

## **POLICE QUEST I - THE DEATH ANGEL!!!!**

THESE ARE "NOT" CLUES, THIS IS A DETAILED DESCRIPTION OF THE WHOLE SOLUTION TO THE GAME AND WILL SPOIL THE FUN OF PLAYING THE GAME ON YOUR OWN. USE AT YOUR DISCRETION.

All actions described in quotes and capitalized, will be text you will enter at the prompt, anything else will be general directions and guidance, specific notes will be marked as such.

The game contains several repetitive actions. In order to shorten the description of these actions, you will perform the following sequence of events when the described action is given.

### **CHANGE CLOTHES**

Will mean : "OPEN LOCKER", "CHANGE", "CLOSE CLOSET" go to shower, "ON" "OFF", go to locker, "OPEN LOCKER", "CHANGE", "CLOSE LOCKER.

### **ENTER CAR**

Will mean : "OPEN DOOR", "ENTER CAR", "CLOSE DOOR"

### **EXIT CAR**

Will mean : "OPEN DOOR", "EXIT CAR", "CLOSE DOOR"

### **EXAMINE CAR**

Will mean : Move around your patrol car and issue the command "EXAMINE CAR", until the game issues an okay to go.

### **CHECK GUN**

Will Mean : "OPEN LOCKER", "PUT GUN IN LOCKER", "CLOSE LOCKER"

### **GET GUN**

Will Mean : "OPEN LOCKER", "GET GUN", "CLOSE LOCKER"

Also, the game uses two modes of viewing the action, a "third person" view which we will call 3-D and an birds-eye view which we'll call O.V. (Overview), so the line ; GO 3-D, will mean "Park and press the F4 key (or equivalent if your system is not MSDOS) to change perspective"

If I give you You do this:

"STAND UP" Type the line as given.

CHANGE CLOTHES Perform the sequence of commands described for that event.

Move to rear of the car Use your cursor keys to get there.

Go 3-D or Go O.V.. Use your function key. (F4 for MSDOS)

Okay, TO THE GAME.

The game begins at the Lytton's City Police station and you are about to go on duty.....

Go to lower right door

This will be the locker room

go to your locker, which is on the first bank from right

"OPEN LOCKER"

If the message "Not close enough" appears, move up-down and repeat command.

"TAKE ALL"

Notice what items are taken and examine them if you wish.

You should have, the gun, bullets and brief case.

"CLOSE LOCKER"

Exit locker room.

Go to upper door on right of screen

Go to far right of screen

"LOOK IN HOLE"

You will find a hand written note.

Go to lower right table

"GET PAPER", "TURN PAGES", "CLOSE PAPER".

Move to the left side of the table in front of you.

Listen to announcements. Exit briefing room. Approach left wall.

"GET KEY"

Approach front table

"GET RADIO"

Go left, and exit station. You will be in parking lot.

Approach your police car, lower left

"EXAMINE CAR", till okayed, ENTER CAR Go O.V..

You are ready for patrol. Some driving maneuvers are tricky so, save game often before exiting the station and while parking. Drive around.

Stay on vicinity of Map B2. Respond to request.

"RADIO"

Approach accident. Go 3-D, EXIT CAR

Approach drivers side of accident

"HELP MAN", "RADIO".

Approach crowd

"QUESTION MAN"

Here a young man will volunteer some information

"QUESTION MAN"

More needed info...

"RADIO"

Wait for detectives to arrive.

ENTER CAR. GO O.V..

Drive to vicinity of Map A3

Respond to "coffee brake" request.

"RADIO"

Drive to coffee shop. GO 3-D. EXIT CAR

Go in coffee shop. Go next to sitting cop and

"SIT DOWN"

The phone will ring, and it's for you...

"GET UP"

Go to phone

"TALK"

Exit shop. ENTER CAR. Go O.V..

Patrol area. After a message appears, patrol any area near a light controlled intersection.

A red car will take red light (good place to save game here)

Follow the car until it comes to a stop.

Go 3-D

"OPEN CASE", "GET PINCH BOOK", "GET PEN", "GET NOTEPAD", "CLOSE CASE".

EXIT CAR

"READ PLATES", "RADIO"

Approach driver

"LOOK AT GIRL", "ASK FOR LICENSE", (Don't get tempted here.. well, okay if you want...!) "WRITE TICKET", "RETURN LICENSE", "SIGN TICKET", "GIVE TICKET"

Return to squad car

ENTER CAR. Go O.V..

Nasty girl isn't she?

