the telephone." (2 points). Return to your table. "sit down," and talk to Steve.

When Steve prompts you to return to the road, leave the coffee shop, return to your patrol car. Drive around awhile, until you observe a red sports car fail to stop for a red traffic signal. Overtake, and successfully stop, the violator (4 points). Leave your car.

Walk near the rear end of the sports car. "Radio license." (or Ctrl-D) (1 point). Walk near the driver's door. "Look at the girl." When you see the close-up of her face, type "hello." She'll ask for your name. Type "Sammy Bonds." She'll say she did nothing wrong. Tell her, "You ran a red light." She'll try to talk you out of writing her a ticket. Respond, "no." (2 points). "Will you get a ticket?" Return driver's license to her. "Please sign the ticket." "Give the ticket to the woman." (5 points).

Return to your patrol car ignoring her tooltip. Drive around until you receive a radio message sending you back to Carol's Caffeine Castle to handle a complaint. Proceed to Carol's. Pick your car outside, and walk into the coffee shop. Proceed to the counter and ask Carol about the complaint. (3 points).

Leave Carol's and enter Wine Willy's. Approach the man in the black coat standing at the bar. "Please move your motorcycles." He'll respond in a threatening manner. "Use the nightstick." (or press F10) (3 points).

After the bouncer clears out, the girl at the bar will speak to you. "Talk to the girl." "Do you have any information about drugs?" (3 points). Remember what she says.

Return to your patrol car. Resume patrol. Drive around until you observe a drunken driver. Overtake and stop the drunken driver. (3 points). Leave your car.

Walk to the rear of the suspect's car and use your radio to "radio the license plate" (or Ctrl-D) (1 point). Stand near the driver's door and talk to the man. "Look at the man." Show your driver's license. "Get out of the car." "Smell the man." Administer the Field sobriety test. (3 points). "Handcuff the man." When the drunk keys your car keys in the front, respond "no." Search the man. Tell the drunk to "get in the patrol car." Follow him to your rear door. "Open the back door." (3 points). "Radio Infra low track" (Ctrl-D).

Transport your prisoner to the jail (in Map Sector D3). Park in the jail parking lot. Get out of the patrol car, open the rear door. Wait until the drunk gets out of the car, then walk with him up the steps to the jail door. Stand near the gate lockers (to the left of the large jail door). "Open it, put locker." Put my gun in the jail locker. (2 points). "Lock the locker." Walk to the push button to the right of the large jail door and "push the button." After the door opens, walk into the jail. Your prisoner will follow you.

Tell the jailer, "Book him." When he asks what you want to charge him with, respond, "drunk driving" (6 points). After you remove and inventory his property, "Leave his tank with." Walk him to his cell.

Leave the jail, retrieve your gun from the locker, and close the door. Return to the police station. Before exiting your vehicle, replace the nightstick. Walk to the table in the first bureau. "Delete a menu." (2) Put the menu in the basket. (2 points).

Enter the next hallway. Listen to Sgt. Dooley's orders. Walk into Dooley's office through the door at the lower left. "Lock up the chicken." "Talk to Sgt. Dooley." Leave Dooley's office. Crosses the hallway outside. Return your environment to the Blue Room again.

Enter the locker room. Open your locker, and change clothes. Step the shower by turns. Change clothes. Wash after the shower. A shower would be best. (2 points). "Take the keys to the Corvette." (1 point). Close the locker.

Return to the hallway. Return the pair of keys to the key board. "Return the radio antenna to its table." Return to the parking lot. Enter your Corvette. Before driving away, "look in the car and take the wallet." (5 points).

Drive to the Blue Room (see Map Sector B4) for the party. (2 points). Enter the Blue Room and sit at the table with Jack. (2 points). After the celebration, return to the station by not your environment.

Close your locker and change clothes. Get all of your stuff from the locker. Open the briefcase and get all of your stuff from the briefcase. Close your briefcase and the locker.

Walk to your station in the briefing room. (1 point). After the meeting, "Get into" Stock your paycockle. Read the note above. Head quarters at the Hotel Delphine. (1 point).

Take the patrol van keys and a radio scanner so you will know your patrol car. Don't forget your walk-around safety inspection. Drive around in patrol until you receive a radio message advising you of a possible stolen vehicle. Patrol and seize the suspect vehicle. (5 points).

Get into the SUV and return to your vehicle with your back up. Parties now is in place. Then, "open the door" and "get out of the car." (be sure to have your position of safety behind the open patrol car door). Draw my gun" (or press F8). Load my gun (or press F6) (if it is not already loaded) (4 points).

