

# Manhunter: New York

One of Sierra's most unusual games, this one is set in the year 2002, when aliens—called Orbs because they look like huge flying eyeballs—have taken over New York. Some people were recruited as Manhunters to spy on their fellow humans, and such is your lot. This is done by using a tracking device called MAD, which shows a full-screen picture of city streets or a building's interior, where a small blip representing the target moves around. The target's actions and movements provide clues on what to do when you go to one of the places he has visited. Instead of always seeing your character on-screen, as in most Sierra games, you usually see the world through his eyes in first-person illustrations. There are still lots of animated sequences, some of which occur in windows set into the main picture. It's an unusual adventure because object manipulation isn't as vital as tracking targets. Doing so leads to significant clues and a few important things you can grab and use later. Stick, mouse or keys can be used to control the interface, which involves almost no typing. An arrow appears on each screen: point it at a door, or sometimes to the side of the screen, and you'll be told to press enter to move in that direction, usually into an adjoining room. The cursor becomes a hand when it's over an item that can be used or picked up. Good music and sound effects dramatize an intriguing story peppered with black humor, and you'll also find more than the usual number of arcade games in this one. Novices will like it because after getting killed for making a major mistake, you're instantly reincarnated at the place where you goofed—but one move before you blew it.



**Type:** Science Fiction Graphic Adventure

**Skill Level:** Novice

**Systems:** IBM, Amiga, ST, IIGS, Mac, Apple (128K)

**Company:** Sierra On-Line

## The Solution

### General Tips

The MAD computer is the key to solving the game. Track all humans you see. Retrace their paths and try to repeat their actions. After discovering a person's name, type it in the "Info" section of MAD; if it gives you an address, you can usually go there for more clues and useful objects. A map of the city is provided, so only relevant portions of some buildings and the mazes are shown here. You do not have to visit the Art Museum at all. Because there are so few objects to collect, no map keys are provided. Numbers are spelled out so they could be coded, but must be typed into the game as "41," etc. Tips on the arcade sequences appear at the end of the solution.

### Day One

#### Home

Watch the tracker on MAD, then travel to Bellevue Hospital (lower east side of Manhattan).

#### Bellevue Hospital

Move to the right side of the hospital and enter the hole in the wall. Examine foot-tag for name of body. Look at face. Leave hospital. `Uzqf obnf pg cpez` into MAD. Travel to Trinity Church (lower Manhattan).

#### Trinity Church

Enter church and go to the left side. Look at the candles (there's a clue here, useful at `Bcevmf`). Travel to the Flatbush Bar (Brooklyn).

### Flatbush Bar

Play the videogame. After the patrons force you to play the knife-throwing game, throw the knives between the man's fingers. (See tips below.) After you win, watch the man's right arm for a clue. Play the videogame and take the shortest route through the maze (see map A). Keep track of which uisff epmmt gbmm and the order in which they do so. Travel to Prospect Park (southwest of the bar).

### Prospect Park

Enter park and go in left door of the restrooms. Walk to last stall and sit on toilet. Gmvti the upjmfu uisff ujnft. You'll wind up in the sewer.

### The Sewer

This maze is identical to the one in the videogame. See map B to collect all twelve keycards, which are found at the same locations as the magic squares in the videogame. To negotiate the maze, remember that after each move you'll be facing the way you turned, not necessarily north. You'll emerge from the sewer into a cave.

### Cave at Drier Offerman Park

Look at the flashing light on the dock. Take the medallion. Walk to the cave's exit. Look at the distant object (a Ferris wheel). Now you can travel to Coney Island (just south of the cave).

### Coney Island

Walk to the three booths, lower left of center. Go to the Center Booth (Kewpie Doll Baseball). Knock down the dolls in the same order they fell in the videogame (uisff, uxp, gpvs). When the man looks at you, show him the nfebmmjpo and take the data card. Use it (you get a reference about Phil, a double agent, and destroying the lady, the Statue of Liberty). The Orbs ask for a suspect name, then tell you to go home. (Type in boz obnf zpv xbou for a suspect.)

### Day Two

#### Home

After the Orbs send you to investi-

gate a stolen maintenance robot at Grand Central Station, the tracker shows three humans entering the station; it's targeted on the first one, who leaves the station and goes to the Wretched Excess Nightclub. Travel to Grand Central Terminal (central Manhattan).

