

DÉJÀ VU II

Lost in Las Vegas

The Hint Book

WARNING: This hint book provides information that may help solve the game. Play *Déjà Vu II* first without these hints. Use this Hint Book only when you're stuck —or dead!

Copyright © 1989 ICOM Simulations, Inc.



GENERAL GAME MECHANICS:

All commands are executed by using the mouse to click on a command and/or on an item.

To open a door, click on OPEN, then on the door to be opened.

To unlock a door, click on the key, then on OPERATE, then on the door or lock.

To look inside anything, click on OPEN, then on the thing you wish to look into.

To talk to something or someone, click on speak and then on the person or thing. Type in exactly what you want to say, and then click on "OK" (or press RETURN).

The first and most important hint of all is: Examine everything. The information you need is all around you, but if you don't look at it, you'll never see it.

Second most important hint: Save early and often. Mystery is in the air and Death lurks around every corner. If you die without a saved game, don't say you weren't warned!

HOW TO USE THESE CLUES AND HINTS:

This hint book has been designed to give you the help you need without giving away more of the game than you want.

Each hint has three answers, each giving more explicit information than the last. The answers are in three sets, the A, B, and C answers. The A answers are the least helpful and preserve the most of the game mystery, and the C answers are the most straightforward. The answers are organized by sections of the game.

If you run into trouble or get stuck, go to the section where you are having problems and look at the questions. Choose the one that seems to apply and read the A answer. If that doesn't get you going again, read the B answer, and if you're still puzzled, read the level C answer. The order of the answers in the three sections have been scrambled so even if you read the answer above or below the one you're looking at, the odds are that it won't make any sense and your game enjoyment won't be spoiled. Just take the number underneath the question you are reading and find that number answer.

In addition, we have designed a scoring system for this hint book. When you read a clue at the back, mark the clue you read in the box on the left. Then when you have completed Déjà Vu II, count up how many clues you read. Score 1 point for reading a level A answer, 2 for level B and 3 for level C. This means if you have to read all three hints, you would score 6 points. At the back is a table, use this to judge how great a detective you were.



Oh, one more thing. Due to the nature of the game, there is no way to predict the order in which you will do things. The clues have been organized as best we could, but the hint that you need might not always be where you expect to find it.

Sometimes the clue is with the room and other times it makes more sense to put it where you find the object needed to solve the puzzle. If you are having problems in a specific place and there doesn't seem to be a hint that helps, think about the objects you have found that you don't have uses for and look for a hint in the area that you found the item. Very often you already have the solution in your inventory, but don't know how to apply it to your problem.

Good luck and here's hoping you won't need this book.

Ace Harding

Private Investigator

P.S. Level A answers start on page. 11
 Level B answers start on page. 14
 Level C answers on page. 17



1. INSIDE THE HOTEL

1. How come I get arrested for indecency whenever I leave the hotel room?
A3, B53, C44
2. Why can't I get back into the bedroom?
A7, B39, C38
3. I looked all around the hotel room before I left, but could find nothing of interest. What should I take?
A28, B26, C48
4. How do I get into the elevator?
A32, B56, C37
5. I can't get into any of the hotel rooms. How do I gain access?
A16, B60, C74
6. I get into the dumpster, get taken away to a laundry and killed by two thugs. Can I stop them?
A48, B68, C55
7. Where did the dumpster go?
A27, B70, C81
8. I can't find anything in the rest of the hotel which appears to be of any use?
A60, B66, C86

2. IN THE CASINO

1. How do I get some coins to play the slot machines?
A65, B64, C92
2. The dealer in the casino won't take my money?
A74, B73, C93
3. I can't figure out how to play Blackjack!
A55, B76, C70
4. I just can't seem to win any money. Am I completely out of luck?
A76, B6, C31
5. I lost all the money that I had won when Rudy left. How do I get it back or win some more?
A13, B15, C49
6. I was thrown out of the casino. How do I get back inside?
A39, B61, C58



3. OUTSIDE THE HOTEL

1. I've got myself completely lost in the desert. Is there anything out here other than sand and cacti?
A81, B72, C32
2. After much searching in the desert, I found the laundry building. How do I get in?
A83, B77, C75

