

# MANHUNTER:

## San Francisco

This sequel begins where *Manhunter: New York* left off, with you chasing the traitor Phil in one of the Orb ships. The Orbs are aliens that look like big flying eyeballs. This time they've taken over San Francisco, and it's your job to run them out of town. Again you rely on MAD, an electronic device that lets you "tag" little on-screen blips representing suspects, so you can follow them around. A Travel command lets you go directly to any location listed on MAD.

Sierra's most unusual game system, *Manhunter* presents most scenes as if seen through the eyes of your character. But the most striking scenes are the aerial-view shots of the city streets displayed on the MAD screen. MAD also provides information on suspects. Getting that information requires no typing — all actions are handled with icons.

A variety of mini-arcade games are built into *Manhunter*, but you can set their difficulty level to easy, medium, or hard. Since this game was written with Sierra's older AGI system, it's not as nice to look at or listen to as their recent releases. Still, *Manhunter* is a rare treat for those who appreciate black humor and mystery — and don't mind excessive and graphic violence.

**Type:**  
Animated Graphic Adventure

**Difficulty:**  
Intermediate

**Systems:**  
MS-DOS (256K, Hercules/CGA/EGA/VGA);  
Atari ST (512K); Amiga (one megabyte); Macintosh (512K)

**Company:**  
Sierra, Inc.



# The Solution

To get information on any of the names you come across, use the MAD and click on Info. To track the suspects, click on Tracker.

## Day One

### Crash Site

Get I.D. and MAD. Use MAD to track all three subjects to Bank of Canton, Warehouse, Ferry Building, Embarcadero Fountain, and Hyde Street Pier. Tag the three subjects at the Bank of Canton. Get info on Peter Brown. Travel to Bank of Canton.

### Bank of Canton

Enter store at the west side of the bank, go down steps, enter hole at bottom of steps, and move through hole to office. In the office, look at the man's face and hand. Notice that the office belongs to Ube Ujnpw. Get the note on the desk and the newspaper clipping by the waste basket. Exit to street. Go west and look at the dead body. Look at the face and hand. Get the broken fang from neck and the laundry ticket. Use MAD to get info on Ube Ujnpw. Travel to warehouse.

### Warehouse

Look at the bird, then enter door. See clump of hair, go farther in the warehouse. Set arcade difficulty to easy. Avoid robots by not letting them see you. Go to the room in the SW corner. In the office, look at the desk to see the note, then get the mallet. (Notice the fish sign on the head of the mallet.) Exit to street, then travel to the Ferry Building.

### Ferry Building

There are lots of Orbs here. Enter through the middle door and notice that the doors are locked. Look at the poster on the right hand wall. Exit to street. Travel to Embarcadero Fountain.

### Embarcadero Fountain

Enter fountain and press Return repeatedly to keep from going down the drain. You want to go to the tunnel on the right hand side of the fountain. Once you've done so, set arcade difficulty to easy and kill all the rats and bats. It is easier to win if you stand still and kill in one spot. Kill them all, then go to the office at the other end of the tunnel. Inside, get the driver's license, look at the body, and get the empty flask. Use MAD to get info on Mic Stone. Return through the tunnel and hit Enter repeatedly to spin out. Travel to Hyde Street Pier.

### Hyde Street Pier

Look at the fence and see medical supplies. Then go down ladder to the beach. Once on the beach, look under pier, then climb the pole. *Do not* enter pipe from this end. Travel to Manhunter's apartment.

### Manhunter's Apartment

Look out the window at Coit Tower and the TransAmerica Pyramid. Open the dresser drawer and get cloth. Travel to Tad Timov's Apartment.

### Tad Timov's Apartment

Enter the apartment, but leave immediately or you will be killed by the dog. Now this wraps up all the places you can visit. If, when you select travel at this point, you do not get an Orb Override, you have to kill time by traveling around some more. When you do get the Orb Override, input the names Ube Tjnpw and Njd Tupof.