### Grand Central Station

Look at the Orb and robot fixing the forced entry way. Travel to the Wretched Excess Bar (lower west side of Manhattan).

### Outside the Wretched Excess Nightclub

Look at the bouncer (Louis Redman). Uzqf ijt obnf in MAD (but you can't travel to his home). Try to go in the bar. The bouncer won't let you, so go west and enter the alley. (See below for tips on arcade sequence.) When you punch the last thug, he'll throw you through a window and into the club.

### Inside the Wretched Excess Nightclub

Tbwf uif hbnf. Look at the first brown robe on the left. If it's a man, you're thrown out of the bar. If it's a woman, she drops a keycard. (If it's a man, restore the saved game and try a different robe.) Get the keycard, quickly, before the bouncer tosses you out. After you're tossed out, look at MAD and tag the second man at Grand Central Station, who goes to the Vend-o-Deli, reads some messages and joins a second man; the pair travel extensively through Central Park. Travel to the Vend-o-Deli.

### Vend-o-Deli

Enter and read messages on both boards (the one signed by Harvey says "She's ready to go"). Travel to Strawberry Fields (west side of Central Park).

### Central Park: Strawberry Fields

Look at the sign. To avoid landmines, you must use MAD to note which trees and other landmarks the suspects walked between, then

follow their exact path. Walk between the two trees on the right side of the screen.

### Central Park:

#### Friedsan Memorial Carousel

Walk between the pink and red trees to the left of the bridge.

### Central Park: Bethesda Fountain

Take path to the sjhiu.

### Central Park: Statue

Walk between the brown and blue bushes northwest of the statue.

### Central Park: Ramble

Walk to the right of the green tree and left of the pink tree on right side of the screen.

### Central Park: Near Ramble

Walk between pink and green bushes on left side. Take crowbar. Walk back to Ramble.

### Central Park: Ramble

Walk to left of pink tree that's between blue and green trees on left of yellow trail.

### Central Park: Belvedere Castle

Follow yellow path to northeast.

### Central Park: Cleopatra's Needle

Walk to the right of the three pink bushes on the left side of the screen.

### Central Park:

#### Near Cleopatra's Needle

You find a body. Look at gpsfifbe (you see a P). Look at rock (Qijm Dpp—the last letter is incomplete). Look at objects on the ground, which refer to Boob and Ibswfz Ptcpsof. Type these names into MAD. Type Qijm Dppl into MAD, then travel to the Ptcpsof t bqbsun-fou at 150 West 82nd Street (upper west side of Manhattan).

### 150 West 82nd Street

Inside, look at the paper bag near the door, then hfu uif lzf. Push button to right of door. You'll find Boob't body. Look closely and you'll see a P on her forehead. Look at MAD and tag the third human at Grand Central, then

travel to the Museum of Natural History (just southeast of the Ptcpsof'tbqbsunfou).

#### Museum of Natural History

Walk to right and use key from the Ptcpsof'tbqbsunfou to open door. Follow suspects' path through Museum (see map C). Use a lfzdbse to get past each locked door. The last door is barred, so use crowbar. Use the nfebmmjpo to scare off the dragon, who will open the door. Follow hallway to the last room (you'll see an explosion just before you enter it).

#### Museum of Natural History—Last Room

Look at blackboard on left, which contains a gmpps qmbo. Look at dead man's hand, then take module B. Look at tattoo on arm. There are three rows of five dots, which follow the pattern of the church candles. (top row: pof, middle row: uisff, bottom row: gpvs). Use the Usbwfm dpnnboe to leave the room. The Orbs want suspects (type in anything you want). You're sent home.

### Day Three

#### Home

The Orbs send you to investigate a dead Orb. MAD shows a suspect going from the cemetery to a theatre in Times Square and on to Abdul's Pawn Shop. Another man joins him on the way. Travel to the Trinity Church (lower Manhattan).

#### Trinity Church

Enter church and look at candles on left side. Get match and light three candles, according to clue on the ubuupp of the efbe nbo in the Nvtfvn: top row, candle pof; middle row, candle uisff; bottom row, candle gpvs. The safe over the candles will open. Get module A. Notice the symbols on the door of the safe. Fyujohvjti uif dboemft to close the safe. Leave the church and travel to the Greenwood Cemetery (Brooklyn).

#### Greenwood Cemetery

Enter, look at the gravestones, and

copy the names, dates and sayings. Travel to the theatre in Times Square (central Manhattan).