4. IN LAS VEGAS TRAIN STATION

1. The man in the station with the paper pays no attention to my provocations. How do I get his attention?
A84, B8, C76
2. Whenever I try to cross the tracks to get to the other platform, I get run over by a train. Is there any safe way across?
A9, B38, C11
3. I wait around for a train, but keep missing them and I don't know what train stops where! Help!
A47, B24, C27

5. ON THE TRAIN

1. The conductor immediately demands money from me for the fare but I don't have any. What can I do?
A36, B34, C50
2. When I try to visit St. Louis, New York or Los Angeles, Stogie appears and does me in. How do I protect myself?
A41, B35, C45
3. Is there anything to do on the train?
A59, B19, C2
4. The passengers are very unfriendly. I can't seem to get any response out of any of them.
A45, B21, C16

6. AT CHICAGO RAILWAY STATION

1. How do I get a newspaper?
A61, B28, C19
 2. The newspaper didn't help much and it cost me money. What was it supposed to tell me?
A87, B43, C24
-
-



7. INSIDE GABBY'S CAB

1. If Gabby is deaf, how do I tell him where I want to go?
A88, B12, C34
2. Gabby has taken me everywhere in Chicago, as far as I can tell. Can I visit another town?
A5, B46, C43

8. AT ACE'S APARTMENT — HOME AT LAST!

1. All the mailboxes are locked. How do I get into mine?
A71, B48, C59
2. My apartment is locked, how do I get in?
A89, B55, C61
3. No one else is at home. Do I need to get into the other apartments?
A90, B59, C63
4. The apartment is in shambles. Has everything been stolen?
A12, B54, C66
5. The pistol I found is unloaded. It's just dead weight if I carry it around, right?
A91, B75, C68
6. I don't seem to have taken much from my apartment. Do I have everything?
A53, B78, C69
7. I'm back in Gabby's cab but I can't think of anywhere else to ask him to take me.
A64, B7, C21

9. OUTSIDE JOE'S BAR — YOUR FAVORITE HAUNT

1. I can't open the manholes. How do I get down into the sewers?
A2, B79, C57
2. The police aren't too helpful when I call on them. How do I get them to be more sympathetic?
A34, B81, C78
3. I can't seem to get into the cemetery. How do I get in to pay my respects?
A6, B82, C84
4. Joe's place is closed and no one seems to be in a hurry to let me in. How do I get in?
A92, B63, C36



-
-
5. I'm up on the first floor fire escape but the building is boarded up. How do I remove the boards?
A58, B20, C4
 6. Siegel's blood stained office is empty; not very clean, but empty. What am I supposed to find here?
A93, B3, C12
 7. After I came in through the window, I found that the door out of the office is locked and the elevator doesn't work. How am I supposed to get any further?
A19, B16, C30
 8. I found a key to a Mercedes in the trash. What is it for?
A25, B5, C14
 9. If I hang around too long in the back alley, I get beaten up by some lady. How do I stop her from bothering me?
A50, B31, C39
 10. The back door to Joe's is locked. How the heck do I find my way in?
A68, B40, C15

10. AT LAST — INSIDE JOE'S BAR

1. It is too dark to see anything. What can I do?
A37, B57, C10
 2. How do I get inside the bathrooms?
A51, B74, C54
 3. Try as I might the upstairs office door is locked. How do I gain access?
A18, B83, C22
 4. It seems that only the spiders have been down in the wine cellar recently. Can I go any farther?
A10, B32, C33
 5. I can't believe there is another locked manhole here! Is this a trend?
A40, B84, C28
 6. It looks like only the spiders made it into the casino. What use is this place?
A44, B30, C23
 7. Okay, I have a business card and a diary now. What do I do with them?
A46, B44, C46
 8. There's an elevator in the casino and it doesn't work. How do I make it work?
A11, B47, C60
-
-



