

MAN HUNTER™

HINT BOOK

Introduction

Greetings *Manhunter*. Are those Orbs getting you down? Are you lost in New York with no place to go? Cheer up! With this handy little book you'll be covering new ground in no time - but first, some background.

As you make your way through *Manhunter*: New York, you will learn what the evil orbs are up to, discover secrets of the underground human movement and find yourself on the trail of a deadly killer. To make progress in *Manhunter*, you will do, use, or find things at various locations. Sometimes the solution is obvious - you would naturally use a crowbar to open a stuck window. Other solutions have clues in other parts of the city. Keep your eyes open. Search each location by moving your marker over every object that you see. If you get stumped, travel to the other locations in the city. The clue you need may be across town.

There is no score in *Manhunter*. If you make it to the end of the game, you've won. This hint book will get you through to the end. If you have a problem that isn't covered here, feel free to contact Sierra's Customer Support Department at (209) 683-6858.

How to use a hint book

If you reach a point where you can't go any further, look through this book and find the day that you are in and the location that you are at. Color the answers under the location in sequence. Hints progress from mildly helpful to a direct answer. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

How not to use this hint book

The Orbs will not like it if you just scan through the book coloring away all the answers! You will lose a lot of enjoyment (and sleepless nights) in discovering the game. Read only those hints which are absolutely necessary, and as few of those as you can.

If you have finished *Manhunter*

After you have "won" the game, we invite you to check out the back of this book. It contains more interesting information. But be very cautious using this section! Don't even look at it until you have actually seen the end of *Manhunter*.

Thank you for purchasing *Manhunter* and this book. If you like this kind of game, let us know. Remember, the Orbs are watching you!

Dave, Barry and Dee Dee

Day 1

I've watched the tracker so now what do I do?

Bellevue Hospital

I see the front of the hospital, what do I do now?

I went through the hole in the wall, now what?

I am outside the hospital again and I am not going back inside.
What do I do now?

Trinity Church

I traveled to Trinity Church. How do I get inside?

I am inside, now what?

What is the deal with the candles?

Flatbush Bar

I am standing in front of the Flatbush Bar in Brooklyn. What do I do now?

Position the marker over the door and press ◀ENTER▶ inside. Be careful, danger lies ahead...

I am inside the bar, now what?

Position the marker over the video game ◀ENTER▶

There is a big bartender dude staring at me and I have a knife. What now?

You need to prove your worth in a knife contest by winning the white game.

The object is to get one knife in each finger gap without hitting the bartender or anyone else inside the bar.

OK, I won now what is going on?

Watch closely as he gives you the secret signal.

You have now proved your worth and can play the video game without interruption.

I've played the game and won. What do I do now?

Go outside and travel to the next location that your suspect went.

Prospect Park

I'm at the entrance to the park (the Triumphal Arch). What now?

Position the marker between the arch and it will change to an up arrow. Press ◀ENTER▶

I'm at the restrooms now. What do I do here?

Go inside and check things out.

Go to the stall that the target went to. (The last one in the lady's room.) Sit on this commode.

I'm sitting on the right commode, so what?

There is something you should do now. Can you figure out what it is?

Remember the secret code that the bartender gave you after the knife contest in the bar?

Push three times.

Now I seem to be lost in the sewers! Help!!

All you need is a map.

You've seen the map to the sewer already, why don't you use it?

video game maze that you saw back at the Fairbush... man to the sewer maze! You start in the same spot as the man in the maze game starts. Before you find your way to the end, go to everywhere in the maze where there is a magic square. In every magic square location you will find a keycard. You should have 12 keycards when you get to the end of the maze.

I found my way out of the sewer and I've got 12 keycards. What do I do now?

What is that shiny thing on the dock?

Position the marker over the shiny thing on the dock. When it becomes a magnifying glass, press «ENTER».

What is this, some kind of medal?

It is called a medallion. Position the marker over it and press «ENTER» to take it.

Where do I go from here?

Go out the cave by positioning the marker over the door and pressing «ENTER».

What you see in the distance is your clue as to where you should go next.

The ferris wheel that you see in the distance is at Coney Island. Travel to Coney Island.

Coney Island

I am at Coney Island, what do I do here?

Go to the booth where you can play the game.

Position your marker over the booths on the left. When the marker changes, press «ENTER».

So I have played all the booth games, what do I do next?

There is definitely something you should do next.

Don't those kewpie dolls look familiar?

