

**LYTTON POLICE DEPARTMENT  
POLICEMAN'S INDOCTRINATION GUIDE**



**CONFIDENTIAL**

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## WELCOME TO THE LYTTON POLICE DEPARTMENT

The Lytton Police Department is responsible for protecting the people and property of this community. On entering the Lytton Police Department, the officer assumes a responsibility to his community and his country. The recruit must be worthy to serve by the side of those men who, throughout Lytton's history, have upheld the law and provided for a peaceful and welcome atmosphere.

Each Lytton police officer has a variety of titles. Of primary importance are his duties as protector of the citizens of this community against unlawful activity. But the daily work and special tasks are also important, because it is the faithful, conscientious performance of day-to-day routine duties that determine the efficiency of this police force.

Sincerely,

Richard Whipplestick  
Lytton Police Chief



**PERSONAL CONDUCT**

The Lytton Police Officer must perform in a professional manner at all times.

Here are some of the qualifications which are expected of every police officer:

**Common Sense** - Is the most important virtue an officer can possess. It will keep you alive and out of trouble.

**Organization** - Just the facts, and plenty of them. You must keep them in order and at your fingertips (on a note pad would be nice).

**Loyalty** - A good police officer stands up for his department, his partner and fellow officers. Your life depends on them, and vice-versa.

**Obedience** - A good police officer carries out his orders willingly, cheerfully, and promptly.

**Initiative** - A good police officer is one step ahead and keeps an eye out for jobs that need doing. He shows that he can be trusted to perform correctly in an emergency.

**Guts** - A good police officer keeps going when the going gets tough. He doesn't know the words "I can't."

**Reliability** - A good police officer does his job thoroughly. He comes through for you time and time again.

**Integrity** - A good police officer tries at all times to keep a clean record. He upholds the principles of his profession at all times.

**Fairness** - A good police officer gives fair treatment to others and expects the same in return.

**Honesty** - A good police officer maintains the truth even when it may be costly.

**Cheerfulness** - A good police officer keeps his head up even when facing the stormiest of situations.

**Neatness** - A good police officer is proud of his uniform and what it represents. He keeps it in immaculate condition.

**Self-control** - A good police officer does not lose his temper.

**Promptness** - A good officer is quick to the scene of a disturbance, and is always on time to meetings (especially briefings!).

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**DEPARTMENT STANDARDS**

**REQUIRED EQUIPMENT**

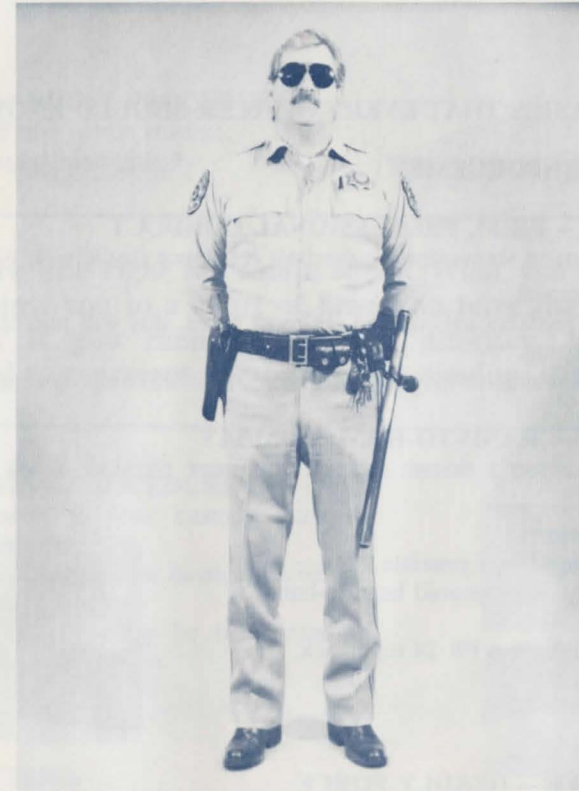
- Uniform
- Gun belt with handcuff case, handcuffs, and holster
- Departmental issue service revolver
- Departmental issue ammunition
- Nightstick (PR-24)
- Radio extender
- Patrol car keys
- Ticket book
- Notebook
- Pen
- Briefcase



**PERSONAL HYGIENE**

Daily contact with the public makes it necessary that you practice certain rules of personal cleanliness and hygiene.

