

POLICE QUEST

THE
KINDRED

HINTBOOK

 SIERRA



POLICE QUEST 3





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The Making of **P**olice Quest 3

Compared to today's creation of light-and-sound extravaganzas, making an adventure game eight years ago was trivial. A programmer and an artist, doubling as game designers and directors, could throw a game together in a few months. Back then, games were small, graphics were crude and less colorful, and the music was little more than a collection of irritating beeps and clicks. Today, with sophisticated digitized VGA graphics, music support for a long list of sound cards, and increasingly complex game designs, bringing a computer game to life has become a big-time operation involving dozens of artists, programmers, musicians and writers.

As Art Designer of the game, Mark Crowe set the look and feel of Police Quest 3's realistic graphic design. Consulting with Jim Walls and Assistant Art Director, Jon Bock, he created the realistic, hard-edged scenes in the game. An extensive video capturing process called rotoscoping was used to place the actors (many were Sierra's employees, as well as local police, fire, and medical staff) into the game. This technique was used to also add the realistic props used in the



game. These images were then digitized into the computer, where they were artistically enhanced to fit into the look of the game. The computer-enhanced characters were then placed on top of our hand-painted digitized backdrops. Finally, a series of hand-drawn animation scenes, such as the scene with the police dogs, added the finishing touches.

For the music of Police Quest 3, Jim Walls and Mark Seibert signed the world-renowned musician and composer, Jan Hammer, to compose the main theme for the game. One of Jan Hammer's most interesting credits include the television soundtrack for "Miami Vice." (Many of us here left the game playing on our computers just to listen to this suspenseful soundtrack.) Sierra's Mark Seibert and Rob Atesalp also created additional sound effects and themes further adding to the authenticity of the game.

Police Quest 3 is Sierra's most technically advanced game to date. Video-captured human actors with life-like action sequences, hand-painted, digitized graphics, and realistic sound effects help create the reality of a gritty world of crime and corruption. The challenge was to create life-like realism depicting the

city of Lytton and all its characters. After completion of the design, Police Quest 3 was a project that took ten months to complete.

Interview with the Real Sonny Bonds

Sonny Walls is 23 and lives in Oakhurst, California with his wife Susan and their dalmatian, Savannah. He works for Sierra On-Line's Customer Service Department. He and Susan are expecting a new baby before next Christmas. They plan to call the baby Christopher James Walls, if Susan has a boy, or Jessica Elizabeth Walls, if Susan has a girl.

Q: When your dad first told you about Police Quest, did you know that the main character of the series would be based on you?

A: "Yes. I look up to my dad a lot and I want to be just like him. When he told me, I just said, 'Thanks dad for using my name.'
(He laughs)

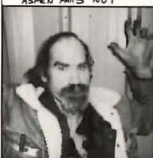


Q: You've got brothers and sisters, don't you? How did your dad decide you'd be the star of the Police Quest series?

A: "Remember Steve in Carol's Caffeine Castle (Police Quest 1)? That was my brother Steve. And my brother John was the main character in Codename: Iceman. In fact, John and my sister Laura are on the cover of the Iceman Box. The truth is I've always had serious thoughts of someday becoming a cop. When I was a kid, I used to go riding with my dad when he was on the force. I rode with him on the freeways. I remember chasing speeders going well over one hundred miles an hour. I've thought very seriously about entering the Police Academy to become a CHP (California Highway Patrol). In fact, a friend of mine is trying to get me to go in now with him on the buddy system."

Q: The buddy system?

A: "Yeah. The Police Academy has a very tough entry program, similar to the military academy. And the latest thing is to select one of your closest friends to join up with you." A buddy of mine has been wanting me to study and take the written test with him. So if we both passed, we could join the

CHARACTER	PROJECT
ASPHEN FAN'S AUNT	POLICE QUEST III
	
ACTOR: <u>BRIAN</u>	PH# <u>257</u>
CHARACTER'S AGE: <u>35</u>	HEIGHT <u>5'10"</u>
CHARACTER TYPE:	
<input type="checkbox"/> Primary	
<input checked="" type="checkbox"/> Secondary	
<input type="checkbox"/> Extra	



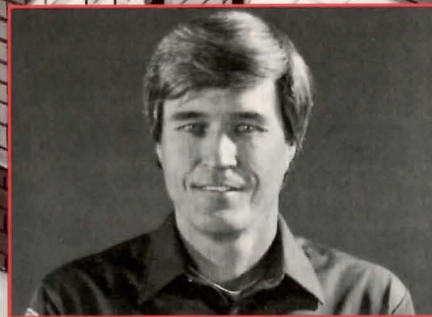
academy together.

Q: What's it like having the main character in one of Sierra's major games based on you?

A: "Well, around here sometimes (other Sierra employees) will call me Sonny Bonds instead of Sonny Walls. They're joking around, of course. But when true Sierra fans are introduced to me, they'll ask for my autograph, or sometimes ask me to send my photo to them. Some of the fans think I'm wealthy, asking me if I have a Rolls Royce and stuff like that. For the record, I'm not wealthy. At least, not yet."

Q: Why didn't Sierra use you to act the part of Sonny Bonds in Police Quest 3?

A: "Well, they didn't feel I looked old enough. Remember, Sonny Bonds is supposed to be a fifteen-year seasoned veteran. So they went with someone else who they felt looked the part. People call in and say 'Hey. I finally get to see what you look like,' and I just tell them 'No you haven't.'"



Q: You've played all the Police Quest games. Which is your favorite in the series and why?

A: "Right now it's Police Quest 3—for its realistic graphics and non-stop action. It's got the best features of the other two games. Remember how you couldn't control the car in Police Quest 2? Well, you can in part three and the interface is just great. I also like it because it's not simple; some actions are very detailed, like the scene with the pentagram. I like that sort of thing."