Remember the instructions to the video game in the bar, "The huckster can tell you about the kewpie dolls..."

The huckster told me I should look to the east of the maze in the distance. You should play three magic squares that are marked with three balls. Go to the second shelf on the left. Knock over the same ball as the one on the first shelf.

Knock over the third doll on the top shelf, then the second doll on the second shelf and finally the fourth doll on the bottom shelf.

The huckster keeps looking at me after I knock over the secret combination. What is that about?

Show him what he wants to see!

When you show him the medallion, he will know that you are the huckster's son.

Day 2

I've watched the tracker for day two, what now?

Travel to the first place your target was at (Grand Central).

Grand Central Terminal

Here I am at Grand Central, what do I do?

Position your marker over the activity at the lower left panel and press **◀ENTER▶**.

Check out the activity and then travel to the next place your target went (the Wretched Excess in Green).

Wretched Excess

I'm trying to get inside but the blue dude won't let me!

Position your marker over the blue dude to get his name, open MAD (press **C**), select info and type in Louis Redman. Select **OK** and then press **C** to close MAD.

You will have to find another way to get inside.

Position your marker over the alley and press **◀ENTER▶**.

Go forward but be alert, danger is near.

I've made it past the first three punks but the fourth one gets me every time. What do I do?

Watch his arm closely. Whenever he lowers it, jump up. Whenever he raises it, duck down. When you go forward, save your game so that if you do get killed, you don't have to start from the beginning.

I'm inside now but I don't know what to do.

Look at the activity at the lower left panel. You should see a blue dude and a brown dude. The blue dude is the target you are tracking. The brown dude is the guard you are avoiding.

Which one is the target you are tracking? Think about it for a minute and if you can't figure it out, I'll tell you.

The members of the Wretched Excess are wearing their designer robes. The target you are looking for just ran in here off the streets to hide after breaking into Grand Central Terminal. If you still can't figure it out, look at the next answer and we will spell it out for you!

The target is wearing the brown robe. Get ready to grab the keycard that he drops!

I am outside the Wretched Excess again, what do I do now?

You should have 13 keycards now. If you only have 12, go back inside and get the last one.

If you have 13 keycards, open MAD. Select Tracker. Tag the second target by positioning your marker over the middle target and press **◀ENTER▶**.

Vend-o-Deli

What do I do at the deli?

Go inside and look at the bulletin boards. Which note did your target leave?

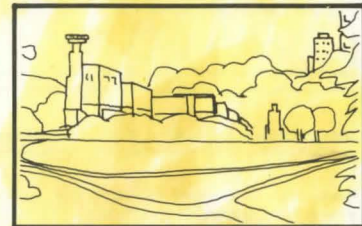
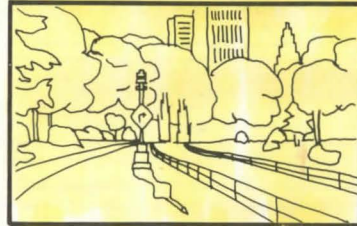
Central Park

I keep dying at the park, what gives?

There is only one safe path through the park.

Look at the tracker and outline your path on the map of Central Park that was enclosed with the game. Put an X at every spot that you stop at. Close the computer and use your map to find your way through the park.

If you still can't find your way through the park, use the markers to color the following pictures to find the correct path. Be sure to use the crowbar when you find it.



I found another corpse, what should I do now?

Position the marker over his head and press <ENTER>

Position the marker over his forehead.

Back up.

Position the marker over the staff on the ground next to the body and press <ENTER>

Notice the name on the handkerchief (H. Osborne). Also notice the name Anna.

Back up.

Notice the back of corpse tried to write on the rock.

What he tried to write on the rock is the last name of his murderer!

What do you think is his first name?

The answer is on the data card. Select Data Card from Inventory.

Well stumped? I would say that the murderer is trouble.

That's trouble.

Phil is the murderer's first name and his last name is Osborne.

I'll give you another clue to the murderer's last name right after you look at the sign at Strawberry Fields. Go back and look again.

Don't get your goose "cooked" ... The last name of the murderer is Co...k! Phil Cook! Open MAD, select Info and type in Phil Cook. Then travel back to the Deli!

Vend-o-Deli

I traveled back to the deli but now what?

Go to the bulletin board that the suspect went to. If you forgot, use the tracker to explore that scene.

It was the bulletin board nearest the back wall. Go there and find the note that H. Osborne left.