1. Shower on a daily basis. It is important to maintain clean and healthy bodies, teeth, fingernails and toenails. We recommend the use of deodorant and foot powders. Take it easy on the aftershave. (We don't want to drive the ladies crazy.)
2. All uniformed officers must be clean-shaven, with the exception of a neatly-groomed mustache. Your hair must be clean and have a well-groomed appearance. Hair cannot contain any foreign visible items. Bald officers must maintain a clean and shiny dome.
3. Plainclothes detectives may have beards. No goatees, please.



**UNIFORM**

1. It is important that all officers learn to keep their uniform items neat. Properly ironed uniforms present a well-groomed appearance. Clean all uniform items on a regular basis. Don't allow smudges or stains; all clothes must be spotless.
2. Shoes must be clean and shined.
3. Socks must match.
4. No holes, patches or missing buttons.

**BASICS THAT EVERY OFFICER SHOULD KNOW**

**LEVELS OF ENFORCEMENT**

**LEVEL ONE -- FIRM, PROFESSIONAL CONDUCT**

Situation: A person shows passive (verbal) resistance (usually on routine stops).

Correct enforcement:

- a. Use firm, professional conduct. In most cases, this will prevent the situation from escalating.
- b. Refrain from abusive language or threats, as it will only escalate the situation.

**LEVEL TWO -- HAND-TO-HAND COMBAT**

Situation: A suspect's threats indicate imminent physical attack (no weapons visible).

Correct enforcement:

- a. Call back-up unit if possible.
- b. Use department-approved hand-to-hand combat.
- c. If appropriate, use PR-24 nightstick.



**LEVEL THREE -- DEADLY FORCE**

Situation: A suspect attempts physical violence with a deadly weapon.

Correct enforcement:

- a. Use deadly force if in self-defense.
- b. Use deadly force when in fear of the life of another.



**PHYSICAL ARREST PROCEDURES**

- 1. Handcuff and search suspect.
- 2. Read suspect his rights.\*

**“You have the right to remain silent. What you say may be used against you in a court of law. You have the right to an attorney. If you cannot afford an attorney, one will be appointed to represent you before questioning, if you wish.”**

\*Miranda Ruling

**HANDCUFFING PROCEDURES**

- 1. All suspects in your custody must be handcuffed.
- 2. Male suspects must be handcuffed behind the back.
- 3. Women suspects may be handcuffed in front at your discretion.



**DRIVING CODES**

Code 1 - No emergencies. The officer must obey all traffic regulations.

Code 2 - Quick response to a call is required; officer should proceed to the location as rapidly as possible using due caution. The officer must obey all traffic regulations.

Code 3 - Immediate response to a call is required; use red lights and siren while maintaining due caution.

Code 4 - Further assistance not required.

**VEHICLE SAFETY INSPECTION**

- 1. Look carefully at all sides of your vehicle before leaving the station yard.
- 2. Simply walking around the car will usually suffice.



**SPECIAL OPERATING PROCEDURES****ROUTINE TRAFFIC STOP PROCEDURES**

1. When a violation has been witnessed, stop the violator as quickly as possible to minimize the hazard of high speed driving and needless accidents.

**FELONY TRAFFIC STOP PROCEDURES**

1. You must have good reason to believe a felony has been committed.
2. Call radio dispatch for back-up unit.
3. Maintain radio contact with back-up unit.
4. Bring the suspect's vehicle to a complete stop. Maintain cover until the suspect is under control.
5. Command suspect to "halt" or "stop." Proceed to command suspect to lie face down on the ground.
6. Follow **PHYSICAL ARREST PROCEDURES** on previous page.