11. BACK OUTSIDE JOE'S BAR READY FOR YOUR CAB

1. After leaving Joe's bar, Gabby asks me "Where to next?" I ask myself the same question.
A17, B85, C3

12. AT SUGAR SHACK'S APARTMENT

1. Some bum just won't let me get into Sugar's place. Should I resort to violence?
A24, B86, C17
2. I can't reach the telephone booth. How can I do my Superman impersonation?
A21, B87, C26
3. The cellar door is locked and I have no key that works. How can I get in?
A33, B89, C42
4. I've searched the apartment and can't find much of interest. Just some clothes and a vacuum cleaner that sucks!
A66, B67, C62
5. Okay, I've looked everywhere in Sugar Shack's apartment. What else is there to be revealed?
A57, B71, C7
6. What purpose does the book of receipts serve?
A49, B88, C40
7. I've read the newspaper on the bed. What am I supposed to learn from it?
A52, B90, C73
8. After I leave Sugar Shack's place, Gabby is still around and happy to take me where I want. Where to next?
A56, B91, C82

13. AT THE CITY MORGUE

1. The clerk just doesn't want to pay any attention to me. What can I do about it?
A29, B4, C83
2. I asserted my new found authority on the clerk but still cannot get him to pay any attention to me. What do I do next?
A1, B10, C13
3. I have the names of some stiffs now. What good do they do me?
A67, B11, C5
4. I know who I'm looking for but what good does that do me?
A4, B13, C67



-
-
5. I have the effects now, but what do I do with them?
A69, B37, C56
 6. Is there any other use for the policemen's uniform?
A70, B49, C71
 7. I'm back in Gabby's cab outside the morgue and I don't know where to go.
A72, B27, C77

14. AT BONDWELL'S HOUSE (OR WHAT'S LEFT OF IT!)

1. There's not much left here to search, is it worth hanging around?
A42, B58, C79
2. Gabby is as impressed with Bondwell's house as I am and we both decide to leave. Where to now?
A73, B62, C35

15. BACK AT CHICAGO TRAIN STATION

1. Gabby and I are back at the station and there doesn't seem to be anywhere else for him to take me. Is it time for me to bid him a fond farewell and take a train elsewhere?
A75, B65, C52

16. BACK AT LAS VEGAS RAILWAY STATION

1. There is not much new at the station. Should I go straight to the hotel?
A78, B80, C6
2. Now that I have the suitcase, what use is it?
A62, B17, C80
3. Is that all I'm going to get out of the baggage claim guy?
A43, B29, C9

17. BACK AT THE LUCKY DICE HOTEL

1. For an ex-guest, this place can get pretty boring. What's new to do?
A79, B92, C51



18. INSIDE THE LAUNDRY — FINALLY!

1. I've finally survived being taken into the laundry but they insist on tying my hands. Help!
A80, B1, C85
2. I start to explore the laundry but it doesn't take Moose and Spike long to find me. How do I lose them?
A15, B42, C53
3. Hey! The goons stole some things from me! How do I get those things back?
A8, B36, C87
4. I'm in the back office but there's not much excitement here. What am I meant to find?
A20, B45, C25
5. I wouldn't mind trying the dart board, but what with?
A14, B69, C88
6. I found a small round magnet. Where is it meant to go?
A30, B93, C47

19. THE FIFTH FLOOR

1. In Ventini's office I find an ornament that must serve some purpose. Does it?
A35, B50, C89
2. I see what's special about the ornament but where do I use it?
A54, B25, C90
3. There's another ledger inside the desk in Ventini's office. What use is it?
A38, B2, C29
4. I searched Malone's office from top to bottom and there's nothing in here. Am I mistaken?
A23, B33, C91
5. I came back to the elevator but the magnetic button is gone. Where is it?
A22, B9, C72
6. Have I been to all the places I can go? If so, where to next?
A63, B22, C1



20. BACK AT THE LAUNDRY

1. I found another ledger! This is getting confusing! What does it all mean?
A31, B23, C41

21. WHERE TO NEXT?

1. Now that I got my things back from the thugs, what do I do with it and all the other information I have acquired?
A82, B41, C65
2. I dropped something in Ventini's office and Stogie ended up killing me. How do I stop this from happening?
A77, B14, C18
3. I dropped some evidence in Malones office but it only resulted in getting me killed. Where did I go wrong?
A85, B52, C8
4. I think I figured it out but I still get caught in the crossfire. What should I do to remedy this?
A86, B51, C20
5. I've solved the mystery and I have my certificate! I'm in the clear and still alive but what next!
A26, B18, C64



