



Another of Jim Wall's detective stories, *Police Quest II* is a procedural in which you rack up the most points if you "go by the book" in your investigation, doing everything step-by-step exactly as a real cop would under the circumstances. These circumstances focus on the Death Angel's escape from jail (where you sent him at the end of *Police Quest I*).

First you must find out how Sonny Bains managed to pull off the jail break, accomplished by picking up his trail from the place where he dumped the getaway car. The search takes you from the local shopping mall to the bottom of a nearby river, on to Steelton aboard a jet that gets hijacked enroute, and through the sewers to rescue Marie and gun down Sonny for keeps.

Walls improved on the earlier *Police Quest* by eliminating the frustrating need to steer your police car around the streets on an aerial-view map, and by getting rid of the poker game. This time, the action game consists of a target range where you must learn to adjust your pistol's sights and practice until you're a crack shot.

Written by a former Highway Patrolman, the *Police Quest* series is far more realistic than most "disk drive detective" games, and Walls goes into even more detail in this sequel. He practically forces you to develop the skills of a real detective in order to spot some of the more subtle clues. This is one of Sierra's best adventures, recommended for all cop show fans.

Type:

Animated Graphic Adventure

Difficulty:

Intermediate

Systems:

MS-DOS (512K required, 8 mhz and hard drive recommended, CGA/EGA/VGA/Tandy/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (one megabyte); Macintosh (512K)

Company:

Sierra, Inc.

Police Quest II: The Vengeance

The Solution

Obvious actions, such as opening and closing doors, are not stated here. Always close the trunk after putting things in or retrieving them.

Day One

In Car and Police Station

Open box. Look box. Get card. Look back of card. (Note number.) Close box. Get keys.

Shower Room

Go to locker on left wall closest to sink. Open locker. (Enter combination from above: 36-4-12.) Get gun. Get handcuffs. Get ammo. Close locker. Load gun.

Homicide

Walk to back wall. Look wall. Read board. Get keys. Walk to desk. Sit. Look desk. Look basket. Unlock desk. Look drawer. Get wallet. Get note. Read note. Close drawer. Stand.

Shooting Range

Walk to desk. Get ear muffs. Walk to far left position. Wear ear muffs. Repeat the following steps until gun sights are properly aligned: Draw gun. Fire gun. Lower gun. Look buttons. Push view. Look target. Get target. Push back. Adjust sights. (If shooting low, push up arrow about fifteen times; if shooting to the right, push left arrow the same.) Load gun (if necessary). Leave target area (after sights are aligned) and go to desk. Return ear muffs. Get ammo. Load gun.

Homicide

Listen to captain. Look desk. Look papers (passwords: jdfdsfbn, njbnj, qjtubdip). Go to computer. Turn computer on. Cd. Vice. Njbnj. Dir. Select Nbsjf Xjmlbot and note address. Cd. Personnel. Qjtubdip. Select Mbvsb Xbuljot. Select Mmpze Qsbuu. Cd. Criminal. Homicide. Jdfdsfbn. Select Cbjot and note address. Quit. Turn computer off. Walk to filing cabinet. Open cabinet. Get Bains. Take picture. Close folder. Close cabinet. Talk Keith.

Hallway and Parking Lot

Go to counter. Unlock bin. Open bin. Get field kit. Close bin. Go to parking lot. Go to blue car. Open trunk. Put kit in trunk. Close trunk. Unlock door. Get in car. Drive to jail.

Jail Parking Lot

Go to gun lockers. Open gun locker. Put gun in locker. Close locker. Push button. Show xbmmlfu to camera. Enter jail.

Jail Receiving Area

Talk to man. Ask about car. (Blue Corvette, license XPX.) Ask about officer. Read file (note serial number 5557763 and that he was issued cuffs, mace and pr24). Close file. Ask about Bains. Read file. Take picture. Close file. See witness. Talk to witness (at screen, after he arrives).

Jail Parking Lot

Open gun locker. Get gun. Close locker. Get in car. Drive toward station. Drive to mall (after radio call).

The Mall

Get kit from trunk. Go to blue Corvette. Look plate. Go to front of car. Look plate. Take picture. Open door. Look in car. Evtu glove box. Use ubqf. Open box. Look in box. Get bullets. Get holster. Get registration. Close door. Interrogate witness (stolen car is 86 Chevy, license C035). Go to car. Put kit in trunk. Get in car. Radio dispatch. Drive toward office. After radio call, drive to Cotton Cove.

