



Deja Vu II: Lost in Los Vegas

This sequel brings back more than just memories, for it uses some of the same Chicago locations and characters from the first game, *Deja Vu*. As in the earlier game, you assume the role of second-rate detective "Ace" Harding. This time you've been kidnapped and taken to Las Vegas by mobster Tony Malone, who thinks you know the location of \$112,000 that's been missing since Joey Siegel's murder. Your goal is a clever one: You must find a way to trick Malone and his protégé into killing each other before the time limit expires—and you expire with it.

Deja Vu II uses essentially the same game system as its predecessor, featuring interactive graphics of objects that you can click on to examine. Put objects into your inventory by "dragging" them into a window representing your coat pocket. Use them by selecting a verb. Occasionally you talk to people with the "speak" command, but most actions require no typing. To move to an adjacent room, you can click on a door in the picture, or on a little box representing the door in an onscreen map. (This highly visual interface preceded similar designs in Lucasfilm's *Loom*, among others.)

There are more digitized sound effects than before and the MS-DOS version of the game now features VGA graphics. All versions profit from the kind of spot animation seen in *Shadowgate* and *Uninvited* but not in *Deja Vu I*. Even though it's easier than the first game, *Deja Vu II* is still full of red herrings to lead you astray.

Type:
Graphic Mystery Adventure

Skill Level:
Novice

Systems:
MS-DOS (512K and two floppies or hard drive required, mouse recommended, EGA/VGA);
Amiga (512K); Apple IIGS (768K required);
Atari ST (512K and color monitor required);
Macintosh (512K or higher; supports color on Mac II)

Company:
ICOM Simulations/Software Toolworks

The Solution

General Advice

A thug will intermittently appear and warn you how little time is left. Take one of the cigar rings he drops.

Going south from desert locations often gets you lost in a desert maze (this is not shown on the maps).

To play blackjack, select all of your chips (with the shift-click method if using a mouse), then click on "operate" and the table. Your friend will then deal the cards. If your card total is close to 21, click on "Hit" and then the table; otherwise, click on "Hit" and then the "Self" button. Ordinarily your former partner will let you win. When he is replaced, use "shift-click" to select all your chips and drag them to your inventory immediately. Otherwise the new dealer may confiscate them.

Once you have enough money, head directly for the train station. You should only travel east and west from the entrance to the Lucky Dice Hotel/Casino. You must travel to and from Chicago by train; boarding trains for other destinations will get you killed.

In Chicago you can travel to different locations by cab but will have to *show* addresses to the cabbie, since he cannot hear you. Wear the police uniform only when you go to the morgue, and change back to your regular clothes before leaving Chicago. In places where you must wait, make time pass by double-clicking on objects (to examine them).

Bathroom

Take pants. Wear pants (operate pants on self). Take trenchcoat. Operate trenchcoat on self. Open door. N.

Bedroom

Take cigar ring. Take train schedule from dresser. Open hotel room door. Exit bedroom.

Corridor

Open casino doors. Go casino doors (entering Lobby). Examine picture. W.

Cashier's Room (First Time)

Open pants. Open wallet. Operate \$10 bill on cashier. Take chips. W. W. W. W.

Blackjack

Examine dealer. Operate **gbefe dmjqjoh** on dealer (he recognizes you and will let you win). Play blackjack until dealer is replaced. Take chips. E. E. E. E.

Cashier's Room (Second Time)

Operate chips on cashier. Take money. East (to Lobby). Open outside doors. South (to Casino Entryway). E.

Train Station (Las Vegas)

Open door into train station. Enter train station. East to Baggage Claim Department. Examine "Departures" sign. Go to track indicated for next train to Chicago. (Wait for train, if necessary.)

Riding Train (to Chicago)

Enter train. Operate \$20 on conductor. Take back any change offered. Wait. (Once underway, the train will deposit you on a platform in Chicago.)

Chicago Train Station

South (from platform to Train Station). Operate quarter (from wallet) on newsstand clerk. Take newspaper. Open outside doors. S.