Answers - Level A

1. You need to be more specific.
2. Become a plumber.
3. Serves you right for going around naked!
4. Well, you need to tell someone your new found knowledge.
5. If you can find a suitable address, give it a try.
6. Maybe nobody wants your respects.
7. Do you have a hotel key?
8. Be patient and maybe you'll turn the tables on them.
9. This is a very busy station. Trains come and go all the time.
10. Check out the interesting wine selection on the wall.
11. Have you tried kicking it?
12. Come on, admit it. It wasn't that much cleaner when you left. Maybe you should tidy up and look a little closer.
13. Well, now that Rudy has gone, you will have to rely on lady luck.
14. Sounds like fun but maybe later.
15. The thugs are not too intelligent. Maybe you could outwit them.
16. You don't even have a key to your own door, let alone anyone else's.
17. Be daring. Go someplace that you haven't been yet.
18. Either find a key or another way around.
19. A key would open the door, but you might not find one on hand. The elevator needs to be fixed and you didn't bring your toolbox.
20. You can't have looked that hard.
21. You, doing a superman impersonation? What a thought!
22. Beats me!
23. There might not be anything to take, but there is plenty to take a look at.
24. Sounds doubtful, but if you think that will work, try it.
25. Keys, like this one, usually start cars.
26. Congratulations! Now sit back and wait with baited breath for the next exciting ICOM interactive adventure, coming to a store near you!
27. It's cleaning day.
28. You couldn't have looked around the room closely enough. Check out the bedroom.
29. It's time to show him who's in charge.
30. Doesn't the magnet look vaguely familiar? Haven't you seen something like it elsewhere?
31. Look them over and it will all add up.
32. If you've seen one elevator you've seen them all. How would you call any other elevator?



-
-
33. You're not going to let a mere door bar your path, are you?
 34. You never did have a good relationship with the local police.
 35. It's such an ugly looking ornament. There must be a really good reason for Ventini to keep it.
 36. Well, he's making a very reasonable request. Maybe you should figure out some way to pay him.
 37. You need something to brighten the place up.
 38. Be patient. The more information you get, the easier it will be to sort out.
 39. You obviously did something to irritate the bouncer. Maybe you should get away for a while and cool off.
 40. Could be.
 41. You might want to get down to business before you take a pleasure ride.
 42. The rubble probably would not reveal much.
 43. You sure expect a lot from a guy that only makes a quarter an hour.
 44. Find something that's been untouched by our spider friends.
 45. After all the running around that you have been doing, body odor could be a problem.
 46. Well, reading them might be a good start.
 47. You'll need some information.
 48. You seem to need something to keep you alive, but you don't have it.
 49. What do receipts usually show?
 50. If you are quick enough, try knocking her out with one of your famous roundhouse punches!
 51. They're boarded up. Maybe a heavy tool would do the trick. Maybe not.
 52. Sugar likes reading in bed?
 53. Since you're a detective, I assume you've made a thorough search of the place.
 54. Surely it must seem vaguely familiar by now.
 55. It's just like playing normal cards, part luck, part skill. In this casino, however, luck plays a greater part than usual.
 56. What else do you have that contains an address or a place description?
 57. Have you searched every nook and cranny?
 58. Get mad!
 59. You could always try bugging the passengers.
 60. Bored already? Then maybe you should find more exciting places to visit!
 61. The dog is very attentive so stealing would be a bad idea.
 62. You need to keep an open mind.
 63. Maybe you haven't finished exploring a place you have already visited.
 64. Well, you understand the idea, so find Gabby something else with an address on it.
 65. You only have your lucky quarter.
 66. Try to be a little more open-minded.
-
-



-
-
67. Didn't one of them look kind of familiar?
 68. Use some of those detective skills that you are sometimes noted for.
 69. After all the trouble you went through to find them, they must have some purpose.
 70. Only if you get a kick out of being a cop.
 71. You need a key. After all, it's your mailbox.
 72. An address is all that Gabby is interested in.
 73. Once you have seen one tall building in Chicago, you've seen them all.
 74. You should find something that he will accept if you're that ready to squander your hard-earned dough.
 75. Parting is such sweet sorrow...
 76. You need to improve the odds.
 77. Setting up Ventini is only half the fun.
 78. You might want to check something out.
 79. Hide and seek is always fun. Go ahead I'll be "it".
 80. You need to break the ropes. Isn't something within reach?
 81. Even sand and cacti can reveal hidden detail. Search carefully but don't get too lost.
 82. Now is the time to get clever and save your hide.
 83. You don't seem to have a means of unlocking the door or forcing it open.
 84. He seems far too involved in his newspaper to care about you.
 85. Too little is worse than too much.
 86. Blow this popsicle stand!
 87. Have you read the paper?
 88. Well, you can't tell him, so somehow you will have to show him where you wish to visit.
 89. Locked doors usually have keys to match!
 90. You can try but your neighbors were never very friendly in the first place.
 91. As long as it's not loaded, the answer to that is yes, unless you have a good throwing arm.
 92. Entrances and exits usually do the trick.
 93. Well, you evidently found the morbid stuff. Maybe you should look at things a little closer.