Q: Would you say the Police Quest series is too hard, too easy, or just right?

A: "It's definitely not too easy. It's easier than Codename: Iceman. Maybe cops would find the game to be easy. I usually just tell people that I think the series lets you understand what it means to be a good cop. If you're curious what it's like to be a policeman, you'll like the Police Quest series. In fact, police academies have used Police Quest as a training tool."

Q: What would you say to the young Sierra fans out there?

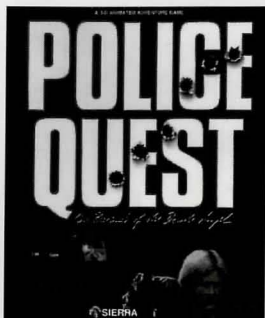
A: "Don't do drugs, stay out of jail, and be happy with life. If you're interested in being a police officer some day, Police Quest 3 is an excellent game to play because it's based on real-life events that actually happened to a real police officer—my dad. It's very risky being a police officer. You can get shot at or involved with some pretty tough criminals. These games teach you how to follow strict police procedures."

Q: Is this why Police Quest is such a successful series?

A: "I think so. The Police Quest series is the best realistic game on the market. In fact, I think it's the only realistic game of its kind. Most other games, including Sierra's other top-sellers, are fantasy games. I just don't see too many games like it on the shelf."

Summary and Introduction to the Police Quest Series

by Jim Walls



Police Quest One "In Pursuit of the Death Angel"

Sonny and Marie were high school sweethearts who ended up going their separate ways. Sonny continued his education majoring in criminology and eventually joined the Lytton Police Department. Marie fell into bad company, hard times, and resorted to working the streets of Lytton to survive.

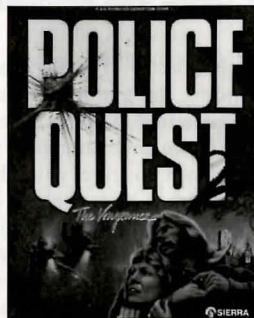
As the city of Lytton began to prosper and grow, it started experiencing big city growing pains. Along with the increase in crime, terror came to the streets in the name of Jessie Bains (street name "Death Angel"). Bains, a big-time drug dealer, recognized the potential and moved in his illegal drug operation.

Jessie Bains and his henchmen began to systematically murder the small-time drug dealers in the area, replacing them with his own people.

After being promoted to homicide detective, Sonny Bonds was soon on Bains' trail. Relentlessly he followed every lead which eventually led to the old Hotel Delphoria where Bains ran his illegal activities.

Sonny Bonds and Marie were soon reunited in the most unusual manner. Sonny saved Marie from a jail sentence by talking her into helping in an undercover operation. With her help, Bonds infiltrated the Hotel Delphoria and arrested Jessie Bains after a shootout.

Jessie Bains vowed revenge after being tried, convicted, and sentenced to prison on all counts.



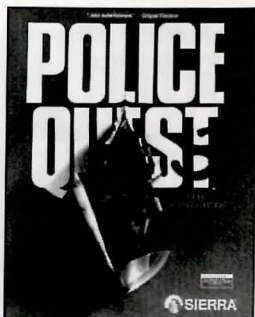
Police Quest Two "The Vengeance"

The city of Lytton had changed drastically as it continued to grow. Sonny was still working homicide and the grip of fear the "Death Angel" once held was only a memory. Marie had put the bad times behind her and was dating Sonny on a regular basis.

The nightmare soon returned to haunt Sonny when Bains was granted a retrial on one of the felony counts that sent him to prison. While awaiting trial, Bains escaped jail, kidnapped Marie, and left town.

Bonds went into action with a vengeance, tracking Bains all the way to Steelton, U.S.A. Following up on every clue, Bonds found his way into Steelton's underground sewer system. Overcoming natural hazards of the sewer system, Bonds found a tube of lipstick which he recognized as being the same brand that Marie uses. This led him to the sewer control room where he found Marie tied to a chair. In a short time, Bains entered the room with a gun and attempted to kill Bonds. Relying on his training and a lot of luck, Bonds returned fire and killed Jessie Bains.

A shooting review board found the killing of Jessie Bains justifiable. The game ended with Sonny and Marie flying into the sunset en-route to their honeymoon.



Police Quest Three "The Kindred"

Welcome to Police Quest 3, The Kindred. I hope you're finding the game both fun and challenging. As before in Police Quest 1 and Police Quest 2, we have attempted to install enough realism to give you, the adventure game player, a true feeling of what it's like to be a police officer. While you assume the role of detective Sonny Bonds, you will find yourself, as a supervisor, having to deal with fellow

officers in a manner which may not please them. You will make split-second decisions that can save your life, and the lives of others, or end in tragedy. If at anytime during the game, you feel yourself on the edge of your chair, we will have accomplished our purpose.

How well you develop your investigative skills will have a direct bearing on your score. In some cases, should you fail to solve a puzzle, Police Quest 3 will just continue on, but the points will elude you. Remember a successful game player will save often. This book will get you through the game successfully.

How This Book Works

The whole point of playing Police Quest 3 is to discover its puzzles and solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to Police Quest 3. The hint answers are arranged to progress from a slight hint to an out and out solution to each puzzle. In fact, an answer with a star (*) beside it will be very specific, often giving you the extra actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly. But you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.

2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down.

You never know where you might pick up a valuable object or clue.

3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first.

If You Have Finished Police Quest 3

The last section of this book contains a points list for the game. If you've played through and want to see what you might have missed, take a look.

Thank you for playing Police Quest 3. Hopefully, this game has given you a little insight as to some of the things you can experience as a police officer.