## Day Two

### Manhunter's Apartment

Use MAD to track all subjects, who will visit Pier 5, Temple, Shop, Pyramid, Doctor's House, Laundry, Cable Car Barn and the Private Club. Travel to Pier 5.

### Pier 5

Look at the boat. Take the muzzle. Notice the broken fang, which exactly fits the fang you are carrying. Notice the missing finger. Travel to Tad Timov's Apartment.

### Tad Timov's Apartment

Select muzzle from inventory and put it on the dog. (The dog runs away.) Look at the picture and notice the symbols. Get camera. Travel to Temple.

### Temple

Enter temple, go to the center of the room and take the shield. Set arcade difficulty to easy and play the arcade sequence. Buddha will rise when you have completed the round. Go up the steps and look at the dragon note. R3 to L1 to R4 translates to castle [R3], gateway [L1], hell [R4]. Look at the cloth, go to the second statue on the left, and use the cloth. The message means **gpvs qjodift**. Walk to the top of the steps. Ninja will grab you and force you to walk a lava path to the next room (another arcade sequence). Watch the other man brand his hand with a dragon (you don't). You take the scroll and (quickly!) jump out the window on the east side of the room.

### Outside the Temple

Look at the scroll. Use MAD for info on Zac West. Walk east, then enter the building. Look at the man. Look at the canisters: The second from the left has the same symbol as the picture at Tad Timov's apartment. Take gpvs qjodift from that canister and put in the pipe. Get pipe and use it. You will see a vision. The old man will give you a statue; take it and put it in your robe. Exit to street. Travel to shop.

### Shop

As you enter the shop, you will see the shopkeeper with the missing finger from the beast at Pier 5. Exit to street. Travel to the Pyramid.

### Pyramid

Walk up to the Pyramid and notice the broken chain by the door. Enter the Pyramid, look at the gun, get the gun. Re-enter Pyramid, look at the robot, set arcade difficulty to easy and free the slave. Travel to Doctor's House.

### Doctor's House

Look at the dead body, then at the doctor. Select empty flask to fill with urine sample. Take the letter and read it. Use MAD for info on Noah Goring. Travel to Laundry.

### Laundry

Laundry is closed. Travel to Noah Goring's house.

### Noah Goring's House

Look at the end table and get matches. Notice white thread and needle. Look at the files on the floor and read them. Travel to Cable Car Barn.

### Cable Car Barn

Enter door and get on a cable car. Get off near the upper right corner and go to the upper right transformer. Pull lever in upper right corner. Move through opening in lower right corner. Look at the ads. Look at the body. Take letter and read it. Travel to Private Club.

### Private Club

You cannot enter now. Travel to Wax Museum.

### Wax Museum

Look at the figure, use mallet, and enter museum. Push button and see show, then walk west. Look at the display, then walk west. Look at the display and climb chimney. Leave Museum. Travel. Orb Override: Input Opbi Hpsjoh and Abd Xftu.

### Day Three

Track all subjects, who will go to Ghirardelli Square and the Wax Museum. Travel to Ghirardelli Square.

### Ghirardelli Square

Look between the buildings and take rat's paw. Travel to Laundry.

### Laundry

Look at the girl and give her the laundry ticket. She will show you the slave you freed. You get mugged. The slave frees you. Take walking stick and leave the laundry. Travel to Ghirardelli Square.

### Ghirardelli Square

Look between buildings and climb rope. Move to the east and climb sign to dead body (see map). Use the stick to get ring, then climb down. Travel to Shop.

### Shop

Enter shop and give the man the rat's paw. (Save the game here, because if you lose, you won't get the rat's paw back to try again.) Play the game and win six hands (two games). Get the rat mask (the one on the left with the open eyes). Travel to the Private Club.

### Private Club

Go to the door and use mask, then knock. Enter and sit down. Look at the arm and see the code V O O D. Play the game, then use the flask. Take the hatchet while the rats are fighting over the flask. Leave. Travel to the Wax Museum.

### The Wax Museum

Look at the figure and use mallet. Enter the Museum and go to the Victory Display. Look at the bodies and use the fang on the white thread to get the Orb I.D. Leave the Museum. Travel to Ghirardelli Square.