Answers - Level B

1. Something jagged and sharp would probably tear these ropes.
 2. Do the numbers in this ledger remind you of any others that you have seen?
 3. Keep an open mind. Do things you normally wouldn't.
 4. You know these government clerical types. You need to assert some authority toward him.
 5. If you can find a Mercedes, maybe it will work for you. Unfortunately, you can't remember seeing one.
 6. Some inside help couldn't hurt! Recognize anyone?
 7. You obviously haven't checked your pockets properly.
 8. Some people can be rude and ignore you, no matter what you do.
 9. If you leave things lying around, what do you expect?
 10. He needs a name.
 11. You did read about one of them, didn't you?
 12. You need to show him something with an address on it. At least he's not charging you for his services.
 13. Now that you know what to ask about, maybe the clerk will be more helpful.
 14. You need to cover all your bases. Ventini is not the only bad guy in town.
 15. As you recall, things were not going very well until Rudy came along. Maybe you should learn from that.
 16. Maybe you're wasting your time.
 17. You never know what dirty laundry people would like to keep hidden.
 18. If you can't wait, check out "Déjà Vu—A Nightmare Comes True" the original ICOM adventure with you as Ace Harding.
 19. Maybe you could catch up on your sleep.
 20. Well, you may have tried all the intelligent, patient approaches, so maybe it's time you revert to good ol' fashioned brute force.
 21. They are obviously not interested in meaningful conversation.
 22. If you think you've been everywhere, maybe you should return to some unsolved mysteries.
 23. Close inspection of all the ledgers will reveal that they are different and yet the same.
 24. Stations usually post and update information on the arrivals and departures of the trains.
 25. Don't let its origins throw you. You don't even need to be that sharp to see where it's going.
 26. There are only a couple of items in the room that you could take with you.
 27. You should have just got something that's a dead give a way.
 28. Try buying it.
 29. You've claimed Bondwell's baggage? what more do you expect?
-
-



30. Gambling helped once, maybe it can help again.
31. Have a little sympathy for the crazy old woman. Call the men in the white coats.
32. Sit back, relax and have a drink.
33. Look around. Don't you get the picture?
34. You must be able to get some extra money from somewhere. Think where you have been.
35. You are a detective, head back to the scene of the crime.
36. They must have taken them to someone or they'd be around somewhere.
37. Where would you usually use the things you have found?
38. How many safe ways to cross railway tracks are there?
39. It's not like you are paying for the room or anything.
40. If you don't have a key or a set of lock picks, try something else.
41. The evidence you have can cause even the best of friends to hate each other.
42. Make them think that you left.
43. What new and interesting information did the newspaper reveal?
44. EXAMINE them both and see if they have any revealing information on them. You could use some right now.
45. Have a seat and do some snooping.
46. If you want to go to another town, maybe you should use the trains.
47. Remember, Joe's bar has been shut down for some time.
48. Well, if you're not carrying it, where would you most likely leave it?
49. A change might be good, especially if it keeps you from getting arrested for impersonating a cop.
50. You're onto something. Don't you get the point?
51. Hide!
52. Come on, Ventini is like a son to Malone! He really has to be convinced of the truth.
53. Get un-naked. Your clothes are still lying around here somewhere.
54. Where would you most likely leave something in your apartment? Come on, it hasn't been that long since you were here last.
55. It's your apartment! Who is most likely to have the key?
56. Come on, I know you must be close but you just can't put your finger on it.
57. Maybe you should shine a light on the problem.
58. Funny that his house was burned down to the ground, but the body in the morgue was full of lead.
59. Not unless you want to get caught for breaking and entering.
60. Are you beginning to understand how unwelcome you are?
61. Take a trip. You know they say that time heals all wounds.
62. Doesn't a long nap sound good right about now?
63. There is more than one way to enter a bar.