Drive around until call about disturbance comes in. Drive to Coffee Shop. Go 3-D

"GET NIGHTSTICK"

EXIT CAR

Approach bikes (they will fall down and you get some extra points)

Enter "Wino Willy's"

"MOVE BIKES", "USE NIGHTSTICK"

After gang leaves.

"TALK TO GIRL", "ASK ABOUT COCAINE"

Exit bar

ENTER CAR

"DROP NIGHTSTICK"

Go O.V..

Cruise until "Erratically driven vehicle" appears (again, good place to save game). Follow car to a stop

Go 3-D. EXIT CAR

"READ PLATES", "RADIO"

Approach driver.

"SMELL", "ASK FOR LICENSE", "WALK", "ADMINISTER TEST", "HANDCUFF MAN",

Here man will request to be handcuffed in front, type.

"NO", "READ RIGHTS", "WALK".

Follow man to patrol car

"OPEN DOOR" (back door. Man will get in)

"CLOSE DOOR"

ENTER CAR. Go O.V..

Drive man to jail.

Go 3-D. EXIT CAR. Approach rear door

"OPEN DOOR"

Wait for man to get out.

"CLOSE DOOR" (both doors)

Go north towards building. Climb steps.

CHECK GUN

Go to right side of door

"RING BELL"

Enter jail, and go towards counter

"BOOK HIM", "DUI", "REMOVE HANDCUFFS".

After prisoner is in jail, Laura will come in and announce a position in narcotics has opened up. Laura leaves, and the jailer tells you, you are wanted at headquarters, so...

Exit jail. GET GUN. ENTER CAR. Go O.V..

Drive to station

Back at station

Go 3-D. EXIT CAR. Enter station

You will notice a table against the wall. Approach table and...

"WRITE MEMO"

"PUT MEMO IN BASKET" (This is your transfer request)

Go East to next screen, go south, go to door on left

"OPEN DOOR"

Enter room, approach desk.

You will find what the folks at SIERRA consider a funny scene, I have not found the significance of this, but you might, so bear with it.

"OPEN DOOR"

Exit room

You will be told you are about to go off duty so...

Go to locker room.

CHANGE CLOTHES. GET KEY (your 'vettes key)

Exit locker room. Approach key rack

"RETURN KEY"

Approach table

"RETURN RADIO"

Exit station. Approach blue Corvette

ENTER CAR, "LOOK IN CAR", "TAKE WALLET", "EXAMINE WALLET".

Go O.V..

Drive to bar

Go 3-D. EXIT CAR

Enter bar, and approach center table.

"SIT DOWN"

Another pointless show follows, but I guess this is the life of a cop, uh?.

Someone will tell you, you are due back at the station, get going !

Back at the station

Go 3-D. EXIT CAR

Enter station. Go to locker room

CHANGE CLOTHES

"TAKE GUN ", "TAKE BULLETS", "TAKE CASE", "LOAD GUN" "important"

Go to briefing room. Stand at your designated spot. After briefing, go to pigeon hole.

"LOOK IN HOLE" (you will find a note)

Exit briefing room. Go to key board  
"GET KEY"  
Go to table  
"GET RADIO"  
Exit station  
EXAMINE CAR  
ENTER CAR. Go O.V..  
... and again out on patrol... where things become a bit more serious!  
While patrolling, a notice of "possible stolen vehicle in vicinity" will flash.  
GOOD PLACE TO SAVE GAME  
Pursue blue car until it comes to a stop.  
Go 3-D  
"LOOK AT CAR", "READ PLATES", "RADIO"  
Sit tight 'cause help is on its way...  
When back up arrives  
EXIT CAR (remaining behind door)  
"DRAW GUN", "WALK", "HANDS UP", "LIE DOWN"  
Approach suspect carefully, after okay by partner.  
"PUT GUN IN HOLSTER", "HANDCUFF MAN", "SEARCH MAN", "READ RIGHTS", "STAND UP", "WALK".  
Approach rear door of patrol car.  
"OPEN DOOR"  
Suspect will get in.  
"CLOSE DOOR"  
Return to blue car.  
"LOOK IN CAR", "OPEN GLOVE COMPARTMENT",  
"TAKE BOOK IN GLOVE COMPARTMENT", "TURN PAGE", "PUT BOOK BACK",  
"TAKE LICENSES", "CLOSE GLOVE COMPARTMENT", "CLOSE DOOR".  
Return to patrol car  
ENTER CAR. Go O.V..  
"RADIO"  
Drive to jail.  
At jail  
Go 3-D. EXIT CAR  
Approach rear door  
"OPEN DOOR"  
Wait for man to get out.  
"CLOSE DOOR" (both doors)  
Go north towards building  
Climb steps.  
CHECK GUN  
Go to right side of door  
"RING BELL"  
Enter jail, and go towards counter  
"STOLEN CAR", "REMOVE HANDCUFFS"  
After a brief vocal interchange, Jack will show up, and tell you to get back to the station, so...  
Exit jail. GET GUN. ENTER CAR  
Drive back to station.