That's the only note that is signed "Harvey" - starting with an H.

Go to the deli that is the work in that city. Select Info and type in Harvey Osborne. Select Personal and type in Osborne - Anna Osborne is Harvey's wife and the target you tracked on day 1.

I'm still a little confused. Who are Anna and Harvey?

She is the one that set the bomb at the hospital to see what was going on inside. Then she hid something at Trinity Church. She went to the Flatfish bar to catch the waiter at the table room at respect Park, she used the three that she got to go to the sewers and hid a redallion on the dock before leaving at midnight. The next night, Anna, her husband Harvey and someone else broke into Grand Central to steal a maintenance robot. Then they phir up and Anna went to the Wretched Excess to hide. That is where she knocked you out. Then she returned home (W. 82nd).

Meanwhile, Harvey went to vend-o-dell to put a note on the bulletin board. Here he met up with Phil who he thought was a target. Phil lured him into Central Park, where he murdered him. (The police weren't found the stolen robot!

So what do I do now?

Open MAD and select Tracker. At Grand Central, tag the third target.

When the third target gets to the American Museum of Natural History, trace his path on the diagram of the museum that is on the map that was enclosed with the game. Travel to Harvey and Phil's apartment on W.

W. 82nd

Here I am at W. 82nd. Should I go inside?

Yes! Go inside and position the marker over the sack on the floor. Take the key and then back up.

Position the marker on the back wall by the door.

Position the marker over the body and press «ENTER». It looks like Phil got here before you!

I've seen all I want to see here! Where to now?

Travel to the museum.

I am at the museum but how do I get in?

Use the key to unlock the door. Press «ENTER».

But the back doors are locked!

Use the key to unlock the door.

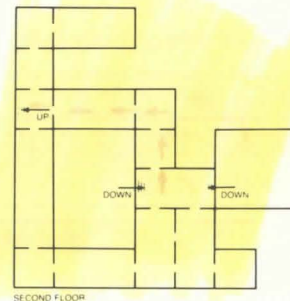
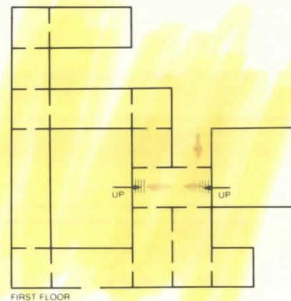
Position the marker over the door and press «ENTER». The door opens.

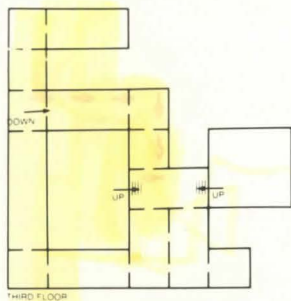
I'm inside but which way do I go?

Follow the path that the target took in the museum. I have drawn it on the diagram of the museum that is on the map that was enclosed with the game.

Or you can color the following diagram.

American Museum of Natural History





I found my way to the big wooden door. How do I get through here?

You must have something you could use to move that heavy crossbar.

How do I find something you found in the park?

Steal Crossbar from Inventors.

How do I keep from losing my head?

The creature thinks you are looking for the orbs.

Maybe you could show him something that would make him think you are friendly.

Show the creature the Medallion.

I got the big door open, should I keep going?

Travel down the stairs to the 1st floor.

Well, I found the stolen maintenance robot, what a mess! How do I get out of here?

You'd better look around before you get out.

Look at the diagram on the blackboard.

Look at the dead man's arm.

Take the module and draw a picture of the tattoo on his arm.

Select Travel.

Summary

While Stanley and the dead man in the museum were looking for the three targets that broke into Grand Central Terminal, they wanted to see what the orbs were hiding in there and why it was off limits. They also wanted to steal a maintenance robot to get the module that was inside it. Then, the dead man in the museum took the robot to a secret room at the end of the museum. Just as you caught up with him, he was taken to the museum to get to the module and it blew up.

Day 3

I've watched the tracker, what do I do now?

Go to the Greenwald Cemetery.

I've found the dead orb, what now?

Go to the tombstone that is at the end of the ground.

Go to the tombstone that is at the end of the ground.

Go to the tombstone that is at the end of the ground.

Trinity Church

I am back at the church. What's new?

Go to the altar candles and light them on day 1.

Go to the candles on the left side.

So I am at the correct candles, now what?

Go to the candles, use it!

Go to the candles, use it!