**FELONY ARREST PROCEDURES**

1. Before proceeding with arrest, your back-up unit must be staked out in close proximity.
2. Maintain radio contact with your back-up unit.
3. Observe the crime.
4. Have weapon drawn at the ready.
5. Identify yourself as a police officer to the suspect.
6. Command suspect to keep his hands over his head. If at any time the suspect drops his hands, prepare to take defensive action.
  - a. If the suspect flees, follow the suspect on foot. Maintain radio contact if possible.
  - b. If the suspect takes aggressive action (i.e. reaching for weapon, charging you), use necessary defensive actions.
7. When it is safe, approach the prisoner. Handcuff the prisoner. Note: Many suspects will wait until close contact with the officer has been established before taking aggressive action. Always be prepared to defend yourself against any hostile behavior.
8. Search the prisoner.
9. Read suspect his rights.
10. Transport prisoner to jail.

**INTOXICATED DRIVER PROCEDURES**

1. Detect possible intoxication by observing erratic driving.
2. After stopping the suspect, determine his condition by:
  - a. Detecting the odor of alcoholic beverage.
  - b. Administering a FST (Field Sobriety Test).

**RADIO TRANSMISSION**

1. Respond to all radio transmissions as required according to police regulations.
2. A radio extender is necessary when away from the car.
3. Avoid unnecessary radio transmissions.

The following information is for reference use only. Players will not be able to input any of the following codes, but should be familiar with them as they will be used by officers in the game.



**RADIO CODES**

- rc10-1 Radio reception - poor
- rc10-2 Radio reception - good
- rc10-4 Received message
- rc10-6 On the air -- not available for call
- rc10-7 Off the air -- out of service
- rc10-8 In service
- rc10-9 Repeat message
- rc10-10 End of shift -- off duty
- rc10-13 Weather check
- rc10-15 Prisoner in custody
- rc10-19 Return to office
- rc10-20 Location
- rc10-21 Use telephone
- rc10-22 Cancel
- rc10-23 Stand by
- rc10-27 Subject check
- rc10-29 Check for wants
- rc10-35 Back-up requested
- rc10-36 Confidential information
- rc10-97 Arrived at scene
- rc10-98 Cleared scene; available for call
- rc11-41 Ambulance
- rc11-44 Fatality
- rc11-48 Furnish transportation
- rc11-79 Injury traffic collision with ambulance responding
- rc11-80 Traffic collision with major injury
- rc11-81 Traffic collision with minor injury
- rc11-82 Traffic collision property damage only
- rc11-83 Traffic collision no details
- rc11-84 Traffic control
- rc11-85 Tow truck
- rc11-98 Meeting
- rc11-99 Emergency, officer needs assistance, respond Code-3

**VEHICLE CODE**

- VC22348** No person shall drive a vehicle upon a highway at a speed exceeding the maximum speed limit.
- VC23152** It is unlawful for any person who is under the influence of an alcoholic beverage or any drug, or under the combined influence of an alcoholic beverage and any drug, to drive a vehicle.
- VC21453** A driver facing a circular red signal shall stop at the intersection and shall remain stopped until an indication to proceed is shown.
- VC22450** The driver of any vehicle approaching a stop sign at the entrance to, or within, an intersection, or railroad grade crossing shall stop at a limit line, if marked, otherwise before entering the crosswalk on the near side of the intersection.
- VC14601** No person shall drive a motor vehicle upon a highway at any time when that person's driving privilege is suspended or revoked for reckless driving.
- VC12951** The licensee shall have the license issued to him in his immediate possession at all times when driving a motor vehicle upon a highway.
- VC23103** Any person who drives any vehicle upon a highway in willful or wanton disregard for the safety of persons or property is guilty of reckless driving and, upon conviction thereof, shall be punished by imprisonment in the county jail for not less than five days nor more than 90 days or by a fine of not less than one hundred thirty dollars nor more than five hundred dollars, or by both fine and imprisonment, except as provided in Section 23104.
- VC20001** The driver of any vehicle involved in an accident resulting in injury to any person, other than himself, or death of any person shall immediately stop the vehicle at the scene of the accident and shall fulfill the requirements of Sections 20003 and 20004.  
Any person failing to comply with all the requirements of this section under such circumstances is guilty of a public offense and upon conviction thereof shall be punished by imprisonment in the state prison, or in the county jail for not to exceed one year or by fine not to exceed five thousand dollars, or by both.
- VC28001** Any person, while operating a motor vehicle and with the intent to evade, willfully flees or otherwise attempts to evade a pursuing peace officer's motor vehicle, is guilty of a misdemeanor.
- VC10851** Any person who drives or takes a vehicle not his own, without the consent of the owner thereof, and with intent either permanently or temporarily to deprive the owner thereof of his title to or possession of the vehicle, whether with or without the intent to steal the same is guilty of a public offense, and upon conviction thereof shall be punished by imprisonment in the state prison, or in the county jail for not more than one year or by a fine of not more than five thousand dollars, or by both such fine and imprisonment.