Cotton Cove

Phone Booth and Middle Room

Bet on jogger. Leave car. Open trunk. Get kit. Close trunk. Interrogate witness. Load gun. Draw gun. Walk west to middle room. Shoot. Go west (after Bains flees).

Garbage

Go to northwest corner. Look ground. Get blood. Take picture. Make cast. Go to trash can. Move can. Get clothes. Look clothes. Look tag. Return to car. [Phone Booth] Walk west.

Middle Room

Talk to man. Dive in river. Look in wallet (for scuba certificate). Get in van. Get: wet suit, vest, belt, mask, fins, tank three. Check air. Exit.

Underwater: Mid-River

Save game in case you run out of air. Swim near set of three rocks near front of screen. Look bottom. Get object (badge). Swim upriver.

Underwater: Upriver

Swim near small white dot near front of screen. Look bottom. Get object (knife). Swim downriver past spot where you dove in.

Underwater: Downriver and to the Airport

Swim downriver, staying close to south shore. Look rocks. Move rock. Look hand. Get body. (You automatically surface near Trash Can area.) Go to Middle Room. Change clothes in van. Go to west room. Go to body. Take picture. Return to car. [Phone Booth] Put kit in trunk. Get in car. Radio dispatch. Drive toward station. After radio call, go to airport.

Airport**Parking Lot**

Go to black car. Look car. Look plate. Return to car. Enter car. Radio dispatch. Get kit from trunk. Go to black car's passenger side. Open door. Look at VIN. Look mirror. Evtu mirror. Use ubqf. Close door. Go north.

Crossing

Wait for girl (after crossing street). Buy rose.

Airport Lobby and Restroom

Go to female ticket agent. Show ID. Show new mug shot. Ask for passenger list. Go to restroom. Go to middle stall. Open door. Look toilet. Move lid. Get gun. Replace lid. Turn on dryer. Dry gun. Return to lobby, go west.

Rental Car near Escalator

Show ID to woman. Show new mug shot. Ask for rental car list. Leave airport. Go to car.

Parking Lot

Put kit in trunk. Get in car. Radio dispatch. Radio about sfoubm dbs. Drive to station. Say "give to Marie" when Keith asks about her.

Police Station**Parking Lot and Lobby**

Lock car. Get kit from trunk. Go to door, open, and enter lobby. Go to Evidence Window. Give evidence (revolver, blood, cast, bullets, holster, fingerprint, thumbprint, jail clothes, knife, lost badge). Go to Homicide.

Homicide

Go to desk. Sit. Look basket. Use phone. Dial 411. Type in Mzuupo and Nbsjf Xjmlbot. Dial 555-4169. Talk to Nbsjf.

Lobby, Shower, and Parking Lot

Open bin. Put kit in bin. Close bin. [Shower] Open your locker. Put gun, cuffs, and clip in locker and close it. Leave station. Get in car.

Arnie's Restaurant

Go to single girl. Sit. Give sptf. Order lobster. Eat. Call waiter. Pay.

Day Two**Police Station Parking Lot and Shower**

Get keys. Go to Shower Room. Open your locker. Get cuffs, gun, and clip. Close locker.

Homicide, Lobby and Parking Lot

Go to board. Get keys. Talk Keith. Go to Lobby. Open bin. Get kit. Close bin. Go to car. [Lot] Put kit in trunk. Unlock door. Drive to 160 West Rose.

160 West Rose

Get kit from trunk. Get blood. Evtu trunk. Take picture. Look trunk. Look body. Search body. Get corner of envelope. Look envelope. Get body (when Coroner arrives). Look trunk. Search trunk. Get note. Leave. Go to car. Put kit in trunk. Enter car. Radio dispatch. Drive to 753 Third Street.

The Inn

Walk to man. Show ID. Cjmm Dpmf. Go to room on first floor. Look door (108). Return to and enter car. Radio dispatch. Radio for backup. Leave car. Get warrant (when man arrives). Go to lobby. Show ID. Show warrant. Get key. Talk officer (when SWAT team arrives). Draw gun. Unlock door. Wait for gas to clear. Go to car, get kit, return, and enter room.

