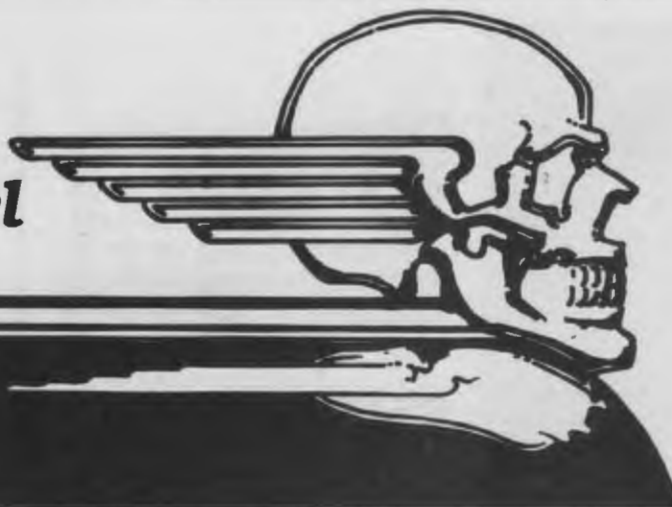


Police Quest I: In Pursuit of the Death Angel



"Freeze, chump!" Have you ever wondered what it would be like to yell those words at a criminal? In *Police Quest*, you'll wear the uniform of a policeman who eventually dons street clothes to track down the Death Angel, a big time hood in a small California town. Written by a real Highway Patrolman, it is authentic in every detail: most puzzles involve following standard police procedures, such as radioing for back-up before moving in to make an arrest, reading a suspect his rights, and so on. Instead of

walking around town, you drive a police car in an arcade-style sequence shown on an aerial-view map, where you'll also chase down speeders and other lawbreakers. (This is the game's weak point, since people lacking arcade skills will spend more time learning to drive without crashing than they will solving puzzles.) Graphics and animation are top-notch, and special visual effects accentuate the compelling story line that pulls you along until you finally nail the Death Angel.

Type: Animated Adventure
Skill Level: Novice
Systems: IBM, IIGS, ST, Amiga
Company: Sierra On-line

The Solution

Some directions are to be typed in, others are executed via mouse, key or stick controls. When told to enter or leave car, the directions "open door, get out, close door, start car" have been omitted. Before entering a car at the station, perform a safety check by walking around it. Before entering the jail, put your gun in the locker at the top of the steps and close it. To shower, open locker and get towel. Except when going off-duty, load your gun with the loader after each shower. When gambling, hold two or three cards of a kind (or four if you're that lucky). Save the game after each win. Direction such as "drive to B2" refer to the map included with the game, which is not reproduced here.

Main Hallway

E. (lower right). Walk to locker on right side, second from front, and open it. Get gun. Get loader. Load gun. Get briefcase. Close locker.

Briefing Room & Patrol Car

(Start over if you missed the briefing.) Walk to newspaper. Get newspaper. Read it by `qsfttjoh`

`dvstps lfzt`. Close newspaper. Walk to assigned briefing position (left side of upper right table). Wait until briefing ends. Go to pigeonhole, `uijse pof po cpuupn` and look in. Open briefcase. Get notebook. Get pen. Get ticket book. Close briefcase. W. Walk to table. Get extender. Walk to keyboard. Get keys. W (upper left.). Drive to C3.

Scene of the Accident

Drive around, avoiding B2, till you hear radio message. Drive to map B2 and park by `xsfdlfe hsffo dbs`. Get out. Walk to wrecked car. Look at body. Look at window. Look at body. Radio. Walk to crowd. Talk to crowd. Talk to witness. Radio. Wait for Dooley and Hamilton. Drive around, avoiding map A3, until you get radio message. Park at Carol's Caffeine Castle (A3).

Carol's Caffeine Castle

Radio. Get out. N (left door). `Tju cz Tufwf`. Wait for Carol to bring coffee. Drink coffee. Wait for phone to ring and Carol to answer it. Stand up. Go to phone. Answer phone. Enter car. Radio.

On Patrol

Drive to D3 and patrol D3 and D4 until you get a message about xsjujoh ujdifut. Drive to D3 and wait around corner south of courthouse for sfe tqpsut dbs to right light. Chase it in code 3 until it pulls over.

Your First Ticket

Open door. Look at license plate. Radio. Get out. Walk to sports car. Look at woman. Talk to woman. Say Cpoet. Talk to woman. Ask woman for license. Write ticket. Return license. Say sign ticket. Give ticket to woman. Drive till you get radio message, then go to A3, park at Carol's.

Caffeine Castle & Wino Willie's

Open door. Get nightstick. Enter Carol's. Talk to Carol. Enter Willie's. Approach leader and Say move your bikes. Use nightstick. Look at girl. Talk to Marie. Say bye. S. Radio. Drive to A1.

The Drunk Driver

Patrol A1 and B1 until drunk driver starts weaving in street. Chase it in code 3 until it pulls over. Park. Get out. Mppl bu mjdfotf qmbuf. Radio. Walk to drunk's car. Talk to man. Tnfmm csfbui. Say get out of car. Wait till he does. Qfsgpsn GTU. Handcuff man. Say no. Read rights. Search man. Say follow me. Walk to your car and open back door. Wait for man to get in. Close door. Enter car and radio. Drive to D3 and park at jail.

Outside Jail with Drunk

Get out. Open back door. Wait for man to get out. Close door. Enter jail. Wait. Remove cuffs. Wait (for Laura). Walk to kbjmps'txjoepx. Wait for Laura to leave. Drive to police station (C3). (See introduction for what to do with your gun.)