At station  
Go 3-D. EXIT CAR  
Go in station. Go directly to see the captain  
At captains office  
"OPEN DOOR". Enter office  
Since the "Gremlin" has struck again you must read the memo.  
Move behind the desk  
"READ MEMO"  
Go to locker room  
CHANGE  
"GET ALL"  
Is THAT guy still in the stall?  
"USE STALL" (Another SIERRA funny )  
Go to key board  
"RETURN KEY"  
Go west for two screen. Go to door at left.  
"OPEN DOOR"  
Approach desk. Now, pay attention to your orders!!!!  
After getting orders, go behind the Lnt. desk. (He will object)  
"READ PHONE". Make a note of the number if not 555-6674  
Exit office. Go to office at right. Listen to Laura and her explanation of Hoffman's possible release. After Laura leaves, go to cabinet.  
"OPEN CABINET"  
"GET HOFFMAN"  
"TURN PAGES"  
"TAKE FILE"  
Laura will be back telling you to hurry (Isn't she sweet?)  
Go to key board  
"TAKE KEY"  
Go to clipboard  
"READ CLIPBOARD"  
"TURN PAGES"  
Repeat the above until you hit on FBI poster with Hoffman's face on it.  
"TAKE POSTER" (Thanks Mike, for this command)  
"RETURN CLIPBOARD"  
Now you are ready to stop Hoffman.  
Exit station  
Go to unmarked car (upper right)  
EXAMINE CAR  
ENTER CAR. Go O.V..  
Drive to Court House  
At court House  
Go 3-D. EXIT CAR  
Go in building, Go to window  
"NO BAIL WARRANT"  
"IT IS AN EMERGENCY"  
Go to door  
"OPEN DOOR"  
After judge allows you to approach the bench.  
"HOFFMAN"

"GIVE FILE TO JUDGE", "GIVE POSTER TO JUDGE", "TATTOO"

The judge will grant you the warrant (and, did she say TIT?)

Go to jail. It is across the street but you rather drive.

At jail

Go 3-D. EXIT CAR. CHECK GUN. "RING BELL". Enter jail.

"GIVE WARRANT TO MAN"

Wait for jailer to get back. Exit Jail. GET GUN

Go to car. ENTER CAR. Go O.V.. Drive back to station.

Laura will be waiting for you with an assignment.

Go O.V., drive to City Park

At City Park

GO 3-D. EXIT CAR. It might take a few tries to find a suitable parking space.

Go North. You will be in a grassy area. Notice the tree to the upper right. Move between the tree and the bush in front until you are completely hidden from view. SAVE GAME often during this sequence since timing is critical.

"RADIO". If the message on screen doesn't acknowledge you are in position, you are NOT in the right place

"LOAD GUN"

Wait for TWO men to show (they will, be patient) and complete a drug transaction. When the pusher complains about the money, that is your clue to re-act. DO NOT MOVE...!!!

"DRAW GUN". "RADIO". "HALT"

One man will escape. Don't worry.

"PUT GUN AWAY"

Approach man

"HANDCUFF MAN", "READ RIGHTS", "MOVE"

Go back to car

Laura caught the other suspect. Move towards car.

"QUESTION MEN". "QUESTION MEN". "OPEN DOOR". "CLOSE DOOR"

ENTER CAR.

"RADIO"

Drive to jail

At Jail

Go 3-D, EXIT CAR. Go to read door

"OPEN DOOR" (Suspect will get out). "CLOSE DOOR" (both door)

CHECK GUN. "RING BELL" (Suspects will go up)

Approach jailer

"BOOK MEN". "NARCOTICS". "REMOVE HANDCUFFS"

The prisoners will find their way. Exit jail GET GUN. Drive back to station.

At station

GO 3-D. Laura will give you a suggestion. Follow it

At Blue Room

Go 3-D. EXIT CAR. Go in bar. Approach table.

"SIT DOWN", TALK TO JACK".

Wait for the scene to play itself. Jack will leave and Keith will show up with orders to go back to the station... SO....

Drive back to station... (This is fun!)

At station

Go 3-D. EXIT CAR

Go to lieutenants office. Listen to chief. Exit office.

