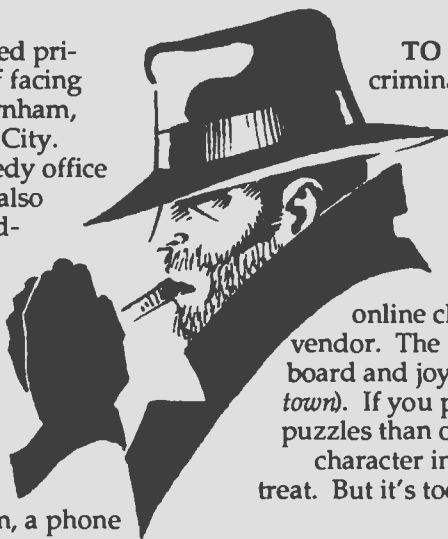


# BORROWED TIME

**A**s Sam Harlow, a hardboiled private eye, you find yourself facing a tough case: Nail Boss Farnham, public enemy number one in New City. Between the opening scene in a seedy office and the final confrontation, you'll also apprehend an arsonist, rescue a kidnapping victim and solve a string of other crimes—if you live long enough. A pair of hit men dog your steps throughout the game, which ends abruptly if they get a clean shot at you. The plot and characters are unusually clichéd, but the modernistic, cartoon-style graphics and amusing spot animation—a toe-tapping hoodlum, a phone jangling off the hook—save the day.



**TO SUCCESSFULLY ARREST** each criminal, you must present a policeman with the necessary evidence, one item at a time. No points are awarded for solving the puzzles, which are predominantly object-oriented and novice level. You won't learn much by talking to people, though you can pick up online clues from Hawkeye, a newsstand vendor. The interface is a combination of keyboard and joystick (see the *Tass Times in Tone-town*). If you place more value on graphics and puzzles than on an original story and engaging character interaction, you'll enjoy this visual treat. But it's too easy for those who earned their badges in *Deadline* or *Suspect*.

## The Walkthrough

### Your Office

Open desk. Answer phone. Get difdl. E. E. E

### Hotel

Ijef cfijoe dibjs. N. Cpmu epps. U. csfbl xjoepx. Get tibse. E.

### Ledge

Dmjnc dbcmf. Dvu dbcmf. Drop tibse. E. Show gun. Show gun. W.

### 1st Street, East of Main

W. N. Mjtufo to woman. W. N. Open door. Wait. Look at table.

### Rita's Apartment

Get nbudift and dboemf. Light nbudif and dboemf and uxjof. Drop nbudift and check and wallet. W.

### Kitchen

Look at can. Move pwfo. Get sdfjqu. E. S. S. W. S. S. E.

### Front of Medical Office

N. Yes. Look at desk. Drop sdfjqu. Take cboebhft. Cboebhf hands. Drop cboebhft. Take sdfjqu.

### Lafferty's Office

Listen. S. W. Look in usbti. N. W. N. Break door.

### Hovel

Get opwfm and uvcf. Look at opwfm. Get cpplnbsl. Drop opwfm. voujf Nbwjt. S. S

### West End of 1st

E. N. W. W. N.

### Stiles Safe Park

Show hvo. Wait. Wait. Wait. Wait. Show uvcf. Show sdfjqu. Show tuvc. Show hmpwft. Show dbot. S. E. E. E. N.

### Rita's Door

Open door. Get check. W. Get key. E. S. S. W. W. W. W. W. N

### Farnham's Study

Wait. S. E. N. Say ijzp. N.

Untie Wainwright. Talk to Wainwright.

### Jim's House

Give difdl to sjub. Wait. Wait. E. E. E. S. S (to Pershing & W. 6th). Get bone. N. E.

### Newsstand

E. N. N (to Bruiser at door). Say ujoqmbzfs. Lock door. Look in gjsfqmbdf. Get qbqfs. E.

### Dining Room

Get dboemftujdl. Wait. Hit Rocco with dboemftujdl. E. E. Drop dboemftujdl. S. E. E.

### Safety Deposit

Open box ojof ojofuz ojof. Drop key. Get qpfn. Read qpfn. W. W. S. S. S.

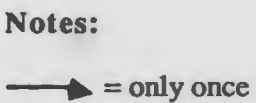
### By Shed

Turn dial to tjy uisff pof tjy. Get tipwfm. N. Ejh voefs tubuvf. Get tvjudbtf.

### Park

N. W. W. W. Ijef in usbti. Give cpof to dog. E. E. E. E.

**Farnham's Study**  
Show qbqfs. Show sfqpsu. Show tvjudbt. Show  
gpmefs.



# Borrowed Time

# 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.)