Light the three candles that are indicated by the tattoo (the first candle on the top shelf, the third candle on the middle shelf, the fourth candle on the bottom shelf).

Aha, I've found the secret compartment, what do I do now?

Get the statue.

Place the three symbols on the wall of the secret compartment.

Theater in Times Square

How do I get inside the theater?

Go to the theater and find the marker on the wall.

Position the marker over the floor from the theater and go to the theater.

I am inside the theater now, which way do I go?

Go through the door that is on the right.

Now I am inside the office, so what?

Go to the pictures on the wall.

Move the marker over the big picture on the left side of the back wall and press <ENTER>. Then press <ENTER> again for a close up of the cypher lock.

I found the hidden safe but I have no idea what the combination is.

... because you haven't seen that clue yet! Travel to Abdul's Pawn Shop.

Abdul's Pawn Shop

Should I go inside Abdul's Pawn Shop? It looks dangerous!

... anything.

I've found Abdul but I keep losing my head. What am I doing wrong?

You need to select the right combination of badges to show Abdul you're friendly.

... of the badges you have.

... badges that match the symbols on the door above the entrance to the church (cross, star and horizontal lines).

I am in a dark corridor, what now?

...

...

...

I can't figure out the combination to the first picture!

There are two numbers in this combination.

Sometimes it helps to stand on your head.

Look at the picture upside down. Look at the shadows.

The answer is 4-1. (The tree shadows spell out the number when you look at them upside down.)

I can't figure out the combination to the second picture!

There are four numbers in this combination.

You won't find the numbers hidden in the picture.

We don't count shadows in this game.

Get rid of the shadows the picture represents?

Look in the shadows?

... is on 10-31. The secret combination is 1031.

I can't figure out the combination to the third picture!

There are three numbers in this combination.

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

I can't figure out the combination to the fourth picture!

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

Should I go near the dead body?

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

I've seen all I want to of this cadaver, where to now?

[Empty text box]

[Empty text box]

Phil keeps murdering me. What am I doing wrong?

[Empty text box]

I finally beat Phil! What is my next move?

[Empty text box]

[Empty text box]

[Empty text box]

Theater in Times Square

Here I am at the theater again. What should I do?

[Empty text box]

The Empire State Building

I am in front of the Empire State Building. How do I get inside?

I'm in front of the computer but it doesn't seem to be working. What do I do?

I give up, what's the password?

What are the four sites and what are the correct settings?

OK, I am done using the computer, now what?

[Empty text box]

What do I do with this Signal Tracking System?

[Faded text box containing instructions for the Signal Tracking System]

I've watched myself use Phil's computer and then saw myself go home. I don't want to be transferred to Chicago (and end up like Reno Davis!). I need to do something quick. Help!

[Faded text box containing a clue about a dead man's name]

[Faded text box containing a clue about a first name]

[Faded text box containing a detailed clue about Greenwood Cemetery and a pawn shop]

[Faded text box containing a clue about a name and NAD]

[Faded text box containing a clue about a name and a location]

Harry's Apartment

I am at Harry's apartment but haven't found anything useful.

[Faded text box containing a clue about a placemat]

[Faded text box containing a clue about a name]

[Faded text box containing a clue about a name]

[Faded text box containing a clue about a name]

[Faded text box containing a clue about a name]

Bellevue Hospital

Where do I go at the hospital?

[Faded text box containing a clue about a way to go]

Now I am stuck in a room with a big pile of bones! How do I get out of here?

[Faded text box containing a clue about a marker and an vent]

How do I get rid of this screen?

[Empty text box]

[Empty text box]

I keep getting shot when I try to go inside. What do I do now?

[Empty text box]

[Empty text box]

What do I do at the control panel?

[Empty text box]

[Empty text box]

[Empty text box]

I am in a climbing maze. How do I get out of here without getting hit by a jolt of electricity?

[Empty text box]

I am outside the hospital again. Where do I go now?

[Empty text box]

Grand Central Terminal

I am in front of Grand Central, what now?

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

The vent is open, is it safe to go inside?

[Empty text box]

I am looking at the ship's cockpit but nothing seems to be working.

[Empty text box]

[Empty text box]

[Empty text box]

The power is on now, what next?

I've died more times than I care to count, what is the right thing to do?

I've taken off but can't find the exit.

In the Spaceship

I saw Phil take off in his ship and I'm in the cockpit of my ship. What do I do now?