-
-
64. Maybe the slot machines aren't for you!
65. It's time to take the slow train. Do you feel lucky?
66. Maybe it's time to leave.
67. I'm sure you could figure this out for yourself. So go on, take a stab at it before you resort to C.
68. You can't seem to find anything to distract them with. Maybe you're beating a dead horse.
69. Now is not the time to play games.
70. The hotel staff are probably dropping off a load of laundry.
71. It might be fun to get inside Sugar's drawers.
72. This is Nevada, you know! What else did you expect? Take a lesson from the Indian trackers who once wandered these same lands.
73. You need to get some chips to play with.
74. If you have to go to the bathroom, you're out of luck.
75. Well, an empty gun is no good to anyone. Try filling it.
76. You need to follow standard rules for playing Blackjack.
77. A less obvious route might be the solution, because the obvious ones don't work.
78. If you've looked around and opened everything you can see, then maybe, just maybe, you do have everything.
79. Well, if you can't open the manholes, then you can't get into the sewers.
80. There's more than one type of ticket used around here.
81. In situations like this one, do you really think that they will help?
82. If you can find the caretaker, have him open it up for you, but I doubt there's one around.
83. If a door is locked, there must be a good reason.
84. If you couldn't get in through the other manholes, what chance do you think you have of getting in through this one?
85. You have acquired something recently with an address on it. Use that.
86. In his state, any form of communication would have little success.
87. Do you really have someone you need to call?
88. Don't the dates sound a little familiar?
89. Go ahead, make my day!
90. It seems that Sugar was interested in the obituaries. Hmm...
91. Visit a place that you are just dying to get into.
92. The first floor, at least, is a lousy place to hide. Try elsewhere.
93. I don't want to press home the point, but you've seen something like this magnet before and not too far away.
-
-



Answers - Level C

1. You have a dart and you still haven't played. Now might be the time.
2. Yes! Sit back, relax and enjoy the scenery, just like you would do on any other long train journey.
3. Show him Sugar Shack's business card that you found in the casino and visit her place next.
4. OPERATE yourself on the boards and with one sharp pull you'll be in.
5. The stiff with the distinctive eye surgery is the same one that McMurphy referred to in Sugar Shack's apartment. So, Thomas Bondwell is the name you need to remember.
6. Use the claim ticket that you obtained to collect some important baggage.
7. Open up the small night stand and look inside.
8. You need to convince Malone, beyond a shadow of a doubt, that Ventini is double crossing him. Remember the pictures in Malone's office. Drop the following three things in Malone's office. Sugar's letter will tell Malone that Siegel was paying off the police Captain. Bondwell's letter tells him that he thinks Ventini's involved in some sort of double-cross and that he's muscling in on his territory. The diary shows the true payments made by Siegel for Ventini's operation and proves that Ventini and Siegel were working together and where the missing money went.
9. A baggage-claim guy's job is to help you claim baggage, which he did.
10. You should use the flashlight that you found inside your apartment. OPERATE yourself on the flashlight and it will work.
11. No, you can't cross the tracks. You want to catch a train, not the other way around.
12. If you OPEN up the phone on the wall, you will find Seigel's hidden key.
13. Go back into the freezer and check out the dead bodies.
14. The key is useless. It seems the last car it belonged to had a tendency to explode. Check out "Déjà Vu — A Nightmare Comes True."
15. Assuming you searched your apartment, you will have the pocket knife. OPEN it up and OPERATE it on the lock. That should work wonders.
16. It's a long journey, do you expect them to be full of conversation? Don't worry, they have nothing to contribute to your task anyway.
17. Maybe you should go in through the door downstairs instead.
18. If you take the letter from Bondwell out of the office and leave the cigar ring behind, then Ventini will think Malone is onto him because Stogie, Malone's right hand thug, has been there. You need to convince Malone that Ventini is double-crossing him before Ventini takes out Malone.
19. OPERATE a quarter or a one dollar bill on the blind man. He will then allow you to take a newspaper.
20. Get on a train or take a long stroll through the cacti. Whatever you do, do it quickly!
21. Show him the newspaper clipping about Joe's bar which happens to have



an address on it.