Back at the Station

Drop nightstick (cfgpsf fyjujoh dbs). Inside, go to table in first room. Write memo. Put memo in basket. E. Move past all four men and hear what they say. Open door (lower right). W. Open door. E. Move next to men and listen to them. Drop keys (at keyboard). Drop extender (on table). E (lower right). Go to locker and hfu upxfrm. Close locker. Take a shower. Go to locker, open it and drop towel. Look at clothes. Get keys. Close locker. Go to parking lot and enter Corvette. Look. Get wallet. Drive to B4, park and enter Blue Room.

The Blue Room

Tju epxo and xbj uispvhi qbsuz, then get in your car and go to C3. Park at police station and enter.

Locker Room

Go to your locker, get towel and take a shower. Open locker, get gun, uniform and loader. Load gun, get briefcase, close locker. Go to briefing room and assigned seat and wait through briefing. Go to pigeonhole. Look in pigeonhole. Get pen and notebook from briefcase and close it. W. Get extender and keys. Get in patrol car and drive to A1.

To Arrest Hoffman

Patrol A1 and B1 until blue car and radio message appear. Chase it (Code 3) until he pulls over. Radio. Park and wait for backup. Open door. Wait for Jack to draw gun and move into position, then get out. Draw gun. Say hfu pvu pg dbs xjui zpvs iboet vq. When he does, say lie down and walk toward him. Holster gun. Cuff suspect. Read rights. Search suspect. Say stand up. Say go to police car. Follow him and open back door, then wait for him to enter. Close door. Search blue car, open glove compartment. Look at black notebook. Close glove compartment. Get out and pqfo usvol. Examine drugs. Close trunk. Return to squad car, radio, then drive to D3 and park at jail.

At Jail with Hoffman

Open back door and wait for Hoffman to exit. Enter jail. Say drugs. Remove cuffs. Wait until Jack enters and leaves, then drive to C3 and the police station.

Police Station

Get out and go east up the steps. E. W (lower door). After Dooley leaves, read memo. E. E (lower right). Ublf b tipxfs, then Drop key (on

rack) in main hall. Go to Morgan's office. After he speaks, go to Laura's desk and follow her, then wait till she leaves.

The Evidence against Hoffman

Open file cabinet (in Laura's office). Look at Ipggnbo gjmf. Get Ipggnbo gjmf. Get clipboard. With cursor keys, turn to FBI Wanted List. Get GCJ Xboufe Mjtu. Drop clipboard. Get keys. After Laura returns, drive Cadillac to courthouse (D3).

The Judge and the No Bail Warrant

Go to window and get no bail warrant. Say this is an emergency. When clerk returns, enter courtroom and go north. Say Ipggnbo. Say gjmf. Say yes. Say GCJ Xboufe Mjtu. Say ubuupp. Drive to jail, put gun in locker and enter. Give no bail warrant to jailor. After jailor returns, drive to police station (C3). Wait for Laura, then drive to Lytton Park on B4.

Drug Bust in Lytton Park

Get out, go north and draw gun. Hide behind a bush off to the side in back. Radio. Wait until two men talk and do drug deal. Radio. Tbz ibmu. Reveal yourself, go to young man. Holster gun. Cuff man. Sfbe sjhiut. Search man. Say follow me. S. Question suspect. Question dealer. Open back door and wait for them to enter. Drive to B1. Radio and park at jail. Inside, book men. Say drugs. Wait for slip to be filled out. Remove cuffs. Drive to C3 and park at police station. After Laura exits the car, drive to Blue Room (B4).

Blue Room and Jack

Sit beside Jack and talk to Jack. Wait for uif dbc esjwfs. When the man leaves, return to the car, drive to police station and enter Morgan's office. After he talks, go to the evidence window and ask for black notebook. Read black notebook and return it. Go to Morgan. After he speaks, get in the Caddie and drive to the jail.

The Jail and Marie

Go to cell one and Say ifmq nf in ipufm pqfsbuipo to Marie. Wait, then drive to C3.

The Body in the Park

After the radio message, go to Cotton Cove (D4). Walk to corpse. Remove blanket. Look at body. Radio. Drive to the station (C3), see Morgan and wait through the briefing.

Blondes Have More Fun

Shower again, but after turning on the water cmfbdi ibjs and rinse. Dress and drop the extender on the table in the main hallway, then go to Morgan and say phone number. Write it down. Get in the Caddie and go to the Hotel Delphoria (A2).

In the Hotel Bar

In the hotel, ring bell, check in and pay man. W. To get Woody to talk, say wine. Wait. Pay man. Wait. Stand up. Walk to bar and say gamble. E. Enter elevator. Push two.

Dialing for Detectives

Unlock room 204, enter. Wait. Say yes uxjdf. Use phone, type in Morgan's number. Say Bonds. Use phone. 411. Say cab. Use phone (type number from information). Say Ipufm Efmqipsjb. Return to bar and say gamble to Woody. Go west and approach Woody, then go north after he searches you.

Back Room

Sit at table and wait for Frank. After winning \$1,000, return to your room. Wait for backup. Ask man for usbotnjuufs. Return to bar and Say Frank sent me. Follow Woody.

Storeroom and the Big Game

Approach door and wait. Walk to Woody, who searches you and escorts you to the game. After winning enough money, Say yes twice and follow Frank to the fourth floor. When he opens the door, radio. If you've done everything correctly, everything is automated from here. Otherwise, you're a dead, dead detective.

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.)