The Inn: Room 108

Look carpet. Get blood. Go to nightstand. Open drawer. Get envelope. Look envelope. Read letter. Go to bathroom. Look. Look sink. Get card. Look under bed. Get lipstick. Return to car, put kit in trunk, radio dispatch, and drive to station. [Station Lot] Put kit in trunk. Enter Lobby.

Evidence Window with More Evidence

Go to window. Give evidence (from Inn).

Homicide, Burglary, and Narcotics

Sit. Look basket. Use phone. 407 555-3323. Hello. Tell about Bains. Hang up. Stand. Go to Burglary. Ask about tipuhvo and prints. Go to Narcotics. Open cabinet. Get Colby. Close file and cabinet. Talk Keith (in Homicide). Go to car, put kit in trunk and drive to 222 West Peach. Radio dispatch.

Marie's

Get kit. Get note (on door). Read note. [Living Room] Look floor. Look ash tray. Get paper. Go to car. Put kit in trunk. Drive to station. Radio dispatch. [Police Parking Lot] Put kit in trunk.

Homicide

Talk to Captain. Sit. Use phone. 411. Ask for Tuffmupo, then qpmjdf. Dial 407 555-2677. Hello. Talk about Cbjot. Hang up. Stand. [Evidence Window] Give list to man.

Target Range

Get ear muffs. Enter range. Wear ear muffs. Raise gun. Shoot (twice). Push view. Look target. Adjust sights. Replace target. Push back. (Repeat procedure until sights are aligned.) Fire all ammo. Leave range. Return muffs. Get ammo. Go to car. Put kit in trunk. Drive to airport. Radio dispatch.

Airport

Lock door. Get kit. Go north.

Ticket Counter

Show ID. Buy ticket to Steelton. (Keith gets purchase order from Captain.) Buy ticket to Steelton. Go west. Up escalator to security. [Gate area] Show ID. Walk to man in white suit. Talk to Larry. Go west to plane.

On the Plane

Sit. Fasten belt. Water (to stewardess). Unfasten belt (when girl faints). Stand. Draw gun. Fire. Fire (when second gunman enters). Tfbsdi nbtife nbo. Get xjsfdvuufst. Search uvscho on unmasked man. Get bomb instructions. Read instructions. Go to rear of plane.

The Plane's Restroom

Look dispenser. Open dispenser. Save game. Follow instructions to defuse bomb. Close dispenser. Return to seat. Sit. Fasten seat belt.

Steelton Police

Enter office. Go west into next office. Look table. Get radio. Go west.

Burt Park

Go north to pond, continue to willow tree. Use radio (when mugger approaches). Read rights. Question man. Go south, then east. Go to south-west corner of screen. Look ground. Move cover (of manhole). Climb on ladder. Save game.

The Sewer

Map A-1: Go south to walkway; don't leave screen. Cross walkway to east. Go north. Turn corner to east and enter next screen.

A-2: Go east. Don't stop when you enter gas pocket.

A-3: Turn corner and walk south.

B-3: Go south.

C-3: Go south, turn corner to west, keep walking.

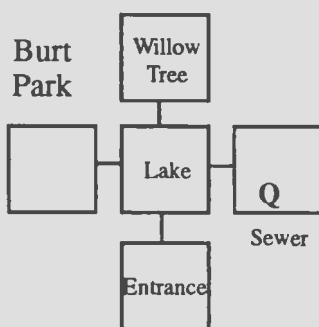
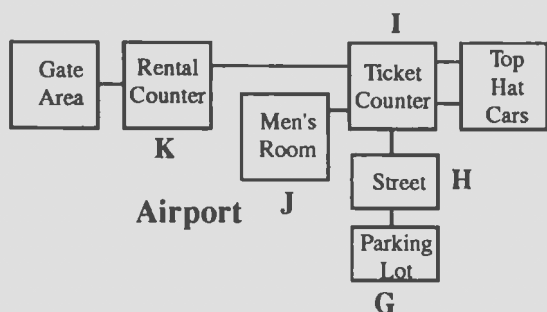
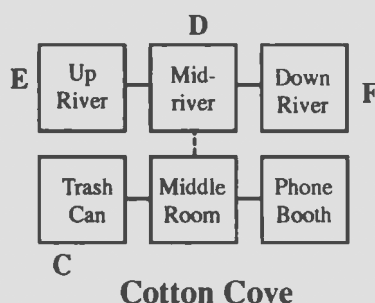
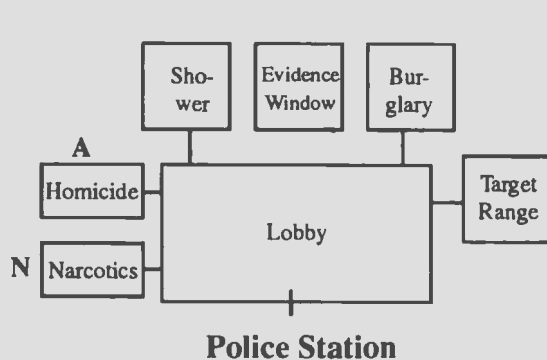
C-2: Open cabinet. Get mask. Go west (wear mask when you hit gas.)

