

# Déjà Vu

**D**éjà Vu is a 1985 Macintosh mystery recently converted for most other machines, and was ICOM Simulation's first icon-oriented graphic adventure. Instead of typing "pick up key," you click the mouse (or joystick with the C 64) on the key and drag it into a window that represents your coat pocket. To examine or operate things, you first click on the item, then on a verb in a matrix of eight possible actions. Occasionally the "speak" command is used to type in a statement, but most of the time you'll be clicking and dragging icons, opening and closing windows (which may be freely arranged onscreen, except with the C 64 version) and so on. A map of your current location shows the exits as little boxes; you can take an exit by clicking on its box, or by clicking on a door in the picture. This visual interface permits you to get more involved with the fantasy world you're exploring than if you were typing commands into a parser. In this case, the fantasy world is Chicago during the Forties, where you awake in a dingy mens' room at Joe's Bar. A needle mark reveals you've been drugged, and you can't even remember your name. The drug's side effect causes your brain to slowly deteriorate unless you find an antidote. Otherwise you'll black out and awaken as a vegetable in a local loony bin. One of your first discoveries is a body. Hang around too long and the police will pin the murder and a related kidnapping on you. Half the fun lies in the way you move things around, loading a gun by dragging bullets into it, for example. The other half is in unraveling the twin mysteries of the killer's identity and your own. Animated visuals and digitized sound are outstanding on the IIGS, Amiga and other advanced machines.

Type: Graphic Mystery Adventure

Skill Level: Intermediate

Systems: Macintosh, Amiga, IBM, C 64, IIGS

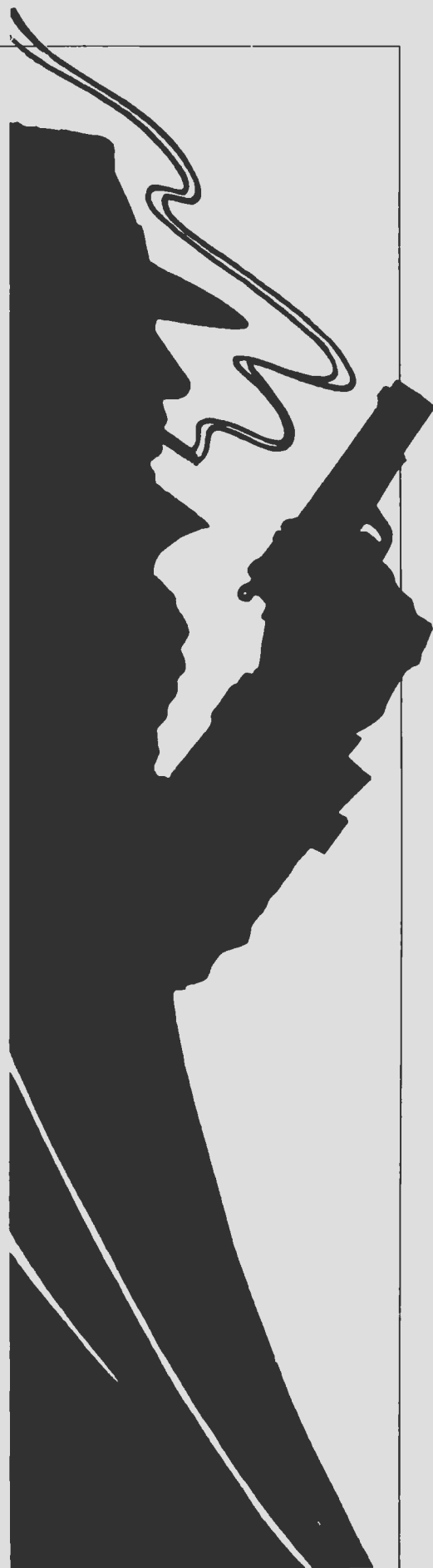
Company: ICOM Simulations/Mindscape

## The Solution

### General Advice

Time is critical in this game, so you may have to restart your saved game if you've already used up too much and want to use these clues. This solution doesn't tell you to open a door unless a specific action is required to do so. In the cab, you must "speak" to the driver and type in the [location]. Also, you must "open" your coat to get at your money and other inventory items. Always pay the exact amount requested, then close your coat before leaving the cab.

You might run into four people in the street. If you can't avoid the large, bald mugger with the "Love" tattoo, shoot him on sight. Hit the woman in the red dress immediately or she'll shoot you. When you meet the wino near the newsstand, save the game, then give him \$20 for the information and restore your saved game. To get rid of the mugger with the gun, hit him. Eventually you'll break his jaw; then give him a quarter. Don't get caught with incriminating evidence, such as the murder weapon. If needed, you can buy another



gun and ammo from the Gun Den for \$20. If out of money, rob the nice-looking lady. Also, the bad check folder and "Ace" file make it hard to convince the police you're totally innocent. At the very least, you must have the ejbsz, opufqbe with ujnubcmf, and the fowfmpqf from the nbo't ojhiutuboe to make your case stick. (Be sure your printer is on at the end of the game.) Because of the peculiar way doors are depicted on the on-screen maps and in the pictures, some directions given below may not seem to match connections on the accompanying map.