22. You can't, and there are no keys because Dave Marsh said so.
 23. You need to use the key that you found in the telephone to open the slot machine on the right.
 24. Just hang onto it, it will come in quite handy later.
 25. In the desk is a key and a magnet that will come in very handy.
 26. You can't reach the telephone, but don't worry, you don't know any phone numbers anyway.
 27. Check the arrival and departure signs which are by the ticket booth. They will tell you what trains are going where. Keep checking it to speed up the waiting process.
 28. Just like those outside Joe's Bar, you have no need to go down there.
 29. This ledger is identical with the one in Joe's Bar except that the entries involving courier #0 have been omitted. This shows you that Ventini has been doctoring the books.
 30. You don't use the door or the elevator in here. Go back out and try another approach.
 31. Your old sparring partner Rudy is a dealer and will help swing the odds in your favor. Find him and remind him of your boxing days. OPERATE the newspaper clipping on him. He'll make things a lot easier.
 32. To the east of the hotel you will find tire tracks that must lead somewhere.
 33. OPERATE the clean looking wine bottle, which is the middle one on the right of the wine rack. When you do so, the rack will open up, revealing a secret doorway.
 34. You are carrying your driver's license in your wallet, aren't you? That has the address of your apartment on it. OPERATE that on Gabby and he'll get the message.
 35. OPERATE the train station schedule on Gabby, that you found in the hotel bedroom.
 36. If you've tried all the front entrances, you better go around the back. Joe was always used to letting you out the back door anyway.
 37. Just like you would with any other elevator. OPERATE the elevator button and then GO in. Once inside, OPERATING the buttons will take you to the floor you desire.
 38. As long as you removed everything from the rooms that may be of use, you won't need to. You did check everything, didn't you?
 39. She's harmless, it would be wise to just ignore her.
 40. The dates correspond to pay off dates in Siegel's diary, indicating that Sugar Shack was involved in some sort of pay-off.
 41. The new ledger shows all the data that was in Siegel's diary, unlike the first ledger you found. You have real ledgers and forged ledgers. Someone must be tampering with them.
 42. OPERATE the loaded gun on the door and blow the lock away. Sometimes subtlety and patience should be sent straight out the window.
 43. Gabby is just a local taxi driver and he's spent all his time behind the
-
-



wheel in the windy city. No, he has no inclination to leave the city.

44. Your trousers and trench coat are in the bathroom. Drag them into your inventory, OPERATE them both on yourself and that way you'll leave wearing them.
45. You can't visit those towns, you can only go to Chicago. That's the only way you're going to solve this mystery.
46. Keep the diary for later. Sugar Shack's business card has an address on it. Gabby will know where it is.
47. The round magnet is identical to the buttons in the elevator in the hotel. Put the magnet in the space above the buttons.
48. On the dresser in the hotel bedroom is a train station schedule. You need to take this with you. Also, Stogie Martin left a cigar ring on the floor, take that as well.
49. Rudy was doing you a great favor for old times sake and that's why you were winning. If you insist on risking your money on mere luck, what do you expect? You cannot get your money back. Try starting over.
50. You should have been able to win some money back at the casino. If you didn't, you need to go back and do so.
51. Hide back inside the laundry dumpster. Eventually you will be taken to a laundry somewhere else in town.
52. Gabby has done his job well and you have seen as much of Chicago as you can stomach. Las Vegas here I come!
53. GO upstairs and OPEN the door to the street and then GO back down stairs and hide in the laundry dumpster. Wait a while and see what happens.
54. You don't, so don't bother trying.
55. You can't yet! Eventually you will find something that will convince them to let you live, at least for a while!
56. The baggage ticket should come in handy in a baggage claim department.
57. The sewers? Do you really want to go down into the sewers? They're only for sewer rats and you don't need to go down there.
58. If you have the money, leave town by way of the trains. When you get back to town, the bouncer will have forgotten all about your rude behavior.
59. Check out your apartment.
60. You don't. The power has been turned off.
61. Like any normal person, you keep your key on you at all times. Check your pockets.
62. OPERATE your pocket knife on the bag inside the vacuum cleaner and see what happens.
63. Their apartments are their business. Keep to your own and they won't try and break into yours while you're away.