### Ghirardelli Square

Look between the buildings and climb rope. Enter the window by the elevator shaft and fall down stairs. Look at the gate and use the ring to open gate. Enter tunnel.

### Ghirardelli Square Underground

Go through tunnel and fall on Phil. Get Orb on a Stick. Phil then throws you to the rats. Wait until you can see their faces, then use the camera and escape through the tunnel to Hyde Street Pier. Go down ladder and under pier, then go up the pole

and use the hatchet. You are taken to Alcatraz warehouse.

### The Warehouse

Use the hatchet, then walk west. Look at the monster in cell two, row two. This is the monster in your vision. Give the statue to the monster then look at the machine on the left side of the screen. Use the Orb I.D., then use the Orb on a Stick. This frees all the monsters. Ming grabs you and takes you to a balloon. Turn the handle and use the matchbook to light the burner. The balloon rises and heads for shore. Press Enter repeatedly to maintain altitude until you can land in the castle in front of Coit Tower (avoiding the hot gases spewing from the tower). The balloon crashes, dumping you into the control room, right on top of an Orb.

### The Control Room

Look at the control Panel and select "Robots" on the left side of the screen. This changes all the locations of the robots to a pink color. Move all the robots to room 2 and close the gate behind them. Then select "Slaves," which turns all the slaves' locations blue. Move all of the slaves to "slavery." Open gate 1 (this kills all of the robots), then close all the gates. Then open gates 1, 2, and 3 to destroy the Cable Car Barn, the Pyramid, and Coit Tower. The Orbs die, and everyone returns to normal.

Send slaves to Hell, and they come in and take you to freedom. Enter the earth driller. Look at the control panel and press the buttons following the code on the arm (V O O D), then press the center button and look at the control screen. You must navigate the ship through the lava maze, from bottom to top of the map. Save when you enter a new quadrant, so you don't have to start all over again if you hit a pocket of lava. You are trying to get to the Ferry Building on the shore.

### Map Key: Manhunter: San Francisco

Locations 9 and 10 appear twice on the map, because they are displayed on separate sectors which overlap.

- 1: Hyde Street Pier
- 2: Wax Museum (Orb I.D.)
- 3: Ghirardelli Square (Rat's Paw, Ring; Underground: Orb on a Stick)
- 4: Private Club (Hatchet)
- 5: Manhunter's Apartment (Cloth)
- 6: Doctor's House (Letter)
- 7: Crash Site (I.D., MAD)
- 8: Cable Car Barn (Letter)
- 9: The Temple (Scroll; East of Temple: Statue)
- 10: Tad Timov's House (Camera)
- 11: Laundry
- 12: Bank of Canton (Newspaper, Dragon Note; West of Bank: Broken Fang, Laundry Ticket)
- 13: TransAmerica Pyramid (Empty Gun)
- 14: Pier 5 (Muzzle)
- 15: Embarcadero Fountain (Empty Flask, Driver's License)
- 16: Ferry Building
- 17: Warehouse (Mallet)
- 18: Scientist's House (Matches)
- 19: The Shop (Rat Mask)

Control Panel

C: Castle

CC: Cable Car Barn

G: Gate

H: Hell

L: Lava

P: Pyramid

S: Slavery

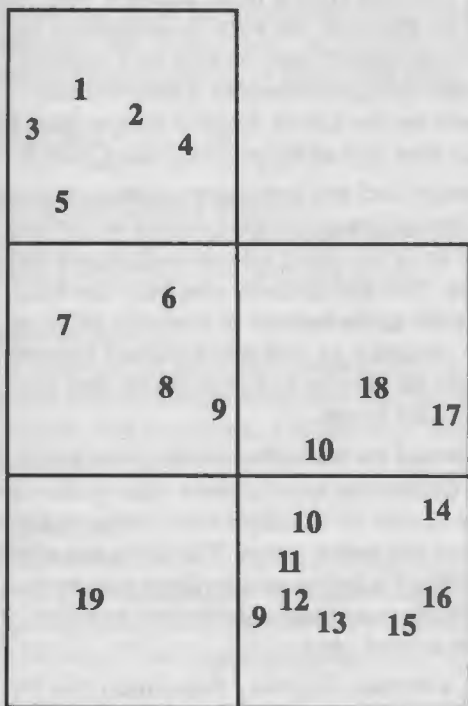
1: Closed Gate; kills Robots when opened