## PENAL CODE

**PC459 Burglary.**

Every person who enters any house, room, apartment, tenement, shop, warehouse, store, mill, barn, stable, or other building, tent, vessel, railroad car, locked or sealed cargo container, whether or not mounted on a vehicle, trailer coach, any house car, inhabited camper, vehicle, aircraft, mine or any underground portion thereof, with intent to commit grand or petit larceny or any felony is guilty of burglary. As used in this chapter, "inhabited" means currently being used for dwelling purposes, whether occupied or not.

**PC211 Robbery.**

Defined. Robbery is the felonious taking of personal property in the possession of another, from his person or immediate presence, and against his will, accomplished by means of force or fear.

**PC212 Fear Defined.**

The fear mentioned in Section 211 may be either:

1. The fear of an unlawful injury to the person or property of the person robbed, or of any relative of his or member of his family; or,
2. The fear of an immediate and unlawful injury to the person or property of anyone in the company of the person robbed at the time of the robbery.

**PC12025 Unlawful to Carry Concealed Firearms Without License.**

(a) Except as otherwise provided in this chapter, any person who carries concealed within any vehicle which is under his or her control or direction any pistol, revolver, or other firearm capable of being concealed upon the person without having a license to carry such firearm is guilty of a misdemeanor. Any person convicted under this subdivision who has previously been convicted of any felony, or of any crime made punishable by this chapter, is guilty of a felony, and if probation is granted, or if the execution or imposition of sentence is suspended, it shall be a condition thereof that he or she be imprisoned in the county jail for not less than three months.

(b) Any person who carries concealed upon his or her person any pistol, revolver, or other firearm capable of being concealed upon the person without having a license to carry such firearm as provided in this chapter is guilty of a misdemeanor punishable by imprisonment in the county jail not to exceed one year, or by a fine not to exceed one thousand dollars, or by both such fine and imprisonment, except any person, having been convicted of a crime against the person, property or a narcotics or dangerous drug violation, who carries concealed upon his or her person any firearm capable of being concealed upon the person without having a license to carry such firearm is guilty of a public offense and is punishable by imprisonment in

a state prison, or by imprisonment in a county jail not to exceed one year, or by fine not to exceed one thousand dollars, or by both such fine and imprisonment. Any person convicted under this subdivision who has previously been convicted of any felony or of any crime made punishable by this chapter, is guilty of a felony, and if probation is granted, or if the execution or imposition of sentence is suspended, it shall be a condition thereof that he or she be imprisoned in the county jail for not less than three months.

(c) Firearms carried openly in belt holsters are not concealed within the meaning of this section, nor are knives which are carried openly in sheaths suspended from the waist of the wearer.

**PC11350 Unlawful Possession.**

(a) Except as otherwise provided in this division, every person who possesses any controlled substance which is a narcotic drug, unless upon the written prescription of a physician, dentist, podiatrist, or veterinarian licensed to practice in this state, shall be punished by imprisonment in the state prison.

**PC11351.5 Possession or Purchase of Cocaine (Other Than Cocaine Hydrochloride) for Sale.**

Except as otherwise provided in this division, every person who possesses for sale or purchases for purposes of sale cocaine shall be punished by imprisonment in the state prison for a period of 3 to 5 years.