#### Theatre in Times Square

Enter and go into the room on the right.

#### Manager's Office

Look at the two small pictures: a boy born in 1988, whose last picture was taken in 2002. The dates correspond with Ujn Kpoft from the cemetery. There is a safe behind the big picture, but you don't have the combination yet. Travel to Abdul's Pawn Shop (lower Manhattan).

#### Abdul's Pawn Shop

Enter and walk up to Abdul, who'll show you some badges. Select the three badges with the same symbols you saw on the door in Trinity Church (dsptt, E with an extra line, and the tubs). You'll fall into the basement.

#### Abdul's Basement

Read sign over door. Look at winter scene picture. The number to press can be seen vqtjef-epxo in the qjduvsf. Press gpsuz-pof. Look at Halloween picture. Press pof uipvtboe uisuz-pof. Halloween day. Look at riddle. Picture contains two threes. Press uxp ivoesfe tjyuz-gpvs. Look at flower picture. Count csbodift on each efbe tufn. Press gpvs ivoesfe uxfouz gjwf.

#### Abdul's Basement, After the Pictures

Look at body. Name on robe is Ibssz. P is carved into forehead. Walk around corner to right. Punch man with knife. Take note dropped by man: it says fjhiu gpvs uisff tfwfo tjy ojof. Climb up ladder.

#### Across from Empire State Building

Travel to theatre in Times Square (central Manhattan).

#### Theatre in Times Square

Enter theatre and go into the manager's office.

#### Manager's Office

Move large picture. Push fjhiu gpvs uisff tfwfo tjy ojof, then press Enter. Get note quickly, before safe closes. Use MAD and Type in Ibssz Kpoft. He's the dead man in Abdul's basement, and gbuifs of Ujn Kpoft from the dfnfufsz. His address is 21 Pearl Street. Travel to this address (lower end of Manhattan).

#### 21 Pearl Street

Enter, look at stereo on the table and turn it on. Use dspxcbs. Get module C. Travel to the Empire State Building (central Manhattan).

#### Empire State Building

Enter the building; you're now in Cook's office. Look at computer on desk. Push power button. Type in password from theatre safe (VDVDD). Computer tells you: Alpha Security controls mpdbujpo of hvbse spcput at Cfmmfwvf; Beta Site is a tijq available with four cpnct at Grand Central Terminal; Gamma Security controls mpdbujpo of hvbse spcpu at Tubvf of Mjcfusz; Delta Security is a signal tracker, analyzer and main computer at Empire State Building. Leave the building and use Travel command. The Orbs ask for suspect's name, then send you home. (Again, type in any name.)

### Day Four

#### Home

The Orb tells you to investigate an unauthorized computer access, after which you'll be transferred to Chicago. Look at MAD and tag the computer signal. This is tricky. A good way to do it is to position the marker in front of the output port on the left and wait for the signal to come to you. After it's tagged, the signal leaves the computer and identifies you as the suspect. You are then tracked to your apartment. Travel to the Empire State Building.

#### Empire State Building

Enter and turn on computer. Type in VDVDD. Select Alpha Security. Set guard positions to ibmm

**Qbuspm and Psc qspufdujpo.** Select Gamma Security. Set guard position to **hspvoeqbuspm**. Make no changes to Delta Security. Don't turn on the transmitter. Travel to Bellevue Hospital.

### **Bellevue Hospital**

Walk to the right side and enter through the bomb hole. Walk through the unguarded door. You're caught and thrown into a locked room.

### **Bellevue Hospital, Locked Room**

Look through vent. Wait for everyone to leave. Use **dspxcbs**. Look at Machine. Get module D. Push handle up. Climb up ladder and get on conveyor. You're dumped into a room with a large maze of poles.

### **Pole-Climbing Maze in Bellevue Hospital**

See map D and below for solution. After completing the maze, travel to Grand Central Terminal.

### **Grand Central Terminal**

Look at lower left corner where robot was fixing the window. Use **dspxcbs**. Enter building. Enter ship. Insert the four modules into slots. Push or slide the surrounding buttons in the order shown in Figure One. Fly ship out of hole in right wall. It will enter the tunnels. To navigate the tunnels, see map E. When you exit the tunnels, you'll be flying over the city. **Tbwf uif hbnf**.