Hints

General Questions

Before reading the hints here, please take a look at the game walk thru in your Police Quest 3 game documentation.

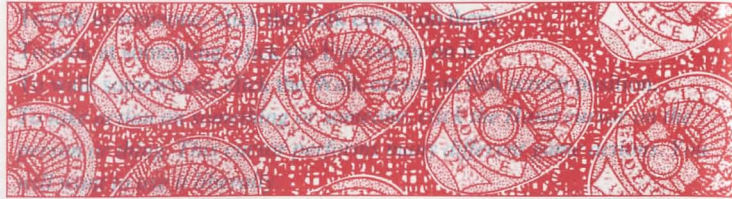
Sonny moves too fast! Sonny moves too slow!



How do I look at things, talk to people, etc.?



Example:



* All I do is wander about the station! Is this it?



* What's the point of this game anyway?



* How do I draw my gun?

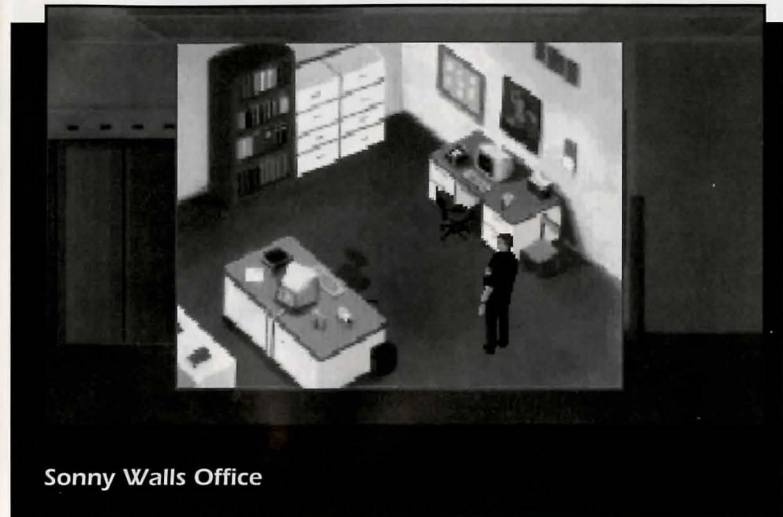


* Do I ever get to leave the Police Station?



Day One

At the Station, Sergeant's Office



Sonny Walls Office

I've spoken to Officer Morales about the complaint against her. Which box should I check on the Disciplinary Action Form?



Locker Room

I'm in the men's locker room. Is there anything to do here?



Computer Facilities and Dispatch



Computer Facility

I'm in the computer facilities on the third floor, but the head technician just rambles about technical stuff. How do I get him to help me?



The head technician mentions a tracking device when talking to the dispatcher. I look for it, but can't find it. Does it really exist?



On Patrol

When can I use the tracking screen?



How do I use the car's computer?



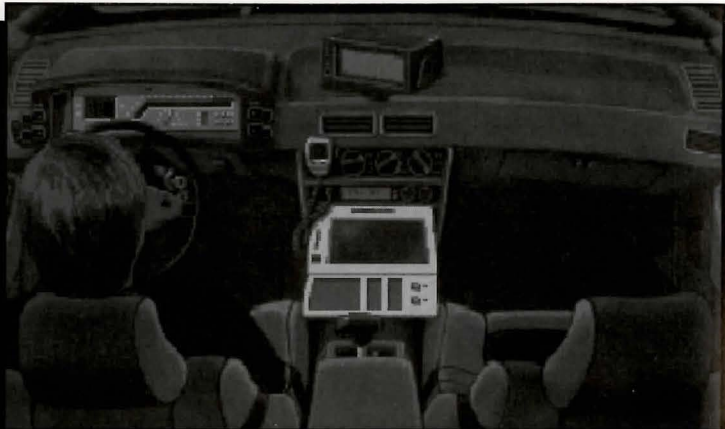
Okay. When I find drivers breaking the law, how do I pull them over?



Once I've pulled a violator over, how do I write him a ticket?



Aspen Falls



Interior, Patrol Car

I've arrived at Aspen Falls Recreation Area. I see some people having a picnic. Now what?

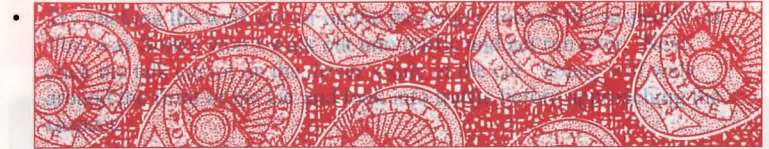


I approached a deranged man at Aspen Falls Recreation Area. He threw my badge in the water and then went swimming. How do I get him to jail?



Working the Freeway

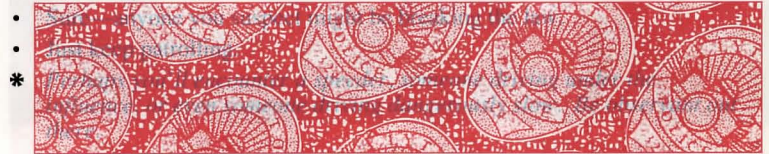
I've pulled over on the freeway and keep getting run over just trying to step out of the car! So how do I get out without being flattened?



I've met Officer Morales on the freeway. How should I handle this situation?



Do I get to pull anyone over on the freeway?



How do I bust the drunk driver?



I've spotted a low rider moving very slowly on the freeway. Should I pull him over?



I've pulled over a speeder. Now what?



I see a black car speeding that's registered to the department. Should I pull him over?



At the Jail

I've gotten the drunk driver to jail. Now what?