**PC148 Resisting or Obstructing Public Officer or Peace Officer.**

Every person who willfully resists, delays, or obstructs any public officer or peace officer, in the discharge or attempt to discharge any duty of his office, when no other punishment is prescribed, is punishable by a fine not exceeding one thousand dollars, or by imprisonment in a county jail not exceeding one year, or by both such fine and imprisonment.

**PC187 Murder.**

(a) Murder is the unlawful killing of a human being with malice aforethought.



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## AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Sonny Bonds, a police officer in the fictional town of Lytton.

Each 3-D Animated Adventure Game has a main goal, and yours in Police Quest is to bust a big-time drug dealer with a street name of "Death Angel." You will need to advance from street officer to undercover cop, establish trustworthy contacts and valuable leads in order to make solid progress. Before you hit the streets, you will need to know proper police procedures, be familiar with the streets of Lytton, and have a working knowledge of the vehicle and traffic code.

It takes common sense, logical thinking and real guts to be a "Blue Knight." Good luck!

## TIPS FOR NEW ADVENTURE PLAYERS

Note: If you have played an animated adventure before, this section can be skipped.

### 1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

### 2. WATCH YOUR BEHIND

Due to the dangerous nature of this adventure game, you will want to save your game often. Type SAVE GAME after you have made important progress. Type SAVE GAME when you encounter a potentially dangerous situation.

If you do encounter danger, and your character is left in a bad predicament (such as death), you can type RESTORE GAME to return to the place you were at when you last saved your game. Careful use of this function has saved many undercover cops from returning to street officer status.

### 3. BE OBSERVANT

When you enter a room type LOOK AT THE ROOM. When you open a box type LOOK IN THE BOX. When you want to talk to a bartender type TALK TO THE BARTENDER. The descriptions and close-ups offered may provide valuable clues.

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### 4. PLAY WITH A PARTNER

Police work isn't a cake walk. You may find it helpful to go through Police Quest with a friend. Different people come up with different ways to use items and different ways to interpret clues. Besides, police officers often work in pairs.

### 5. CAUGHT SPEECHLESS?

Police Quest understands a wide variety of verbs such as:

ANSWER	ARREST	ATTACK	BUY
CHUG	CLOSE	DEAL	DRINK
EAT	GET	GIVE	HALT
HIT	INSPECT	KNOCK	LOOK
OPEN	ORDER	RADIO	READ
RUN	SHOOT	SIGN	SMELL
START	SUBMIT	TAKE	TALK
TRANSMIT	USE	WASH	WRITE

### 6. BE ON THE LOOKOUT

There's much more in a 3-D Animated Adventure Game than meets the eye. Try any action you can think of--even the outrageous. No one ever got a life sentence in the slammer from playing computer games (or have they?). If you do run into trouble, you can always resort back to your RESTORE GAME function.

### 7. CAUGHT IN A REAL JAM?

If you've tried every possible trick in the book and still can't get anywhere, don't panic. Even the best cops around sometimes get caught dead in their tracks.

For this reason, hint books for all of the 3-D Animated Adventures are available. You can order the hint book for this game by using the order form in the package. Hints can also be received by calling the Sierra Customer Support Line at (209) 683-6858 or the Sierra Bulletin Board Service at (209) 683-4463. Let Sierra give you "just the facts" and a whole lot more.

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**WARNING! THE FOLLOWING DOCUMENTATION IS FOR BEGINNING ADVENTURE GAME PLAYERS ONLY. THE CONTENTS INCLUDE ANSWERS TO SOME OF THE GAME'S PUZZLES AND HINTS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY GETTING STARTED WITH POLICE QUEST.**



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## YOUR FIRST DAY ON THE BEAT...BEGINNING "POLICE QUEST"

Press the Space Bar to bypass the title screen.

You begin in a hallway at the Lytton Police Department. Walk to the room in the lower right-hand corner. You are now in the Locker Room.

Type:

LOOK AT THE LOCKER ROOM

*The Lytton PD locker room has two rows of full-sized double-stacked lockers with a bench between them, two showers, and three toilet stalls.*

Press Enter.