### **Flying over New York**

You must **bwpije Qijm**. Look at the viewscreen and **cpnc** the Statue of Liberty, **Cfmmfwvf Iptqjubm**, **Hsboe Dfousbm Ufsnjobm** and **Fnqjsf Tubuf Cvjmejoh**. If unsure where they are, refer to the map that comes with the game. Save the game each time you successfully **iju a ubshfu**. You have only **gpvs cpnc**, so you must restore the game if you **njtt a ubshfu**.

## **Tips on Arcade Sequences**

### **Knife-throwing at the Flatbush Bar**

Watch the point of the knife. As it moves to the left, throw when it's directly under the left edge of the man's forefinger. As it moves to the right, throw when it's directly under the right edge of the man's third finger. Finally, throw the last two knives when you just pass the man's middle finger, first to the left, then to the right.

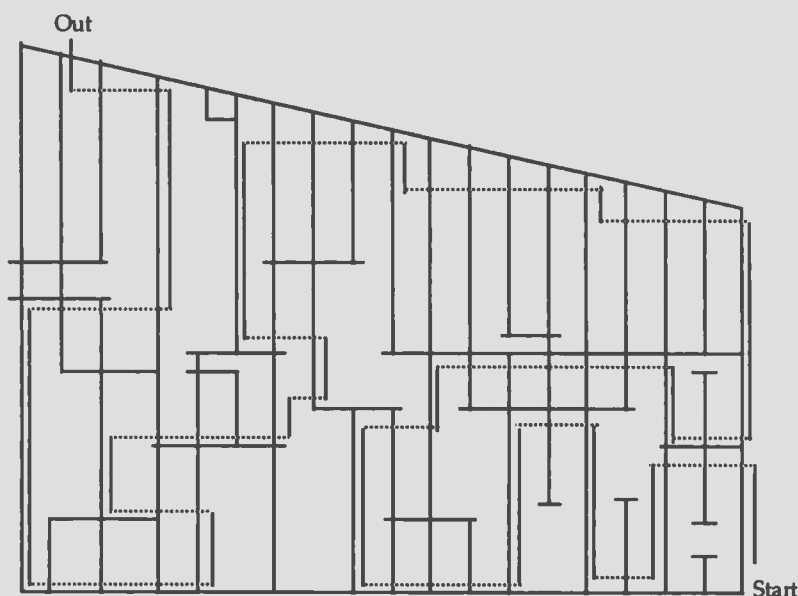
### **Street Gang in Alley at Wretched Excess Nightclub**

The first thug throws knives. Duck the high ones, jump the low ones. Each time you jump, your character moves a little closer to the thug. When within arm's reach, punch the thug, but don't get too close or he'll kill you. Use the cursor keys instead of mouse or stick to duck and jump: you can react faster. Also, try to get off as many jumps as possible before the first knife reaches you. The second thug throws knives even faster than the first, and the third one throws

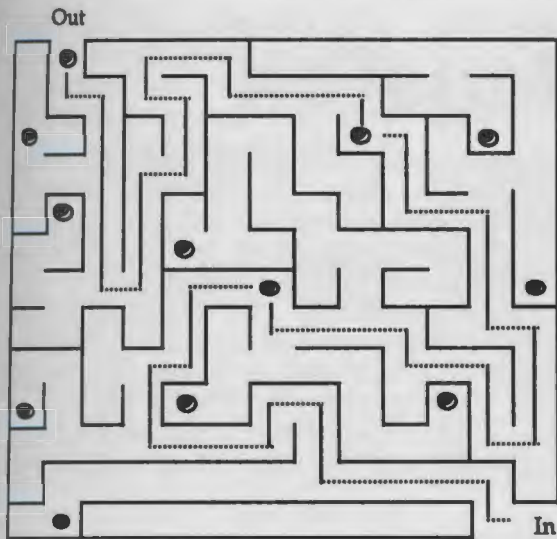
bottles a bit faster. The last thug throws knives so fast you can't see them coming. Watch his arms: when his arm goes high, duck immediately; when it goes low, jump immediately.