Your Apartment

Enter taxi. Operate driver's license on Gabby the cabbie. Exit taxi. Open front door of apartment building. Enter apartment building. Operate **lfz** in **qbout** on door to Apartment 1A. Open door to 1A. Enter Apartment 1A. Take flashlight and cigar ring. Open junk drawer. Take penknife and small brass key. Open overcoat. Take money from overcoat. Exit apartment. (For amusement, you can operate the small brass key on the nearest mailbox, open the mailbox and examine your mail; it has no bearing on the game's solution, though.) Drop brass key.

Joe's Bar: Siegel's Office

Enter taxi. Operate **sdfou dmjqjoh** about **Nvsefs** on Gabby the cabbie. Exit taxi. NW into Alley. Up to Fire Escape. Operate the **cpbset** on the **cpbset** (opening the boarded-up window). Enter window. Open **qipof**. Take unusually shaped key. Exit window. D.

Joe's Bar: Back Alley Entrance

Go further up alley (to Back Alley). Open **qfolojgf**. Operate **qfolojgf** on door. Open door. Operate flashlight (on flashlight). Enter door. Open door to Bar. Enter Bar Room. Open door to Wine Cellar. Down to Wine Cellar. Operate single bottle (half-way up the right side of the wine rack) on itself. W.

Open round door. W. Operate **vovtvbmmz tibqfe lfz** on right slot machine. Open right slot machine. Take diary and Sugar Shack's card. E. E. Up (to Bar Room). S (to Hall). S (to Back Alley). Return to taxi.

Sugar Shack's Apartment

Enter taxi. Operate Sugar Shack's card on Gabby. Exit taxi. Operate **qfolojgf** on door to basement apartment. Open door to basement apartment. Enter Sugar's apartment. Open wardrobe. Take uniform. Open **wbdvvn dmfbofs**. Operate **qfolojgf** on **wbdvvn dmfbofs** bag. Take envelope. Open envelope. Examine McMurphy's letter. Exit apartment.

Morgue

Enter taxi. Drag pants and trenchcoat to inside of taxi. Operate uniform on self. Operate **ofxtqbqfs** on Gabby. Exit taxi. Open doors to morgue. Enter morgue. Open gate. Open freezer door. Enter freezer. Open drawer #5. Take **upf ubh** from corpse of Thomas S. Bondwell. Close drawer #5. Exit freezer. Operate **upf ubh** on morgue clerk. Open box. Take Bondwell's wallet from box. Exit morgue. (You can visit the burned-out ruins of Bondwell's house by operating the drivers license in Bondwell's wallet on Gabby, though this is not crucial to the game.)

Chicago Train Station

Enter taxi. Drag uniform to inside of taxi. Take pants and trenchcoat. Operate pants and trenchcoat on self. Operate train schedule on Gabby. Exit taxi. Enter train station. Examine "Departures" sign. Go to track indicated for next train to Las Vegas. (Wait for train, if necessary.) Enter train. Operate \$20 on conductor. Wait. (Once underway, the train will deposit you on platform in Las Vegas station.)

Las Vegas Station (Second Time)

South (from platform). East to Baggage Claim Department. Operate **cbhhbhf dmbjn ujdifu** (from **Cpoexfmm't xbmmbfu**) on attendant. Open suitcase. Open dirty clothes. Take picture and envelope from dirty clothes. Open envelope. Read Bondwell's letter. W. Exit train station. W. Enter Lucky Dice (to the north). Enter corridor. Operate elevator button (on itself). Enter elevator.

Elevator and Third Floor

Operate (on itself) the button for floor #3. Exit elevator. Open laundry hamper. Go hamper. Close hamper. Wait.

Reliant Laundry: Laundry Room

Operate **spqft** on crate. Up stairs. Open front door. Down stairs. Go hamper. Wait (until you hear thugs leave). Exit hamper. Up stairs. Open counter. Open office door. Enter office. Open desk. Open cardboard box. Take unmarked brass key and small magnet. Exit office. Exit front door. E. E. E. Enter Lucky Dice. Enter corridor. Operate elevator button on itself.