Approach the different officers in the locker room. They will make various comments to you. Press Enter after each comment.

Walk to the second locker from the right on the right-hand side.

Type:

OPEN THE LOCKER DOOR

Close-up of locker.

Type:

LOOK AT THE LOCKER

*You store your personal gear in your locker.*

Press Enter.

*You see your weapon in your gun belt.*

Press Enter.

*There is a speed loader of ammunition on the shelf.*

Press Enter.

*Your briefcase rests on the bottom of the locker.*

Press Enter.

*The keys to your Corvette are hanging on a hook.*

Press Enter.

*Your towel is neatly folded in the bottom of the locker.*

Press Enter.

*Your civilian clothes are hanging on a hanger.*

Press Enter.

*An old T-shirt and a pair of jeans hang here.*

Press Enter.

Type:

TAKE THE GUN

*The policeman's tool belt! Don't leave home without it.*

Press Enter.

Type:

TAKE THE AMMUNITION

*You take a speed loader with six rounds of .357-magnum, hollow-point, silver-jacketed bullets.*

Press Enter.

Type:

TAKE THE BRIEFCASE

*Your briefcase contains many items you'll need in the field.*

Press Enter.

Type:

CLOSE THE LOCKER DOOR

Exit the door to your left.

You are now in the hallway.

Walk to the room in the upper right-hand corner.

You are now in the Briefing Room.

Walk to the pigeonholes on the right wall. Walk down to the second hole from the right.

Type:

LOOK IN THE PIGEONHOLE

*You check your pigeonhole and find a handwritten note.*

Press Enter.

*"Sonny: How's about an 11-98 at Carol's Caffeine Castle later in the shift? Steve."*

Press Enter.

*Since you no longer need the note, you discard it.*

Press Enter.

Walk to the table in the lower right-hand corner.



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Type:

TAKE THE NEWSPAPER FROM THE TABLE

*You pick up this morning's edition of the "Lytton Tribune."*

Press Enter.

A close-up view of the paper shows page 1. Use the arrow keys to move from page to page. The newspaper has a total of 4 pages.

Read the newspaper. Take notes.

Type:

CLOSE THE NEWSPAPER

A message will soon appear.

*"Sonny Bonds, please find your place. Briefing is about to begin."*

Press Enter.

Officers will begin filing into the room. Your assigned position for briefings is at the front right table, on the left side.

Walk to that position. Face the podium.

*This is your assigned position for briefings.*

Press Enter.

After Sergeant Dooley enters the room, and you are correctly positioned, the briefing begins.

*Sergeant John Dooley briefs the 1300 shift, beginning with the latest hot sheet of stolen rides...*

Press Enter.

*"Welcome back men," says Sergeant John Dooley. "I hope you enjoyed the long weekend."*

Press Enter.

*"Now listen up," he barks. "We're looking for a black 1983 Cadillac, license number LOP1238, VIN C03456218, reported stolen last week. Try hard to find it, so I can get that Malcom Washington character off my back for a change."*

Press Enter.

*Dooley continues, "Now hear this, last night, three teenagers were arrested in three separate arrests, each for drunk driving. Two of the three were in possession of cocaine, and all three attend Jefferson High School. That should tell you something, boys and girls!"*

Press Enter.

*"Well, that's it for today. Watch your butts, kids. We don't want ol' Chief Wipplestick whining about our industrial injury stats going up again! Sonny Bonds, you are assigned to beat 83-32."*

Press Enter.

Note: Listen and take careful notes during briefings. Important clues for finishing the game are issued during the course of a briefing.

After Sergeant Dooley finishes his speech, the officers will file out of the briefing room. Exit the door to your left.

You are now back in the hallway.

*It sure clears out quick around here.*

Press Enter.

Type:

LOOK

*Around the hallway is a keyboard, a table holding radio extenders, a photograph on the far wall, and a barred window to the evidence room.*

Press Enter.

Walk to the keyboard on the left wall.

Type:

TAKE THE PATROL CAR KEYS

*You take the patrol car keys from the keyboard.*

Press Enter.

Walk to the table at the north end of the hall.