C-1: Cross walkway to south. Go south.

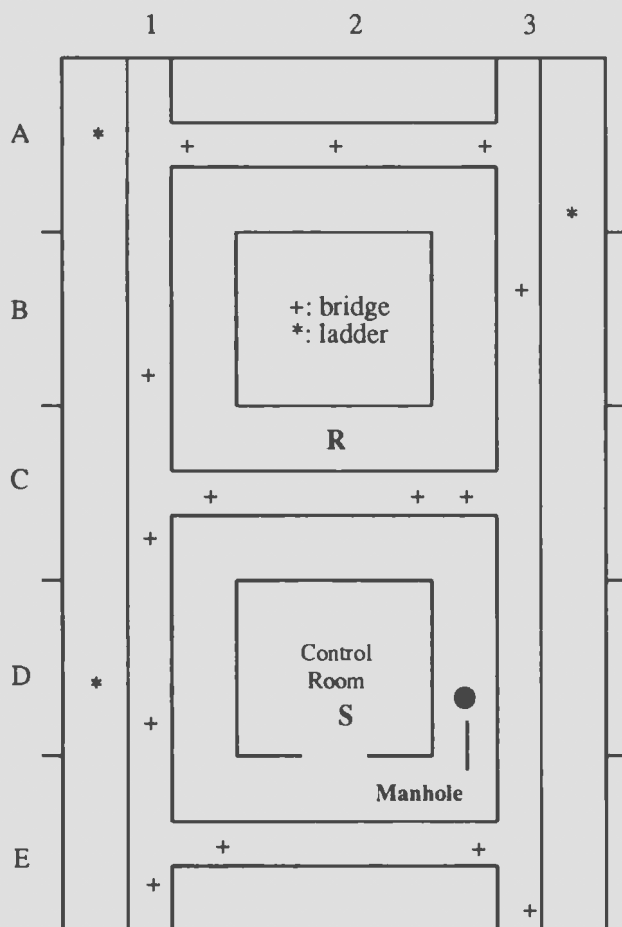
D-1: Go south.

E-1: Go south. Turn corner to east.

Map E-2: Enter door. Dbmn Marie. Untie Marie. Save game. Hide behind pipe (on east side of screen). Load gun. Draw gun. Shoot (at least three times).



Police Quest II: The Vengeance



Sewer

Map Key: Police Quest II

Several small areas are not mapped here; the location of items in these areas is noted below.

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|--|--------------------------------------|--|-------------------------------|
| A: Password for Computer, Computer, File Cabinet (Mug Shots, Files), Wallet (ID, Scuba Certificate), Letter | C: Blood, Clothes, Footprint | K: Rental Car List | P: (Not on maps) Radio |
| B: (Not on maps) Fingerprints, Bullets, Holster, Registration (in glove box of Corvette) | D: Badge | L: (Not on maps) Body, Blood, Envelope, Corner of Envelope | Q: Manhole Cover |
| | E: Knife | M: (Not on maps) Blood, Envelope, Card, Lipstick | R: Gas Mask |
| | F: Body | N: Colby's File | S: Marie |
| | G: Fingerprint, V.I.N. number | O: (Not on maps) Wirecutters, Instructions (for defusing bomb), Dispenser | |
| | H: Rose | | |
| | I: Passenger List | | |
| | J: Gun | | |

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

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