The impounding room is to the right of the radio table. Approach window

Wait for Russ.

"ASK FOR BOOK"

Browse through book

"RETURN BOOK"

Go back to chief's office. Here the chief will give you his latest plan. Take some notes. Now drive to jail to see Sweet Cheeks.

At jail.

GO 3-D. CHECK GUN. "RING BELL". Enter jail.

Wait for dialog to end.

"ASK FOR HELP"

"HELP ME AT THE HOTEL"

Okay, all set. Exit jail.

GET GUN. ENTER CAR. GO O.V..

On your way to the station a call will come in asking you to identify a body at Cotton Cove.

"RADIO"

Drive to Cotton Cove.

Go 3-D. EXIT CAR. Approach two officers and stiff.

"REMOVE SHEET". "EXAMINE BREAST". "RADIO"

Return to car. ENTER CAR. Go O.V.. Drive to station.

At station

Go 3-D. EXIT CAR. Go to Lnt. office

"OPEN DOOR"

Lieutenant Morgan, Laura and Sweet Cheeks will be in the office, where the next plan will be explained to you. Laura and Cheeks will leave and some more bad news about Jacks daughter, Very dramatic stuff, it is time to become a blonde, so hit the showers.

At locker room

"LOOK AT BLEACH". "OPEN LOCKER". "CHANGE". "CLOSE LOCKER" Go to shower "ON". "USE BLEACH". "RINSE". "OFF". Go to locker. "OPEN LOCKER". "CHANGE" Don't we look nice!!!!

Go back to Morgan's office. On your way stop by the radio table and

"DROP RADIO" (Don't worry you WILL get the pen radio later)

Enter Morgan's office and listen to instructions. Now you are on your way to capture the DEATH ANGEL. Ta-da!

Exit office. Exit station. EXAMINE CAR. ENTER CAR. Go O.V..

Drive to hotel.

At hotel

Go 3-D. EXIT CAR. Enter hotel. Approach desk

"RING BELL". "GET ROOM". "PAY FOR ROOM"

Go north and west into bar. Approach bar. After Woody talks.

"BEER" (or "GIN" or your favorite alcoholic beverage)

Sweet Cheeks will make contact, just play along.

After Woody brings drinks.

"PAY". Some more talk...

Woody will be tight lip, but...

"GET UP". Approach bar, Woody will ask for "your pleasure", answer.

"POKER". Voila, you made contact  
Head for your room. Go North, and east. Go in elevator.  
"TWO" (that is the floor number)  
Once on second floor go to your room number.  
"UNLOCK DOOR"  
Answer Sweets questions.  
Go to phone.  
"DIAL PHONE" To the prompt enter Morgan's number here (you wrote it down, didn't you? Try 555-6674)  
"SONNY"  
"DIAL PHONE" To the prompt enter 555-1212.  
"TAXI" Take note of the number given.  
"DIAL PHONE" Enter number given above  
"DELPHORIA HOTEL"  
After Sweets leaves, go back to bar and approach Woody  
"POKER"  
Follow Woody. You will have to move into a position where Woody will be able to search you. After this scene, enter Poker room and go to last table on the left.  
"SIT DOWN". Someone else will show up, and the game will start.

#### NOW YOU BETTER WIN AT POKER

Your faster way to win here is to BET BIG, saving the game after every winning hand, and restoring the game after a losing one.  
After you win a certain number of hands the game will be over, and you will be invited for a later game with a password for Woody.  
Exit poker room and go back to your room.

At room

Wait for your backups. After they arrive, approach man at left.

"ASK FOR RADIO"

You will be given the PEN-TRANSMITTER and some more money.

Okay, ready for the big game. Exit room and head back for the bar.

Approach Woody and answer.

"FRANK SENT ME"

Follow the same routine, only this time Woody will escort you into the back room.

At back room

"HELLO"

"SIT DOWN"

#### PLAY POKER

Follow the same strategy as before.

Again, after you win a number of hands, the game will be over and Frank will make you proposition. YOU GOT HIM !!!

"YES". "GET UP". "YES"

Follow Frank and do some stair climbing. If Frank gets ahead

"RADIO"

After you reach Frank's suite, let Frank go in and BEFORE YOU DO

"RADIO"

Now, enter suite. After some idle chat, the end of the game will play itself.

YOU HAVE CAPTURED THE DEATH ANGEL.

NOTES: The above solution will not give you a full score, it is the shortest way of solving the game. For improved scoring, try the computer room at the station, entering various types of questions at the prompt. Your score should improve somewhat, but still it will not be perfect.