#### Bathroom Stall

Open trenchcoat. Examine handkerchief, glasses, cigarettes and lighter. Drop them. Close coat. Get coat and holster. Open gun. Examine bullets. Close gun. N. Examine mirror. NE. W. NW. Examine blue object on toilet. Get earring. S. NE. NE.

#### Joe's Bar & Offices

NW. Examine posters. N. Open desk. Open envelope. Examine letter. Close envelope. Open coat. Open wallet. Operate key on west door. Drop key. Close wallet. Close coat. W. Examine body. Pqfo cpez. Hfu dbs lfz. Open desk. Get silver key and pencil. Close desk. Open window. N. N. Open northeast window. NE. Open wastebasket. Get syringe. Examine vials. Operate buttons on wall near door. NW. Operate second button from bottom of panel. NW.

#### Casino

Open coat. Save game. Pqfsbuf dpjo on ofbsftu tmpu nbdijof. Hfu rvbsufs. Close coat. Pqfsbuf Xiffm of Gpsuvof. NE. E. S. Operate silver key on front door. Drop silver key. NE.

#### Outside Joe's Bar

Operate car key on car door. Drop car key. Enter car. Open glove box. Examine registration and photo. Get map. Exit car. W. SW (2). Enter cab [1212 West End St.]. Exit cab. N.

#### Joey Siegel's Place

Open coat. Open wallet. Operate card on slot by elevator. NW. Operate card on slot in elevator. Exit elevator. Examine photo on fireplace. Enter elevator. Operate card on slot in elevator. Exit elevator. Drop card. Close wallet and coat. S. Enter cab [520 S. Kedzie]. Exit cab.

#### Bungalow

Operate gun on door knob. NW. Get slip of paper. Get earring. Open desk. Get small unmarked key and diary. S. Enter cab [934 W. Sherman]. Exit cab. N. NE. Operate small unmarked key on lock. N.

#### Dr. Brody's Office

Save game. Jefoujgz which uisff wjbmt dpoubjo tpejvn qfoubuipm and which dpoubjo cjptpejvnjujt. Write this down. Restore game. Operate tzsjoht on cjptpejvnjujt. Operate tzsjoht on tfmg. Get the three tpejvn qfoubuipm vials. S (2). NW.

#### Ace's Office

Operate gun on shadow. Operate small unmarked key on door. Drop small unmarked key. N. Examine man. Open file cabinet. Examine the three files. Get file labeled "Ace" (and ammo from the desk if you need it). S (3). Enter cab [Police]. Exit cab. SE (3). N.

#### Joe's Bar

NW. N. W. Examine slip of paper. Operate safe uijsuz-uisff, uxfouz-gpvs, uijsuz-tjy (typed in as numbers, not words). Drop slip of paper. Open cardboard box. Get unmarked key. Get manila folder. Examine folder. S (3). N. NW. S.

#### Sewer

E. Operate gun on alligator (when he shows up). S. Put gun, bad check folder and "Ace" file in whirlpool. N (2). Open nboipmf. N (2) W (to Trunk of Car).

#### Mercedes

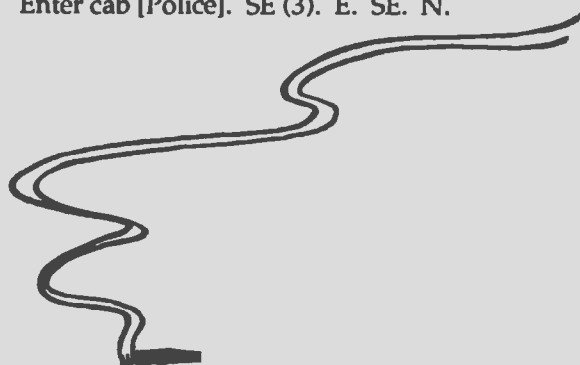
Operate unmarked key on trunk. Drop unmarked key. "Esbh" hbh pgg xpnbo. Operate tzsjoht on wjbm. Drop wjbm. Operate tzsjoht on xpnbo. S. W. SW (2). Enter cab [626 Auburn Rd]. Exit cab.