Fifth Floor of Lucky Dice

Enter elevator. Operate **tnbmm nbhofu** on elevator panel. Exit elevator. Open door to Ventini's Office. Enter Ventini's Office. Open desk ornament. Take dart. Exit Ventini's Office. Open elevator doors. Enter elevator. Take **nbhofu**. Operate button for Lobby (on itself). Exit elevator. Enter Lobby. Exit Lucky Dice. W. W. W.

Reliant Laundry: Chute and Secret Office

Operate **vonbslfe csbtt lfz** on chute. Open chute. Enter chute. Up stairs. Enter office. Operate **ebsu** on dartboard. Enter Secret Office. Open desk. Take letter from desk. Put **djhbs sjoh** in desk. Exit Secret Office. Exit office. Open front door of laundry. Exit laundry. E. E. E.

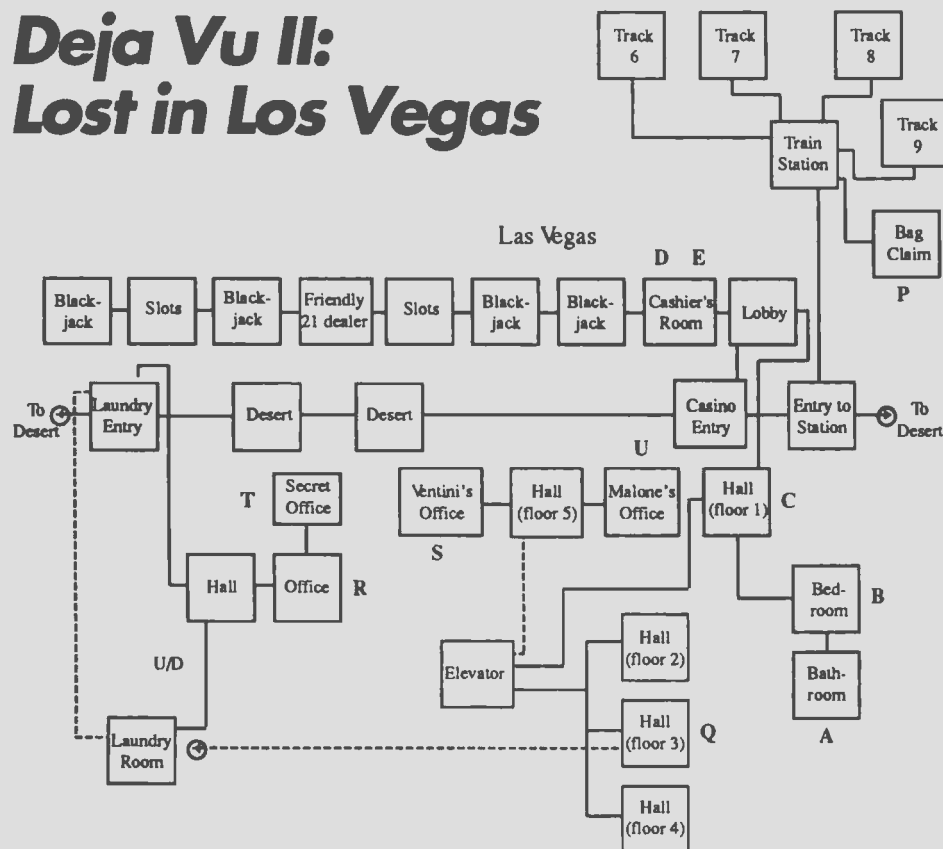
Malone's Office

Enter Lucky Dice Lobby. Enter corridor. Operate elevator button (on itself). Enter elevator. Operate **nbhofu** on panel. Exit elevator. Open door to Malone's office. Enter office. Open desk. Put diary, **Cpoexfmm's mfuufs**, and **NdNvsqiz's mfuufs** in desk. Exit Malone's office. Open elevator doors. Enter elevator. Operate button for Lobby (on itself). Exit elevator. Enter Lobby. Exit Lucky Dice. E.