Order the suspect to get out of the car with your hands up. (2 points). Only time to hit the first. (2 points). When the suspect is off the ground, walk over to him and "put gun in holster" (or press F8). Handcuff the suspect. Tell him to "stand up," "check the gun," and discover his weapon. (2 points).

Read the license plate. (1 point). Tell him to "get in the patrol car." Roll the man to the rear door. Open the door. Let him sit down. Again, tell him "close the door." When Jack walks near you, "look at the gun" (or press F8). (or hold the gun) (4 points). Read the serial number. (1 point).

Walk to the open driver's door of the patrol car. Close the door (not the patrol). Start the car. Open the glove compartment. Remove and replace its contents (4 points). Walk to the trunk of the patrol car. Open the trunk. A nice little surprise is waiting the agent. (1 point).

Get into your patrol car and transfer your position to the job. Walk into the jail down. Secure your weapon (press F8 to bullet) and enter the jail. Hold the gun for "drop." Then, "knock him" and "chain him to his cell" (3 points). Leave the jail. Walk to your car and return to the station.

Walk to Sgt. Dooley's office to learn about your promotion. After Dooley leaves the office, walk behind Dooley's desk, face forward and "read the paper." (2 points).

Go to your locker and change your clothes. Take your gun and switch. Return the patrol car keys to the bathouse key-board.

Enter Lt. Morgan's office (it's the office closest to the parking lot) for your final Narcotics briefing (1 point). Walk to the narcotics office next door for your briefing with Laura.

After Laura leaves, walk to the left wall and take the cupboard. Turn pages until you come to the FBI Most Wanted List, then take the FBI Most Wanted List. Return the cupboard. (2 points) Take the key. (1 point) Walk to the file cabinet and open the drawer. "Read the Hoffman file." Then, "Keep the Hoffman file." (2 points)

Wait in the jail cell and patrol the reported sheriff impersonator in the unmarked car. Drive to the courthouse in Map Sector 105 (1 point). Park your car, walk into the courthouse, and stand in front of Clerk's window. After the clerk speaks, tell him "I need to see the judge." After he speaks again, tell him "I need it to be 8am Warrant." He will tell you it must be an emergency warrant. This is an emergency. (1 point)

Wait for the clerk to return, then "open the door" and enter the courtroom. When Judge Painter allows you to speak, tell her "Steve Hoffman." When she asks for evidence, tell her you have the Hoffman file. When she asks for more evidence, tell her you have the FBI Most Wanted Poster. When she asks who makes these tools, she says "the feds." (1 point)

Return to your car, drive to the jail, flick up your gun and enter the jail. Give the jailer the No Bail Warrant. (2 points) Leave the jail, get your gun, and return to the police station.

Take Laura to Lynton City Park (1 point), leave the car and walk into the park. When you are near the picnic table, draw and hold your gun. Conceal yourself behind one of the rear bushes. Radio Laura, then walk in to wait for something to happen. Two suspects will make a dope deal. Remain concealed. When the suspects begin to argue, radio Laura again. Return concealed. Then say "Halt! Police!" (8 points)

One suspect will flee. Leave your cover, walk near the retreating suspect and "put my gun in my holster." Cuff the man. (1 point) "Read him his rights" (1 point). "Search the man" (1 point). "Look at the identification card." "Look at the dope." "Question Simms." Since he's reluctant, "question Simms again." (4 points)

Tell him to "follow me" and lead him to your car. Before placing the suspect in the car, "question Colby." Since he's reluctant, "question Colby" again (3 points).

Place the suspect in the car, and drive them to jail. Place your gun in the locker. Follow them inside. "Book the men" for "drugs." After the jailer speaks, "remove the handcuffs." (2 points)

Leave the jail, get your gun, and drop Laura off at the station. Follow her advice and head for the Blue Room. Sit by Jack and talk to him. After Jack leaves, Steve will enter and talk to you. After Steve leaves, return to your car and drive to the station (1 point).

Go to Morgan's office, stand in front of his desk and hear the briefing (1 point). Walk to the evidence window (on the rear wall of the opening hallway). After Russ speaks, ask him "May I see

the black book, please?" After looking at the black book, "return the black book." Then, "May I examine the weapon?" Read the tag to learn Det. Williams' name. Remember the serial number, and then "return the weapon."

Enter the computer room (beside the evidence lockup), walk to the computer and "turn on the computer." Enter "SW9764912" to learn Det. Tiber's name and telephone number (3 points). Remember the telephone number then "turn off the computer."

Walk into the Narcotics Office. "Use the telephone" to dial the number "1-312-555-5182." Tell Tiber you want "information on Taschi" (5 points).