Oak Tree Mall

What should I do at the Oak Tree Mall?

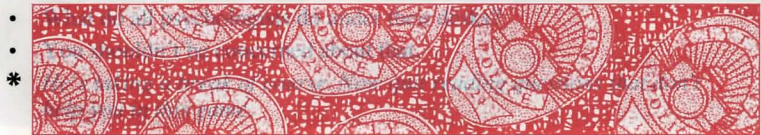


Criminal Psychologist



Marie after Oak Tree Mall attack

What's that psychologist doing under his desk anyway?



What's the psychologist do when he's not under his desk?



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Should I read the file on his desk? If so, how?

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Day Two At Sonny and Marie's House



Officer Bonds Home

It's the second day of the game, I've awakened at home and gone through the motions of getting ready for work. Is there anything else I should do at home?

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At the Station

I've driven to the station. Where should I go first?

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Homicide Office

Okay. I'm in the Homicide Office and the Captain just gave me a spiel. So?

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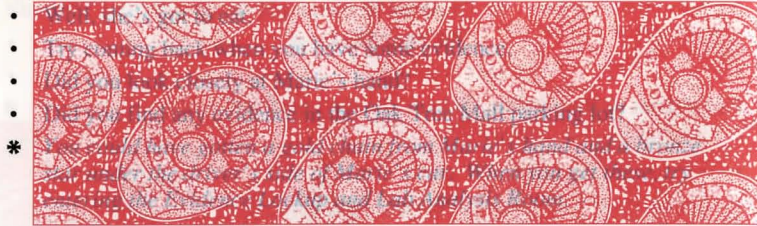
Okay. I've heard the spiel from the Captain, found my desk, and used the computer. What else can I do?

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Evidence Lockup and Lab Analysis

Why is the Evidence Officer out to lunch?



I'm in the Evidence Lockup and Lab Analysis Room. What evidence should I book?

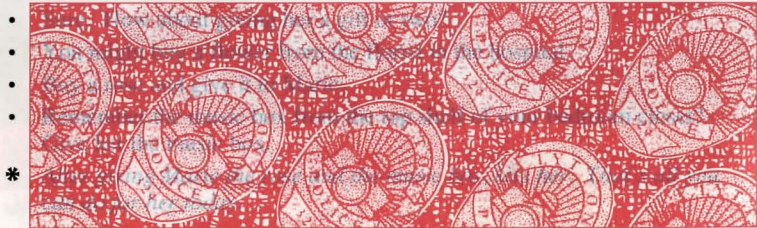


Hospital

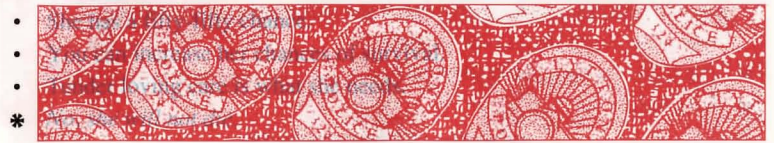
What room is Marie in?



I'm visiting Marie in the hospital. Is there anything else I can do for her?



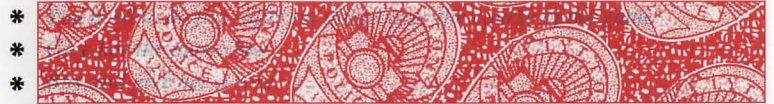
Will Marie die?



Will Marie awake from her coma?



I give! What do I do to help her?



Marie In Hospital



Day Three Homicide Office

Now it's the third day, and I'm in the Homicide office. What do I do?



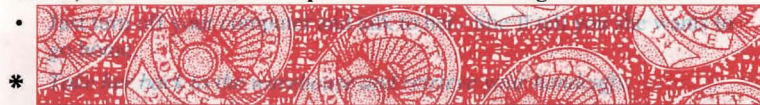
I've brought Carla Reed to the Homicide office. But she's complaining of hunger pains. Am I supposed to feed her or what?



Carla Reed is trying to give me a description, but how do I get her to make a positive i.d.?



Great, Carla Reed's made a positive i.d. How do I get her to leave?



Abandoned Warehouse



Warehouse Contact Meeting Place

I'm having trouble finding the abandoned warehouse. Where is it?



I've arrived at the abandoned warehouse. I thought I was supposed to meet Carla Reed. I don't see anybody. Where is she?

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I've found Carla Reed. However, she doesn't believe I'm a cop. What gives?

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Carla Reed won't come with me because her cart won't fit in the car. Now what am I supposed to do?

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Day Four At the Station

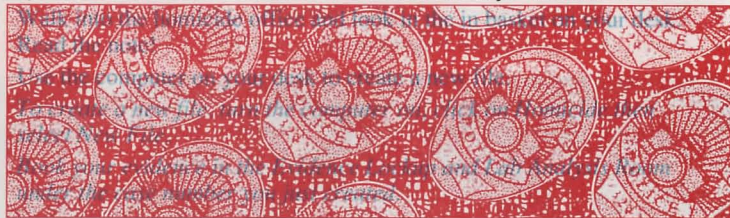
What do I do in the station at the beginning of day four?

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Okay. I've returned to the station later on in the day. What should I do?

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The Courthouse



Courthouse

When the district attorney asks for the speedometer calibration chart, I don't have one in my inventory. Where do I get a speedometer calibration chart?

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The judge rules in favor of the plaintiff. Why have I lost?