Finale

Turn on printer (if you have one). Enter train station. East to Baggage Claim Department. Examine sign for "Departures." Take any departing train. Operate money on conductor. Wait.

Deja Vu II: Lost in Los Vegas



Map Key: Deja Vu II

A: Pants, Wallet, \$10 Bill, Quarter, Faded Newspaper Clipping, Recent Clipping, Driver's License, Trenchcoat, Key, Penknife

B: Cigar Ring, Train Schedule

C: Picture

D: Chips

E: Money

F: Newspaper

G: Flashlight, Cigar Ring,
Penknife, Small Brass
Key, Overcoat, Money

H: Boards

I: Unusually Shaped Key

J: Bottle

K: Slot Machine

L: Diary, Sugar Shack's Card

M: Wardrobe, Uniform,
Vacuum Cleaner, Enve-
lope, McMurphy's Letter

N: Toe Tag

O: Box, Bondwell's Wallet

P: Suitcase, Dirty Clothes,
Picture, Envelope,
Bondwell's Letter

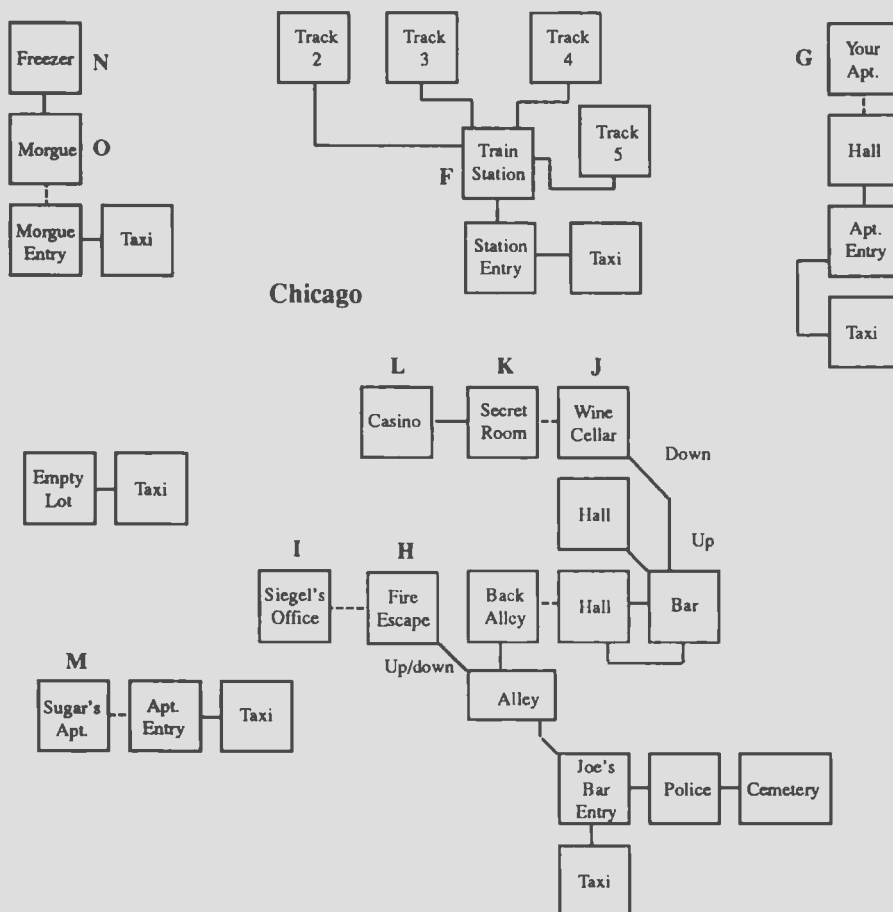
Q: Laundry Hamper

R: Desk, Cardboard Box,
Unmarked Brass Key,
Small Magnet

S: Desk Ornament, Dart

T: Desk, Letter

U: Desk



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)