-
-
64. For further adventure, try Uninvited or Shadowgate the second and third adventures put out by the ICOM team.
 65. It's time to get Ventini, Malone and Stogie off your case. You have the material to turn them against each other.
 66. There are still some items left behind. OPEN up the drawer and the coat.
 67. Tell the clerk Bondwell's name and you'll receive his personal effects.
 68. You will find some bullets in the box in the drawer. OPEN the gun, OPEN the box and drag the bullets into the gun. Now you're really dangerous.
 69. You should have walked away with the flashlight off the floor, the knife from the drawer and the gun from your coat, which should be loaded with the bullets from the drawer.
 70. On page 13 of your manual, you will find a complete explanation of how to play.
 71. No. Change back into your normal clothes either at Sugar's apartment or in the cab.
 72. You should take it with you wherever you go. The hotel cleaning staff are very particular about that sort of thing.
 73. Sugar isn't around because she was spooked by the obituary she read in the paper.
 74. The hotel does not allow guests alone in other peoples rooms. Anyway, it's not important that you visit them.
 75. You can't get inside from the outside right now, but that will make sense later on in the game!
 76. He's just an innocent by stander so leave him to his paper and he won't do you any harm.
 77. Thomas Bondwell's driver's license was amongst his effects. Maybe you should consider visiting his house.
 78. The police are never going to be sympathetic to your cause. They have had enough trouble with your dealings in the past and know better than to get in the way of the mob's business.
 79. The burned down house tells you that somebody torched it after Bondwell was gunned down so that any link between him and the mob was destroyed.
 80. Open up the clothes. Some interesting items can be found inside.
 81. The dumpster is being taken to the laundry. If you leave the room for a couple of moves, it will soon come back.
 82. Visit the city morgue next by showing Gabby the newspaper you bought that mentions the morgue!
 83. You need to go to Sugar Shack's apartment and put on the policeman's uniform. When you speak to the clerk he will be much more helpful.
 84. You don't know anyone in the cemetery, so their feelings won't be hurt by your not visiting them. You can always EXAMINE the tombstones from your side of the fence.
-
-



-
-
85. OPERATE the ropes on the crate, which is to your left. They will snap and you'll be free, for now!
 86. It is time to leave! There is more to the hotel than meets the eye but nothing to worry about yet.
 87. They put everything in a secret place and you will have the chance to go get them later.
 88. Leave it for now. You will find what you need later.
 89. OPERATE yourself on the ornament and it falls apart. The piece you're interested in should be obvious.
 90. OPERATE the dart of the dart board in the office at the back of the laundry.
 91. EXAMINE the pictures on the wall. They show just how close Malone feels toward Ventini. You'll need to keep this in mind later.
 92. The slot machines are kid's stuff. You need to win some real money to get anywhere in this town. Stick to the blackjack tables.
 93. The dealers will only accept chips, not cash. You need to take your money to the cashier and she will exchange it for chips.



So how well did you do...

- 0 Astounding! You completed Déjà Vu II without the use of the Hint Book. Consider yourself a master detective.
- 1—100 Congratulations! You hardly used the Hint book at all.
- 101—200 Well done! A few too many B's put you up here though.
- 201—300 Average! You must have been really struggling on a few of those problems.
- 301—400 Poor! I think it's time to return to rookie school.
- 401 & up Well, look at it this way, you got your money's worth out of this hint book.

Where do you go from here...

Also in the same line of award-winning adventures from ICOM Simulations...

Now that you have completed "Déjà Vu II", you might like to know that this was not Ace Harding's first adventure. Test your detective skills once again with "Déjà Vu—A Nightmare Comes True"

Enter the world of Shadowgate. A once-shining fortress, now an evil, dark moldering ruin. Swallow your fear and take up your torch. In your hands lies the fate of your land...freedom and sunlight, or dark dominion of the Warlock Lord. Only you, the last of an ancient line of kings, can hope to stop the evil one from his dread purpose: the raising of the titan Behemoth and the destruction of the land.

If you enter the world of Uninvited, you may never leave. Uninvited offers you all the challenge, grisly death and fiendish spectral visitation that any Gothic horror show needs.

Ask about these and future ICOM products in good software stores near you!