#### Estate

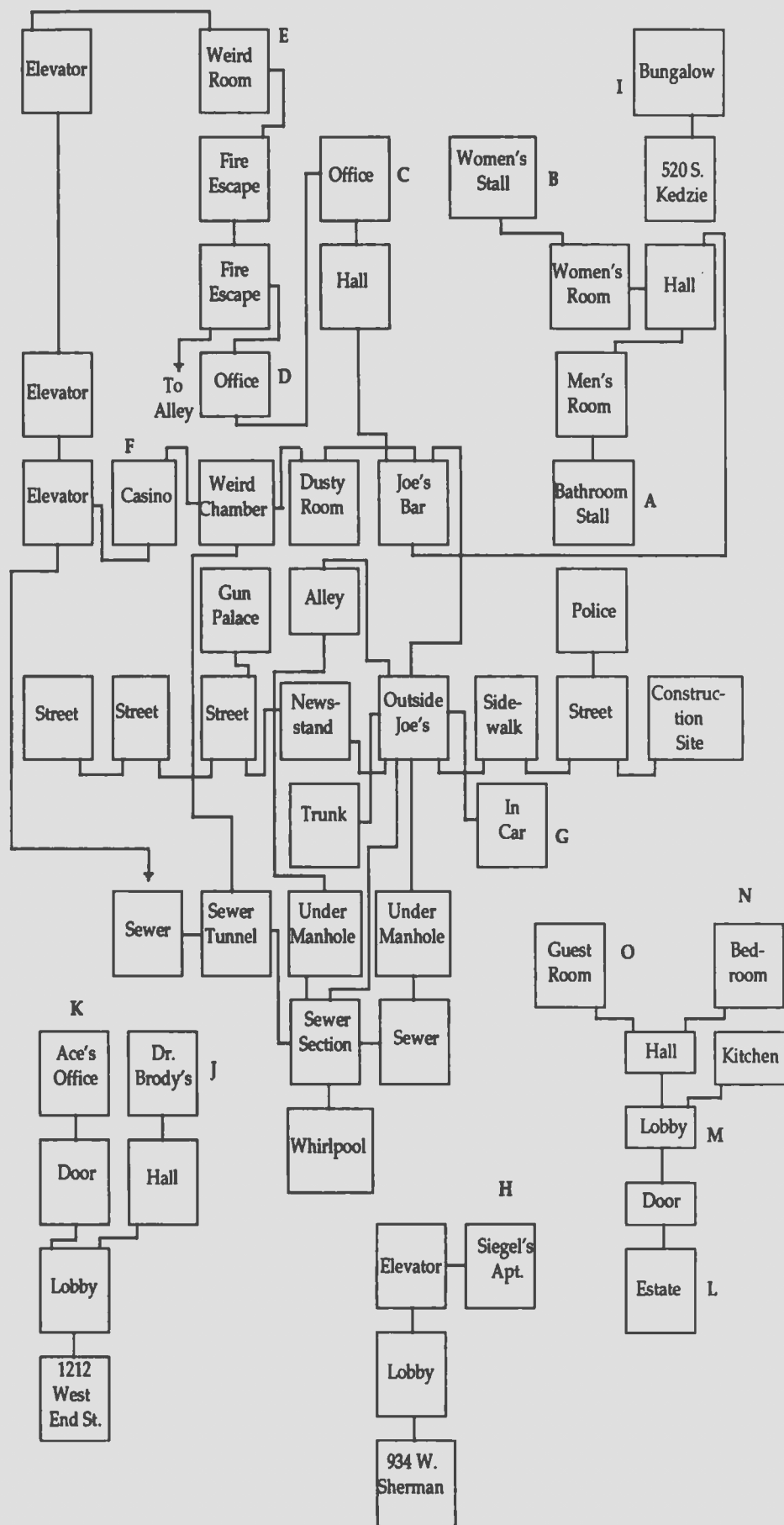
Open mailbox. Examine envelope. Open envelope. Examine letter. N. Operate knocker. Hit butler. N. NE. Open nightstand. Open envelope. Examine envelope. Close envelope. Take envelope. Operate tzsjoht on vial. Operate tzsjoht on man. Drop vial. NW.

#### Guest Room

Open nightstand. Examine notepad. Operate qfodjm on notepad. Examine notepad. Take notepad. Operate tzsjoht on vial. Operate tzsjoht on woman. Drop pencil, tzsjoht and vial. S (3). Enter cab [Police]. SE (3). E. SE. N.



A: Trenchcoat (handkerchief, glasses, cigarettes, lighter), wallet (key), holster, gun, bullets  
B: Earring  
C: Envelope, safe (unmarked key, manila folder)  
D: body, car key, silver key, pencil  
E: Syringe, vials  
F: Slot machines, quarters, Wheel of Fortune  
G: Car, registration, photo, map  
H: Photo  
I: Slip of paper, earring, small unmarked key & diary  
J: Vials of sodium pentathol & biosodumitis  
K: Ace's file, ammo  
L: Mailbox (envelope)  
M: Nightstand (envelope)  
N: Man  
O: Nightstand (notepad), woman



# 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.)