Ready to Bomb

I am ready to bomb something but don't know what to bomb.

if four targets are:

1. Alpha: Bellevue Hospital. The orbs are using the hospital to experiment on using humans as a food source and most of the orbs are concentrated here.
2. Beta: Grand Central Terminal. The orb fleet of space ships are stored here including the mother ship. (Remember the deli, "We saw the mother...")
3. Gamma: Statue of Liberty. This is where the orbs make the red gas that they pollute the atmosphere with. (Remember the deli, "We saw the mother...")
4. Delta: the Empire State Building. The Orb Alliance's main command center is located here.

THE END

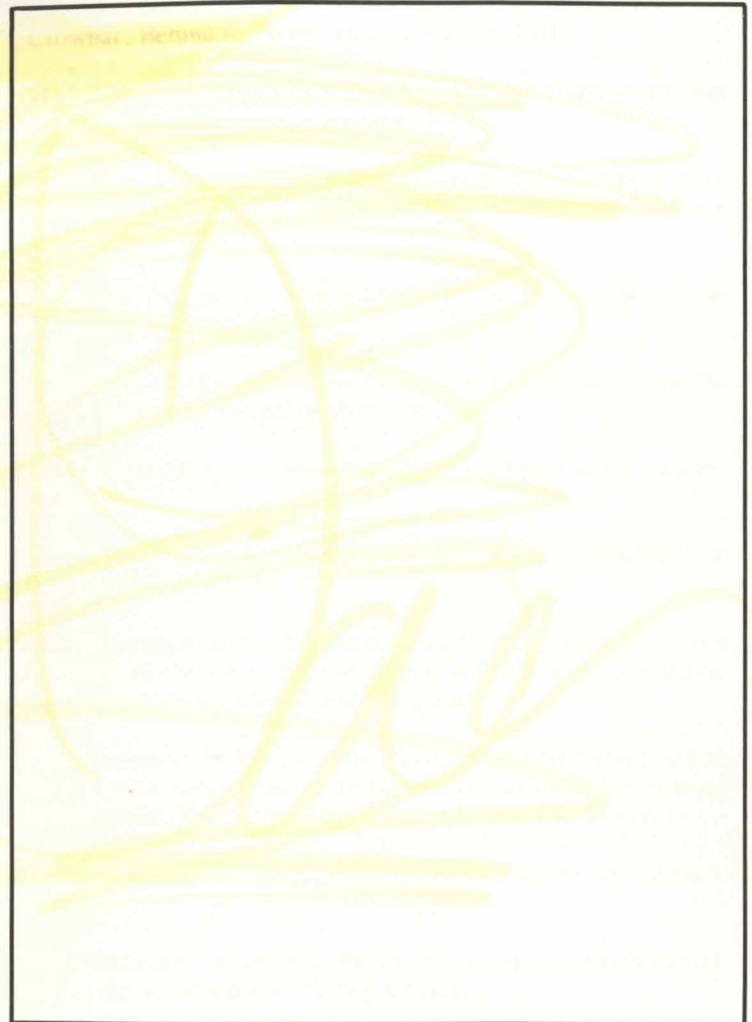
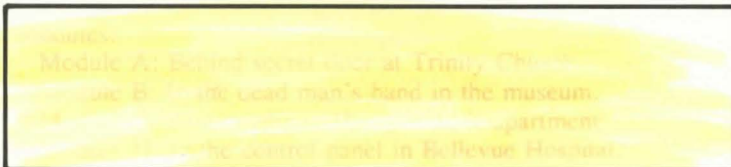
AFTER THE END

This section contains information about things you may not have seen while playing the game and other useful information.

After "the end" of the game, did you try:



Location of useful objects and information:



WALK THROUGH

Don't color the following area unless you have finished and want to learn the most efficient way to complete game or unless you've given up because you think the game is too hard and just want to be led through it. It is more fun to use the hint section first but this way is faster.

Note: Usually the spacebar will work in place of ◀ENTER▶.

Watch the title page sequence. (It will repeat when done.)

Press ◀ENTER▶ to begin the game.

