

Hints

Do not open unless utterly stymied.

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- 1) Always listen outside doors when you can.
- 2) Call your office and stay on the phone as long as possible to get the most clues. These clues change depending on whom you talk with and how often, throughout the game.
- 3) Sending flowers often makes the women friendlier—but only if they know who you are.
- 4) Many characters tell you the REAL low-down the SECOND time you talk with them. They may tell you additional clues if you talk to them a third time, but if they just repeat themselves, don't bother.
- 5) If someone starts following you, it means that your questioning has made someone suspicious. You've probably talked with the guilty party.
- 6) If you want to be a patient in the hospital, get out of the moving cab, start a fight with the bum or refuse to get out of the cab or tell him your destination.
- 7) The four people who usually have the schematic are the nurse, the barmaid, the taco vender or the reporter. Sometimes it is in the taxi, also. Some characters you must talk with twice before they give you the schematic.
- 8) If the ambassador is guilty, the key is often in his office or Lisa may give it to you—but not always.
- 9) If Hunter is guilty, the key is usually in the warehouse.
- 10) The taco vender or nurse may also have the key, but you'll have to talk with them more than once; OR the key be hidden on the mall if the taco vender lost it.
- 11) The taxi driver, the FBI director and the bum may lead you near or into the PF13 thieves' hide-out. Many other players may tell you where the hide-out is, but you'll need the key to get in.
- 12) There are three different taxi drivers, though they all look the same. Only two appear in any one game.
- 13) When in the hide-out, read the screen carefully to make sure you actually pull out wires when you try. Sometimes your match goes out before you succeed with a particular wire.
- 14) When accusing people, be sure that they were actually involved in the crime, not just associated with the criminal(s).
- 15) Hunter is never in it alone.
- 16) If you want a date at the end of the game, don't rush over to Joe right away after you've solved the crime. Otherwise, you'll end up spending the evening with HIM. If you turn down a date with one character, you may get a chance with someone else.