Walk to Morgan's office for your next briefing. When he's done go to your unmarked car (complete the safety inspection), drive to the jail, lock up your gun, and walk inside. When Sweet Cheeks blurps in her conversation, ask her for help with the hotel operation (5 points).

Leave the jail, get your gun, get in the car and drive to Cotton Cove (2 points). Exit your car, walk to the body, and "remove the blanket." "Open the shirt" (2 points). "Cover the body." "Radio dispatch" with the news (2 points). Return to the station and attend another briefing in Lt. Morgan's office. You'll receive your undercover costume (2 points).

Go to the Narcotics Office. "Use the telephone." Dial "411" and learn the telephone number of "Cobb." Use the telephone to dial the Cobb residence, "551-2621" (3 points). Then, dial the telephone. "Call Director's Assistance" "411" again to get the number of "Williams." Dial "555-4822." When he asks who you are, say "This is Sonny Bonds." When he asks what you want, say "Hoffman" (5 points).

Go to your locker, change into your towel, then "close the locker." Walk to the shower on the right. "Turn the shower on." "Use the bleach." "Wet my hair." "Rinse my hair" (3 points). Turn the shower off. Return to your locker, open it, and change clothes again. Close the locker. Walk into the final briefing (1 point). After the briefing, "look at the phone" to learn Lt. Morgan's telephone number (2 points). Remember it.

Walk to your car, do the safety inspection, and drive to the Hotel Delphina. Park the car (1 point). Enter the hotel, walk to the counter, and "ring the bell." "Rent a room," then "pay for the room" (5 points).

Enter the cocktail lounge (doorway to the left) and walk to the bar. Order a "beer" and Sweet Cheeks will recognize you. Walk to the table, and sit down with Sweet Cheeks. When the bartender comes over, your drinks. "Pay the bartender." When the bartender returns with your change, Sweet Cheeks will introduce you. Leave and the bartender will strike up a conversation. After Sweet Cheeks returns, get up, walk to the bar, and "give the bartender money" (3 points).

Leave the bar, enter the lobby elevator and "push two." Walk down the second floor hallway to the right until you reach Room 204. "Unlock the door" (1 point). Enter the room. Respond to Sweet Cheeks' two questions with "yes." Walk to the telephone (it's on the rear nightstand). "Use the telephone" to dial 555-6674. Tell Lt. Morgan it's "Sonny Bonds" (3 points).

Then, "use the telephone" to call Directory Assistance (411) to learn the number of the "Lynton Cab Company." Dial them at 555-9222 and tell them to come to the "Hotel Delphoria." Sweet Cheeks will then leave to catch the cab (3 points).

Return to the cocktail lounge, go to the bar and "give the bartender two hundred dollars" (4 points). Follow Woody to the back room, where he'll search you before admitting you to the casino. Walk to the empty chair in the card room, sit down and play poker until you win \$300.00 (3 points).

Return to your hotel room and wait for your back-up officers to arrive. When they are there, stand near the one to the left. "Give me the transmitter pen" (3 points).

Return to the cocktail lounge, go to the bar and tell Woody, "Frank sent me." Follow Woody to the big game in the back room. Sit in the empty chair, and play poker until you win big (3 points).

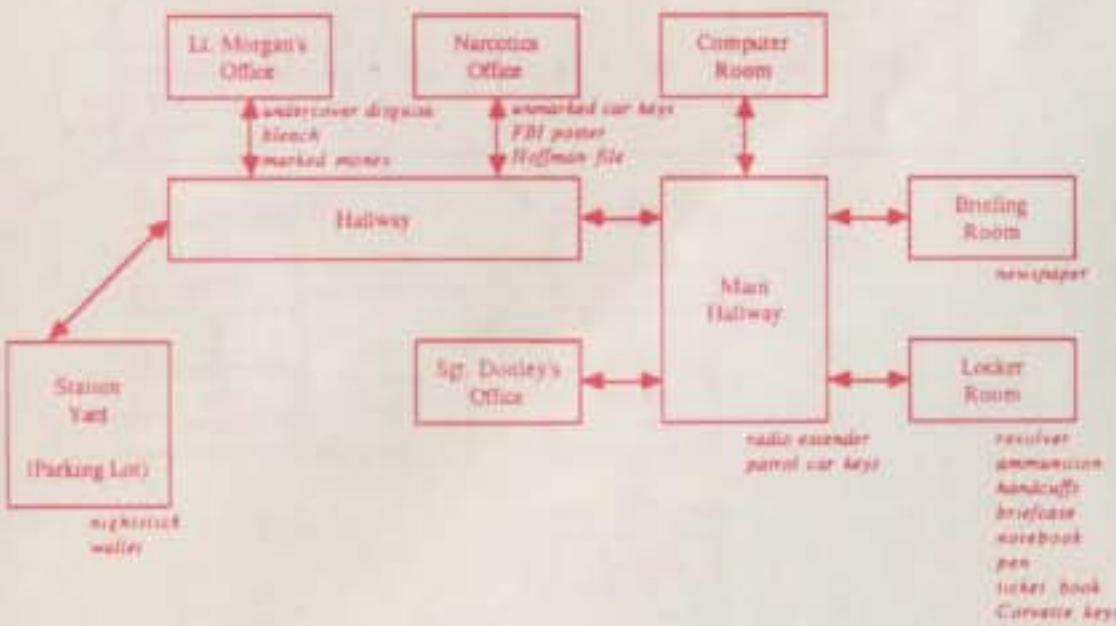
After you win enough, Frank will ask you two questions. Respond "yes" to both. Follow him upstairs to his suite. As soon as you see him enter his room, radio your back-ups (5 points). Follow Frank into his apartment. Hang around for the end-of-game show (4 points).