Day 1

After the orb speaks to you, press ◀ENTER▶.
Watch until Manchester opens computer and ALERT is on the screen. Press ◀ENTER▶.
Read the message and press ◀ENTER▶.
The yellow target is the person that you are tracking. Always watch where targets go and what they do there.
Watch the target until the tracker ends. Press ◀ENTER▶ to return to the main menu and select Tracker again.
After the target leaves the hospital, you will zoom back and see the target on the city map. As soon as you zoom in, press C to close the computer.
Now you are looking at the road map. Locations that you are authorized to travel to are indicated by a blinking square. Your current location is indicated by an X. The blue/red circle is the marker.
Move the mouse cursor until it hits the bottom of the screen and it will flip to the next map. You will see a light blue hospital blinking. Position the marker over the hospital blinker. Press ◀ENTER▶ to travel there.
Now you are authorized by the orbs to travel to locations that your targets go to in the track and any address furnished by the info system.
Now you are standing in front of Bellevue Hospital. Position the marker near the bottom of right wall and it will turn into an arrow. Press ◀ENTER▶.
Here is where your target blew a hole in the wall of the hospital. Press ◀ENTER▶ to inside.

Use the mouse to click on the real man and press <ENTER>. Note his name (JOHN DAVIS). Press <ENTER> to pick up the marker over the desk and press <ENTER>. Watch until the baby comes out your face.

Close the window by pressing <ENTER> to see what happens when they cut your face. After you die there will be an announcement. Press <ENTER> to save the game back to the game file and outside the hospital again. Press <ENTER> for inventory.

Select MAD.

Type word DASH and press <ENTER>.

Press Exit.

Select Tracker.

Enter way to the target inside hospital again or press <ENTER> to go to a computer to get closer to the target.

Watch the target move through the city. Next you will see Trinity Church. Watch until the target leaves the church, press C to close the computer.

Press F3 to travel.

Move the marker down and find Trinity Church. Press <ENTER> to travel to the church. Position the marker over the front door of the church and press <ENTER>.

Position the marker over the candle (just where the target went on the left). The marker will change to a magnifying glass, press <ENTER>.

Position the marker over the matches and press <ENTER> to take one. The marker will become a match. Position the marker over the candle wick. Press <ENTER> to light it. After you will get a clue that tells you what to do here, but for now, move the marker to the woman. The woman and it will become an arrow. Press <ENTER> twice and select MAD from inventory.

Select Tracker.

Watch the church again or press S to skip.

Next you go to a bar in North Brooklyn. Watch where the target goes inside. When the target leaves, press C to close the computer and press F3 to travel.

Find North Brooklyn and travel to the bar.

Position the marker over the front door of the bar and press <ENTER>.

Position the marker over the video game at left and press <ENTER> for a close-up. You will be interrupted.

Watch until it is your turn to throw the knives at the big bartender. The object is to get one knife between each set of fingers (five total). But first, throw a knife outside of the bar area and press S to throw outside. Go back inside, position the marker over the knife table and press <ENTER> to get a knife and hit the target.

Use the mouse to click again and it will be a message. Save the file.

The bartender will be back to see that the bartender gives you three flashing messages. This will be useful later.

You have paid off your debts to these three. It all may now play the video game line.

Position the marker over the video game and press <ENTER>.

Read the instructions.

Play the game.

The important things here are:

The magic spell. The location of the magic squares. The correct path leads you to the target again.

Take the marker over the video game and the screen. Among the squares are the magic squares which will help you solve the puzzle. Remember that you are on an 8x8 grid (third row top row, first and second row). You are facing right. Press <ENTER> to back up.

Select MAD from inventory.

Select Tracker.

The target goes to a computer. Press <ENTER> to go to a computer.

Press C to close the computer.

Press F3 to travel.

Travel to Prospect Park.

Position the marker in the center of the walk, press <ENTER>.

Position the marker over the bus in which the target entered (woman's on the left). Press <ENTER>.

Move the marker to the right side until it turns into an arrow, press <ENTER>. Go to the computer the target went to. (The last one, it has a police symbol over it.)

Position the marker over the computer, press <ENTER>.

Position the marker over the toilet inside.

Press <ENTER> to flush.

Make the flushing motion the same number of times as the bartender did in the bathroom that night.

Change real MAD. This name matches the name in the video game of the bar.

Use the mouse to click when you are done playing the game. Everywhere there was a magic square at the time. Move the marker to the church. Move around, following an 8x8 square to the same way, to the end of the game.

Take a close-up, position the marker over it and press <ENTER>.

When you get out of the maze, you are at the ghetto.

Position the marker over the shiny object on the deck, press <ENTER>.

Position the marker over the metal ball and press <ENTER> to take it.

The metal ball is now in inventory.

Position the marker over the cave opening and press <ENTER>.