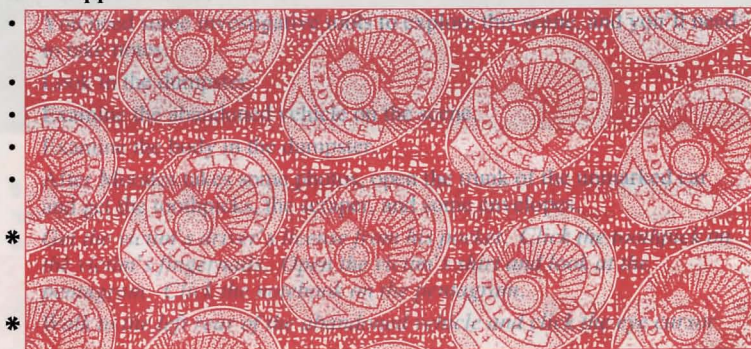
Oak Tree Mall

I've taken Morales to the mall. Is there anything I can do while I'm waiting?



Alley Murder Scene

My partner is running around taking photographs of the scene. What am I supposed to do?



Alley attack site

Hospital

Marie looks so helpless at the hospital. Is there anything I can do for her?

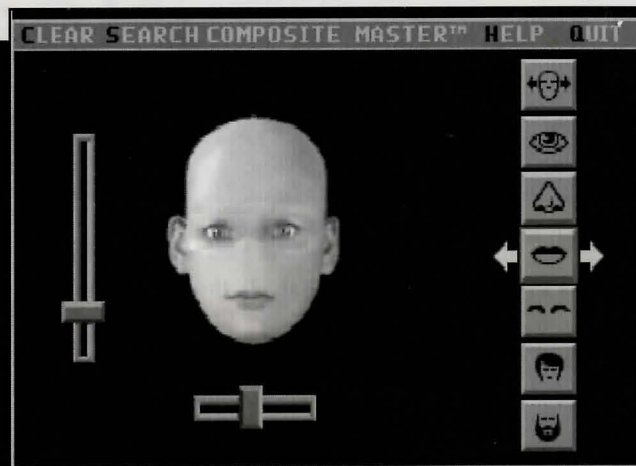


Day Five At the Station Homicide Office

I'm in the Homicide office and still haven't quite got the hang of things around here. How should I start my day?



Using the Homicide Computer

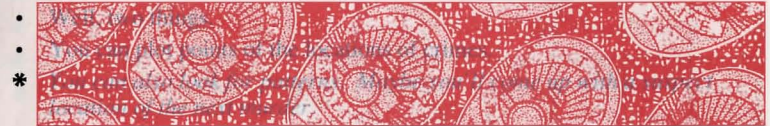


Computer Composite Imaging

What evidence do I have to analyze anyway?



I've gotten in the City Map program. What do I use this for?

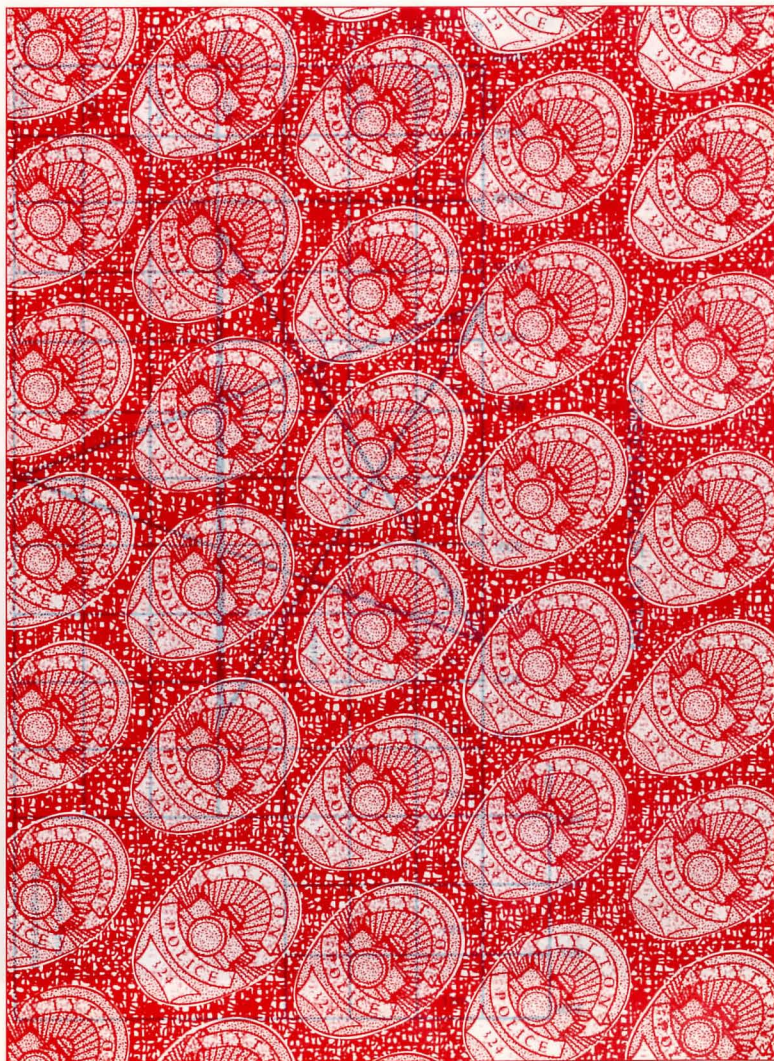


I give up. What pattern should I be looking for with the City Map program? What do I use this for?



Oops! I forgot to write down the addresses of the crimes. Could you give them to me again?





Where do I place the plot points on the City Map?



I've plotted points on the city map. In which order do I connect them?



Old Nugget Saloon

I've found the Old Nugget Saloon. What kinds of things should I be doing?



*



Old Nugget Saloon

I've returned to the Homicide Office later on in the day, what do I do?



I've returned to the Homicide Office after the accident on the freeway. What should I be doing?