Police Quest

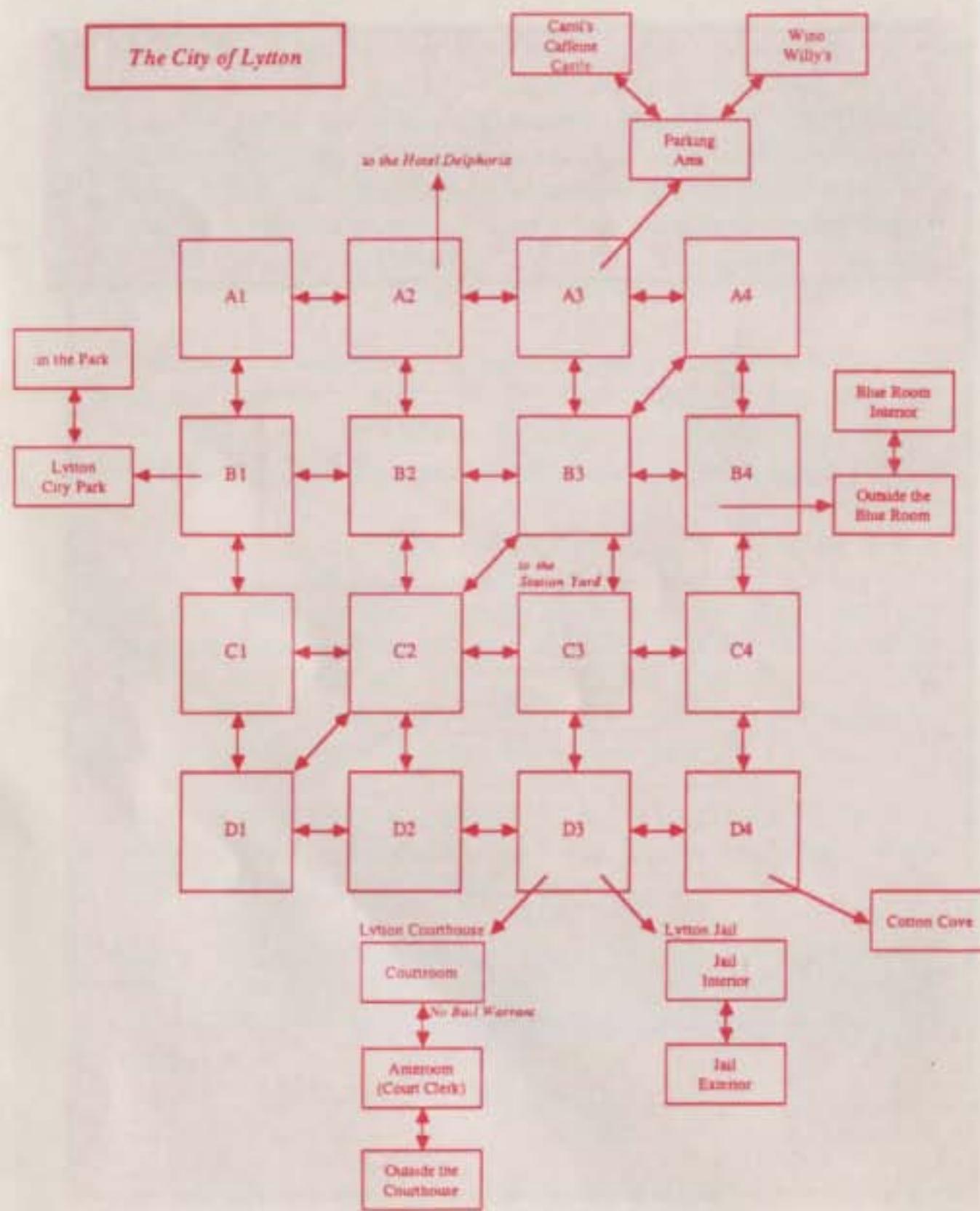
...in Pursuit of the Death Angel

Hint Map

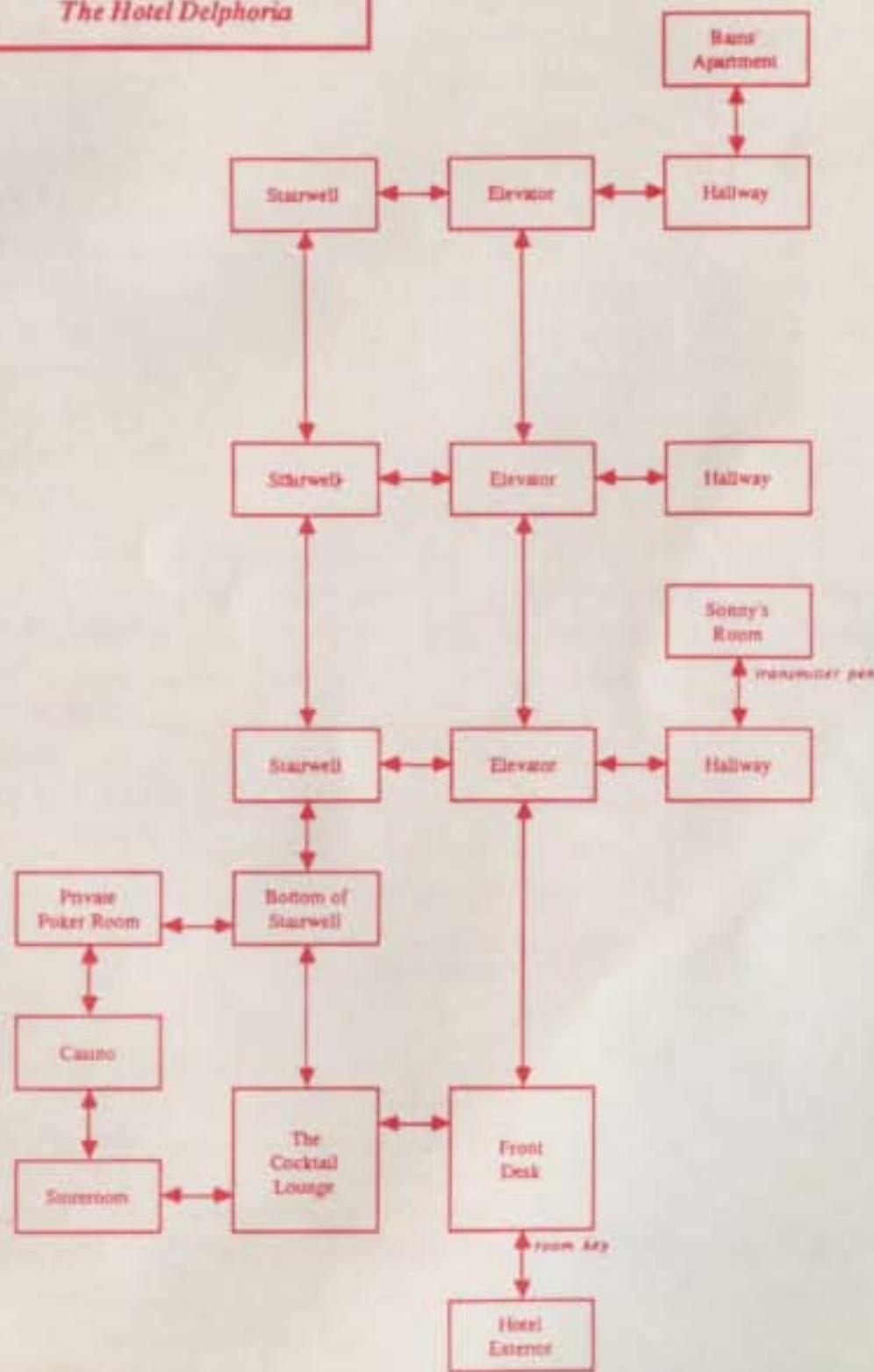
The Police Station



The City of Lytton



The Hotel Delphoria



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