Travel to the cave.

Enter your location on the map (find the XL).

Travel tooney Island.

Position the marker over the books on the left side of the screen, press <ENTER>.

Position the marker over a hood and try a game.

Try all three games.

Try to knock down three targets.

Knock down three keepies in the same order as in the video game (third one top row, second one, fourth one third row).

When the hacker sees you suspicious, select the metal ball from inventory.

He will offer you a data card as a prize.

Position the marker over the data card and press <ENTER> to take it.

Read the warning in the data card.

When the game starts it will be an override. Press <ENTER>. After each message press <ENTER>.

When it is time to enter the name of the person you are tracking, type anything, you are doomed to fail this assignment.

Watch as you return home.

Day 2

Day 2 begins like Day 1. You'll get your assignment, open MAD and watch the Tracker. Watch targets at Grand Central Terminal. When they leave Grand Central and it zooms to the map, press C to close computer.

Travel to Grand Central.

Position the marker over the vent at the left bottom, press <ENTER>.

After seeing what is there, open MAD (from Inventory).

Select Tracker.

Follow the target to the Wretched Easest nightclub. When target movement ends, press <ENTER>.

Press C to close computer. Press F3 to travel.

Travel to the Wretched Easest.

Position the marker over the bouncer, note his name (Louis Rodman).

Select MAD.

Select Info.

Type Louis Rodman.

Select Exit.

Press C to close computer.

Position the marker over the alley, press <ENTER>.

Move the marker up until it turns into an up arrow, press <ENTER>.

Follow directions at bottom of screen.

When you get close enough to an alley path, press the Spacebar to hit him.

There are four alley paths. The last one has a gun.

To beat him, watch his gun.

When it drops low, jump. When it goes high, duck.

After you hit him, you will be in the punk club.

When you see the band, you need to check the robe of the person you are tracking. The band will start your game first in case you click a wrong robe or you will have to go back through punk alley to get back inside. Solution: Everyone is wearing different robes except the one that just got in off the street (the person you are tracking). Check the bottom robe.

When she hits you with her pistol, a keycard will fall out of it. Quickly position the marker over the keycard and take it.

When you are outside again, select MAD. Select Tracker.

Position the marker over the middle target and press <ENTER> to tag it.

Follow the target to the club.

Position the marker over the gun.

When the bouncer waves his gun at you, press C to close MAD.

Travel to the club.

Position the marker over the door and press <ENTER>.

Position the marker over a bulletin board and read it. Position the marker over the other

bulletin board and read it.

Select MAD from inventory.

Select Tracker.

Watch as the targets go to Strawberry Fields at Central Park.

When it zooms in closer, watch closely as the targets enter from the left center of the screen. Then they turn right and go between two trees.

Press C to close MAD.

Travel to Strawberry Fields.

The targets went through the two trees on the right. But before you do that, position the marker over the sign and press <ENTER>.

Press <ENTER> to back up.

Press <ENTER> after the warning message.

There are 21 possible paths to take. Each one has a land mine across the way. Use the Tracker to pick a wrong path.

After you die, position the marker between the two trees on the right. Press <ENTER>.

Select MAD from inventory.

Select Tracker.

Watch the targets go by the carousel. (If you put the marker over the carousel it will say carousel at bottom of the screen.) The targets go left of the carousel between two red bushes. Close MAD.

Position the marker between the two red bushes left of the carousel. Press <ENTER>.

Select MAD from inventory.

Select Tracker.

Watch the targets take the yellow path to the right of Bethesda Fountain.

Close MAD.

Position the marker over the yellow path to the right and press <ENTER>.

Select MAD from inventory.

Select Tracker.

Watch the targets go off the top of the screen and the map flips to Night Central Park.

Watch the targets go to the left of the screen and between the red and blue bushes.

Close MAD.

Position the marker between the red and blue bushes. Press <ENTER> to tag the target and press <ENTER>.

Select MAD from inventory.

Select Tracker.

Watch the targets go between the green tree and reddish tree on the right.

Close MAD.

Position the marker between the green tree and reddish tree on the right and press <ENTER>.

Select MAD.

Select Tracker.

Watch the targets go to the top of the screen and the map flips to Night Central Park.

Watch the targets go to the left of the screen and between the red and blue bushes.

Close MAD.

Position the marker between the red and blue bushes. Press <ENTER>.

Select MAD from inventory. Position the marker over the keycard and press <ENTER> to put it in inventory.