Type:

TAKE A RADIO EXTENDER

*You pick up a squelchy, noisy, but workable extender.*

Press Enter.

Exit down the hall to your left.

You are in another hallway.

Continue walking to your left until you enter the door on the left side of the screen.

Ignore the other doors for now.

You are now in the parking lot.

Type:

LOOK AT THE PARKING LOT

*The parking lot holds three patrol cars, an unmarked car and a shiny, clean Corvette.*

Press Enter.

Your patrol car is located at the bottom left corner.



Take a walk around the car. When you successfully inspect it by walking near all four wheels, you will see a message.

*Having performed the prescribed, walk-around safety check of your vehicle, you're ready to hit the streets.*

Note: Regulation police procedures, such as the inspection above, are closely followed in this game. Compliance with these procedures is mandatory for you to successfully complete this adventure.

Press Enter.

Walk to the front of your car.

Type:

**OPEN THE DOOR**

The car door will open.

Press F4 or type:

**ENTER**

You will sit down in the car.

Type:

**CLOSE THE DOOR**

The car door will close.

Press F4 or type:

**START THE CAR**

You have now successfully completed the first stage of your adventure. You are now ready to hit the streets! Good luck!

---

**OTHER 3-D ANIMATED ADVENTURE GAMES BY SIERRA:**

**KING'S QUEST**

by Roberta Williams

The first-ever 3-D animated adventure game, and a bestseller. Join Sir Graham as he strives to save the kingdom of Daventry and win a crown through glorious deeds.

**KING'S QUEST II: ROMANCING THE THRONE**

by Roberta Williams

The long-awaited sequel, and another bestseller. Join King Graham on his quest to rescue a beautiful maiden imprisoned in a faraway land.

**KING'S QUEST III: TO HEIR IS HUMAN**

by Roberta Williams

Help Gwydion, slave to an evil wizard, overcome his servitude to perform brave deeds and receive a royal reward. First in the series to include magical spells. Advanced level, 256k required.

**SPACE QUEST**

by Mark Crowe and Scott Murphy

From the programmers of the King's Quest series comes a humorous tale of action and adventure set in deep space. Space Quest introduces Roger Wilco, sanitation engineer turned space-age swashbuckler. His quest -- save his home planet of Earnon from the evil Sariens. It's the most fun you can have in zero gravity!

**SPACE QUEST II - VOHAUL'S REVENGE**

by Mark Crowe and Scott Murphy

The much anticipated sequel to the cult classic Space Quest. Come face-to-face with Sludge Vohaul, the mad scientist behind the Sarien plan you foiled in our last episode. Encounter Vohaul's wrath as you once again become Roger Wilco, ace janitor and reluctant space hero. Face more perilous escapades than you can wiggle a space worm at as you explore the jungle planet of Labion and much more!

**THE BLACK CAULDRON** © The Walt Disney Company

by Walt Disney Personal Computer Software and Roberta Williams

Based on the classic children's books by Lloyd Alexander and the feature film by Walt Disney Productions. A bestseller, designed specifically for younger or first-time adventurers. Join the boy Taran in his efforts to defeat the evil Horned King and free Prydain from his reign of terror.

**MIXED-UP MOTHER GOOSE (ages 4 and up)**

by Roberta Williams

Roberta Williams combines her bestselling storytelling touch with the classic rhymes of Mother Goose to create the first 3-D animated adventure game designed especially for kids. Children go on an adventure in Mother Goose Land where they help Mother Goose find missing pieces to some of her most popular rhymes. A fascinating, entertaining program for the home, nursery schools, and kindergarten classes. No reading skills are required.

**LEISURE SUIT LARRY IN THE**

**LAND OF THE LOUNGE LIZARDS (ages 18 and up)**

by Al Lowe and Mark Crowe

Meet Larry, the original blind date nightmare. Become the lovable nerd Larry in this new 3-D animated adventure game. Spend one fabulous night in "Lost Wages," the swinging singles capital of the world. You'll drink. You'll dance. And if you play your cards right, you might even meet the girl of your dreams. It's a humorous, harmless endeavor for adults.





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