Psychologist's Office

Am I ever going to get to do anything in the psychologist's office?



So what should I gather from reading the file on the psychologist's desk?



Evidence Lockup and Lab Analysis

What evidence should I have to book today?



Tracking the Suspect

The suspect just fled from the Old Nugget Saloon. Where'd he go?



I was following the suspect, but he crashed on the freeway. What should I do?



I'm trying to examine the crashed vehicle, but every time I try to approach the car I get run over. What am I supposed to do?



The Hospital

Marie's still in the hospital. Is she ever going to come out of her coma?



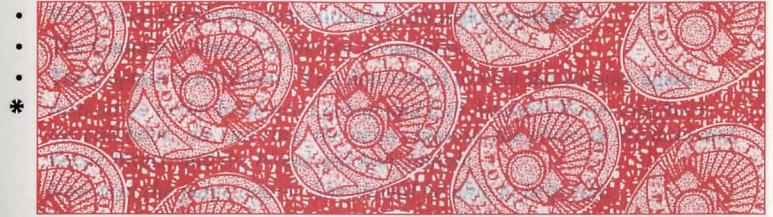
Day Six

Homicide Office

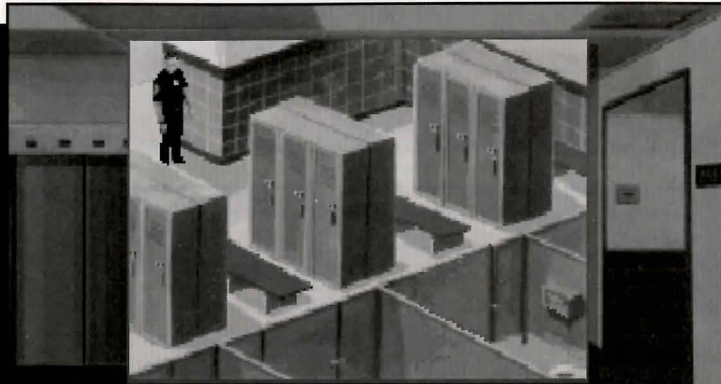
It's the beginning of the day and I don't know how to get things started. What do I do?



I've returned to the Homicide Office after trying to enter the crack house. Why's the captain telling me to go to the coroner again?



Police Locker Rooms



Police Locker Room

The janitor's in front of the locker rooms. How can I get into my partner's locker?



At the Coroner

The coroner seems to be out. Is it okay to examine the dead bodies?



I found a manilla envelope. Should I take it?



Hospital

How can I help Marie today?



Burning House

I've arrived at the burning house. What should I do?



Okay. I've looked at the photo from the burning house floor. So?



Oak Tree Mall

Once again, Officer Morales has had me take her to the mall. Is there anything I can do while I'm waiting?



Psychologist's Office

I've returned to the station after visiting the Army recruiter. Should I see the psychologist?



Courthouse

I've driven to the courthouse, but the judge refuses to sign a search warrant for the crack house. What am I forgetting to do?



I couldn't get into the crack house with the search warrant. What should I ask the judge for now?



Crack House

Crack House

No one will answer the door at the crack house. How do I serve the warrant?



I couldn't serve the warrant, so now where do I go?





I've returned to the crack house. How do I get the ram into action?



I get inside the crack house and some guy shoots me. How do I avoid this?



A second drug dealer has come out of the back room with his hands up. Should I shoot him too?



So why does the police dog keep pointing at the couch?



The dog sniffed out a tv remote control. Is this dog a couch potato?



Whoa! The fireplace opened up to reveal a hidden room. What can I find down there?



Hey! I walk down the stairs of the hidden room and get shot. Now what?