2: Closed Gate; move Robots here before opening 1

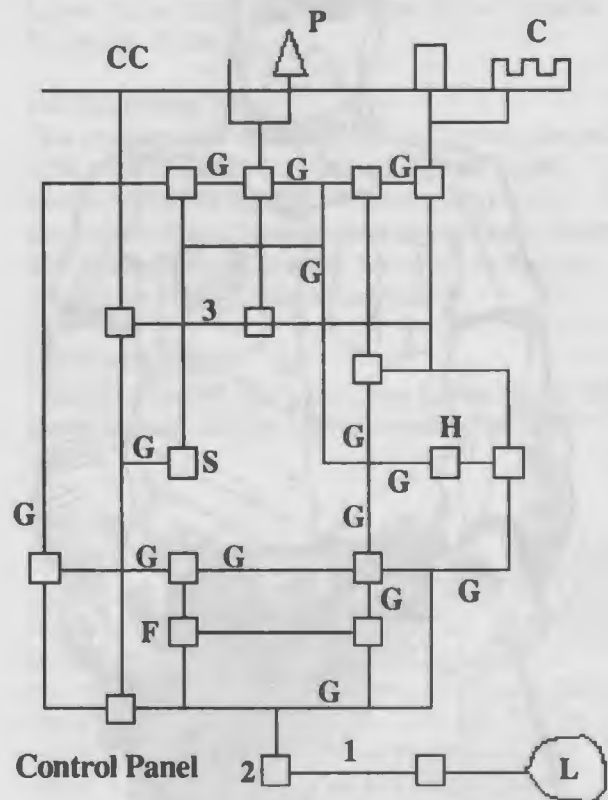
3: Closed Gate

4: Freedom

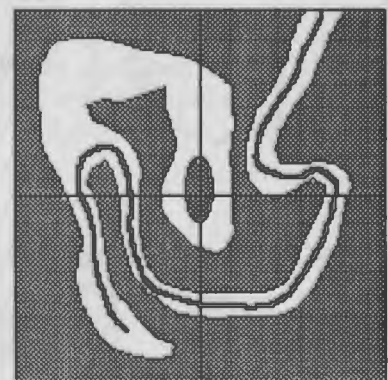
# Manhunter: San Francisco



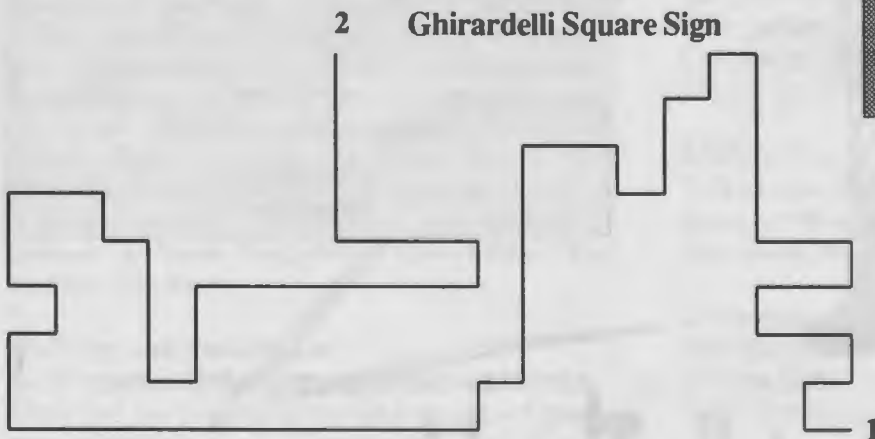
San Francisco



Control Panel



Lava Maze



(one-way movement from 1-2)

# 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.)