Select Tracker.

Watch the targets go between the two blue bushes and the red bush.

Close MAD.

Position the marker between the two blue bushes and the red bush to the left of the sign. Press

<ENTER>.

Select MAD from inventory.

Select Tracker.

Watch the targets take the yellow path around the right side of the lake.

Close MAD.

Position a marker over the yellow path to the right of the lake. Press **<ENTER>**.

Select MAD from inventory.

Select Tracker.

Watch the targets go between the red and the pink bush to the left of Cleopatra's Needle. When you see the yellow path, press **<ENTER>**.

Close MAD.

Position the marker between the red and the pink bush to the left of Cleopatra's Needle. Press

<ENTER>.

Position a marker over the head of the dead man. Press **<ENTER>**. Position the marker over the man's forehead and notice that a "P" was carved with a dull knife. Press **<ENTER>** to back up.

Position the marker over the junk on the ground. Press **<ENTER>**. Notice the dead man's name on the band-aid (H. Osborne) and the name Anna.

Turn to the left.

Go inside the bulletin board that H. Osborne went to in the tracker (the one closest to the back wall).

Read the note H. Osborne left there and get his first name. (Notice in the note that it is signed by a name that starts with an H.) The note is a reference to what they saw in Grand Central.

Select MAD.

Select Info.

Type Harvey Osborne.

Press repeat.

Type Anna Osborne (the girl from the Wreathed Excess).

Press repeat.

Go to Dan Card poem said "Phil is trouble..." The scrambled target that killed Harvey carved a P in his forehead and Harvey tried to write the killer's last name on the rock in blood. He got as far as Con and a vertical line. Type Phil Cook.

Press exit.

Select Tracker.

Go to the third and fifth target at Grand Central Terminal.

Go to the target in the museum.

Watch the path that he takes through the museum on the museum diagram and watch the clues on the map that came with the game.

Close MAD.

Go to the museum.

Position the marker over the right side of the dead man. When you see the yellow path, press

<ENTER>.

Position a marker over the yellow path to the right of the dead man. Press

<ENTER>.

Position the marker over the yellow path to the right of the dead man. Press

<ENTER>.

Position the marker over the yellow path to the right of the dead man. Press

<ENTER>.

Position the marker over the junk.

Press **<ENTER>** to back up.

Position the marker over the junk. Press **<ENTER>**.

Go to the museum.

Go to the back door and watch the key from inventory.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Position the marker over the open door. Press **<ENTER>**.

Day 3

Position the marker over the right side of the dead man. When you see the yellow path, press

<ENTER>.

Position a marker over the yellow path to the right of the dead man. Press

<ENTER>.

Position the marker over the yellow path to the right of the dead man. Press

<ENTER>.

Position the marker over the yellow path to the right of the dead man. Press

<ENTER>.

Position the marker over the junk.

Press **<ENTER>** to back up.

Position the marker over the junk. Press **<ENTER>**.

Day 4

Position the marker over the main computer room.

When you see the signal, use the computer. How long will it take the signal from the computer room to its source?

Position the marker over the main computer room and press the button. Then you will see the marker.

Position the marker over the signal and it will radiate a signal which will follow with its source.

Go with the signal to the office in the basement building. It is at you from the right.

Position the marker over the computer main room.

When target movement ends, press **RETRACT**.

Go to Harry's apartment in the bottom of the basement building.

Position the marker over the front door and press **RETRACT**.

Position the marker over the door to the apartment and press **RETRACT**.

Position the marker where the diagram on the main floor of the basement building is left page. Press **RETRACT**.

Select crossover from inventory. Position the marker over the crossover.

Travel to Justice Hospital. Go inside. It is at you from the right.

Position the marker over the door and press **RETRACT**.

Position the marker over the door, press **RETRACT**.

Position the marker over the door and press **RETRACT**.

Position the marker over the control panel to the left of the door.

When you die, look through the grate again.

Stay until the robots and the city break.

Position the marker over the control panel, press **RETRACT**.

Position the marker over the red console and press **RETRACT**.

Press **RETRACT** over the red console. Move the marker down with the keypad to **RETRACT**.

Position the marker over the red console, press **RETRACT**.

When you die, position the marker over the red console and press **RETRACT**.

Position the marker over the red console and press **RETRACT**.





SIERRA[®]

SIERRA ON-LINE, INC., P.O. BOX 485, COARSEGOLD, CA 93614

MHD-102