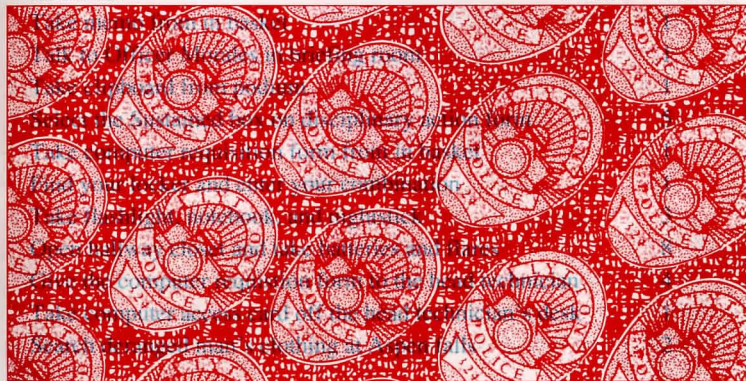


Points

Day One

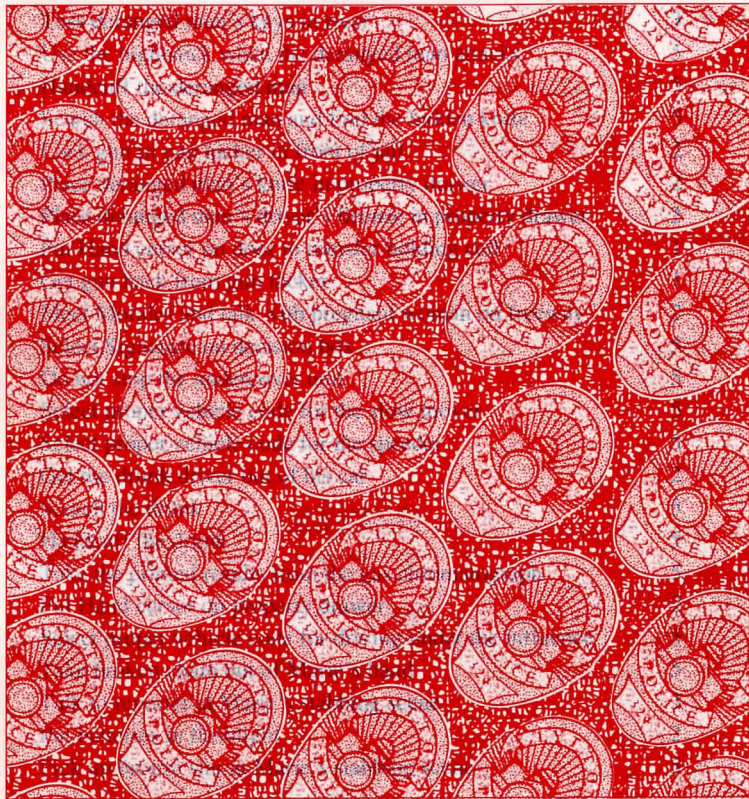
ACTION

POINT VALUE

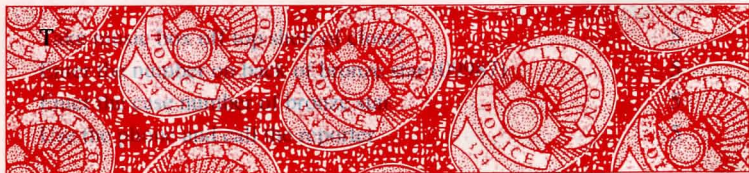


ACTION

POINT VALUE



Day Two



ACTION

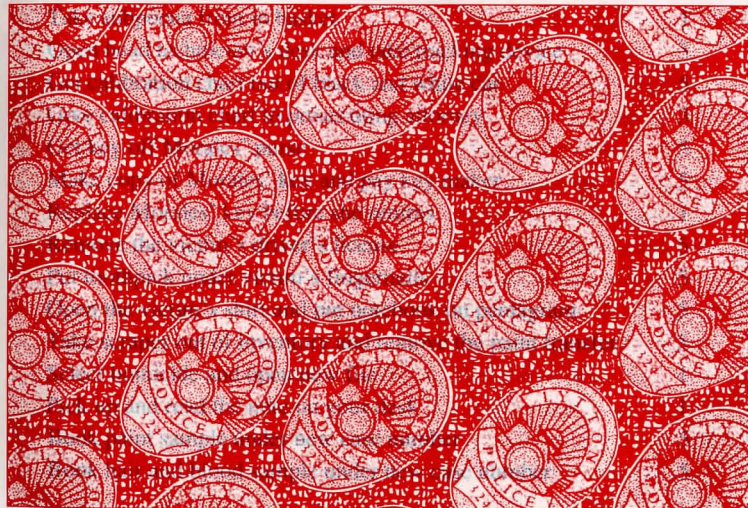
POINT VALUE



Day Three



Day Four



ACTION

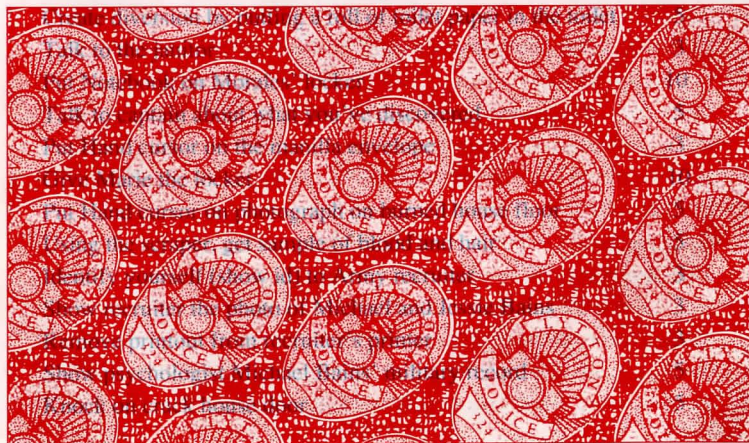
POINT VALUE



Day Five

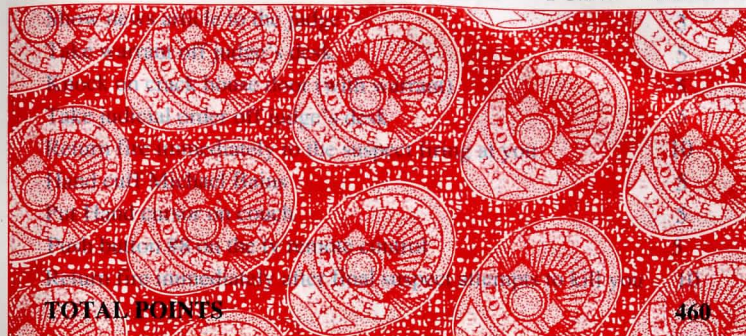


Day Six



ACTION

POINT VALUE

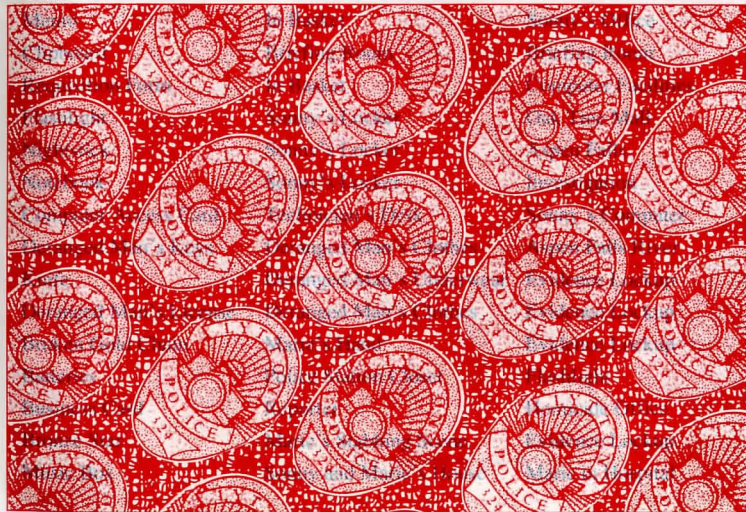


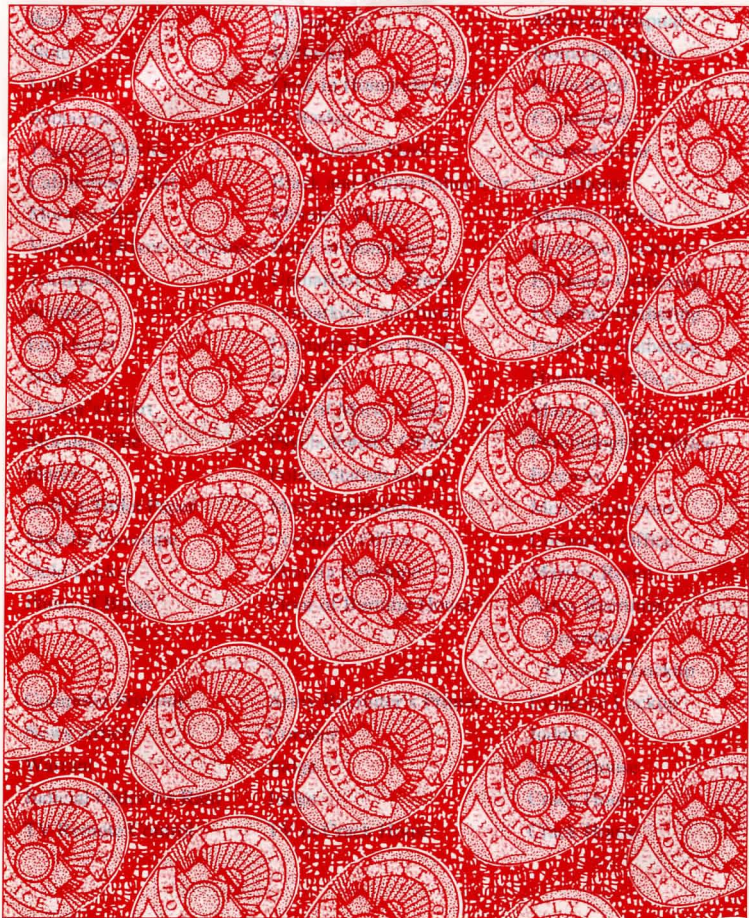
Location of all Objects

OBJECT

WHERE FOUND

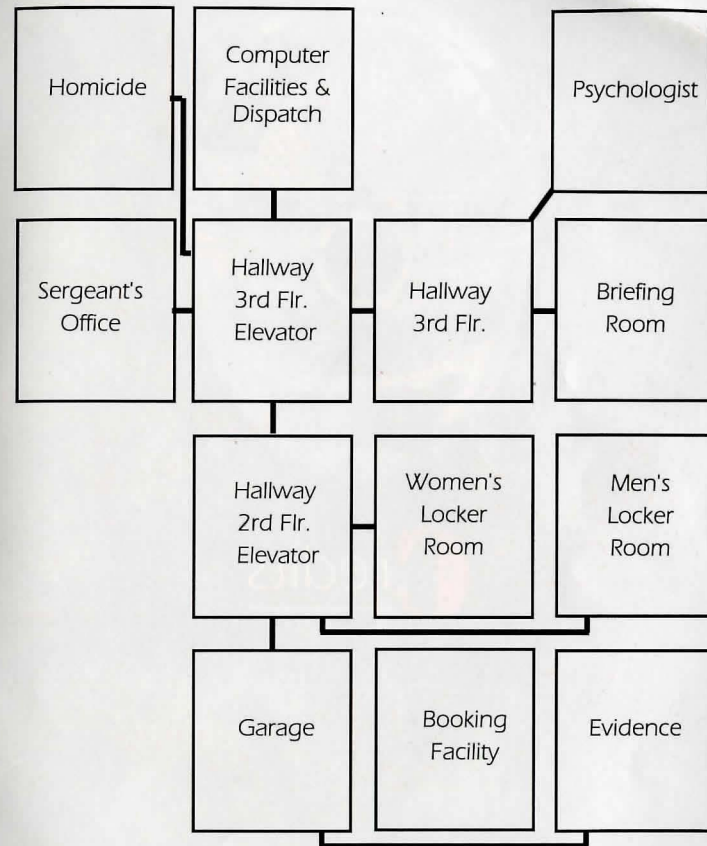
WHERE USED





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Station Map





Credits

Executive Producer

Ken Williams

Creative Director

Bill Davis

Director/Art Designer

Mark Crowe

Producer

Guruka Singh Khalsa

Game Designer

Jim Walls

Lead Programmer

Doug Oldfield

Composer

Jan Hammer

Artists

Jonathan Bock

Jeff Crowe

Frank Ferrell

Jim Larsen

Suzi Livengood

Cindy Walker

Willis Wong

Programmers

Kim Bowdish

Chris Hoyt

Mike Larsen

Writer

Jane Jensen

System Development

Jeff Stevenson

Robert E. Heitman

Dan Foy

Larry Scott

J. Mark Hood

Chris Smith

Terry McHenry

Eric Hart

Chad Bye

Mark Wilden

Ken Koch

John Crane

Steve Collier

Randy Moss

Sound Effects

Rob Atesalp

Quality Assurance

Dave Flemming

Hintbook Writer

Pat Bridgemon

Hintbook Design

Gloria Garland

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