### **Pole-climbing Maze in Bellevue Hospital**

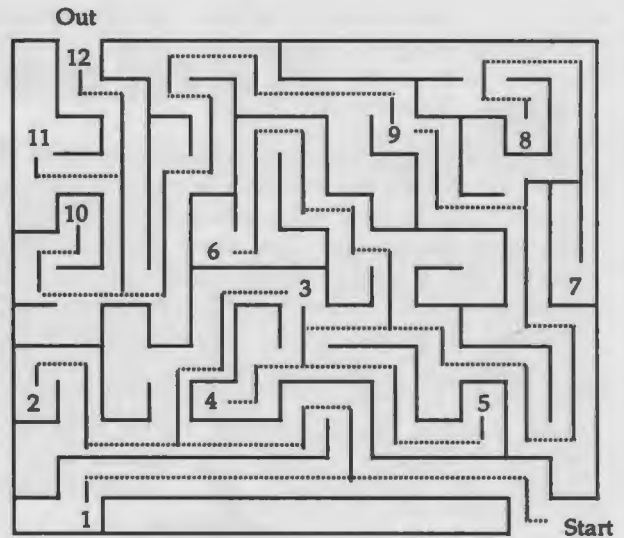
The object is to climb and jump from pole to pole and eventually reach the window in the upper-left corner of the screen. See Map D for the correct route. If you touch a horizontal bar or get hit by a fireball, you fall and have to start over at the beginning. It's a little easier to use a joystick or mouse instead of the cursor keys. Watch the fireballs and jump left or right to avoid them. Don't start a long climb up if a fireball is coming at you. Jump clear and wait until it passes by.



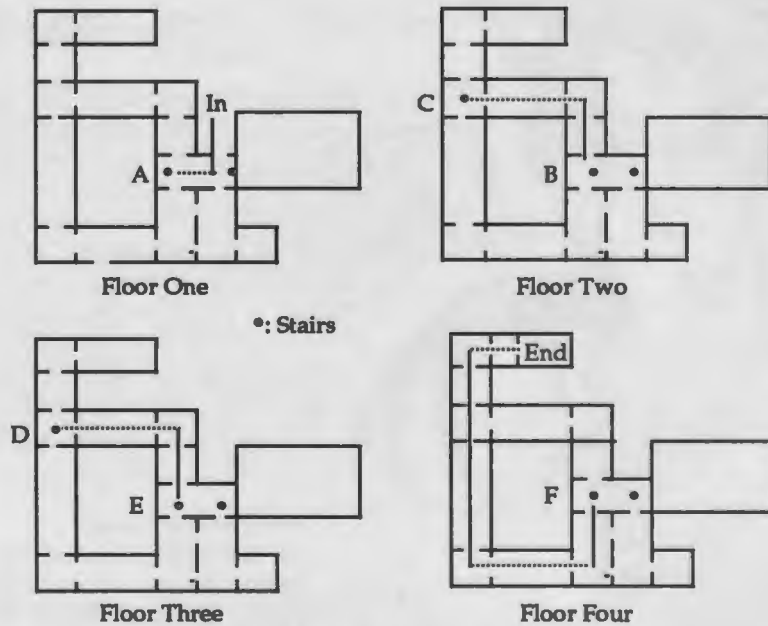
Map D: Pole-climbing Maze in Bellevue Hospital



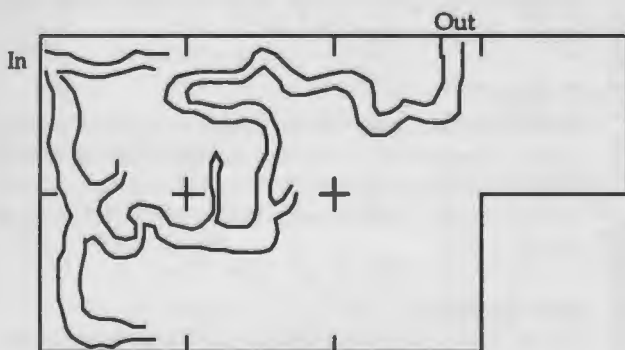
**Map A: Shortest Route  
Through the Videgame Maze**



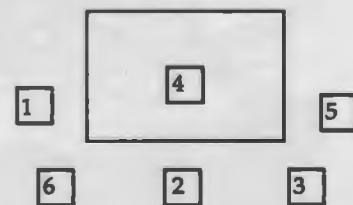
**Map B: Route through Sewer  
to get all 12 Keycards**



**Map C: Route taken by suspect in  
Museum of Natural History**



**Map E: Route through Tunnels  
after Grand Central Terminal**



**Figure One: Ship's Controls:  
Sequence for buttons**

# 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.)