

ALL IN A DAY'S WORK

(STEP BY STEP SOLUTION)

You and Wauchope begin in your office in the J. Edgar Hoover Building, Washington DC. Open desk, examine it (you find a detective pen within), south, examine phone booth (it contains a directory), examine directory (covers a large part of the city), find Lumberjack (you discover an entry for their offices and you now know that they reside in St. Lucia Boulevard), east, in (Wauchope opens her car), examine dashboard and device (there's a cigarette lighter on the dashboard and the thief-proofing device prevents anyone from driving the car), examine lighter (anything could be connected up to the battery via it), out, open trunk and search it (you find an electronic drill in there), close trunk, in, connect drill to cigarette lighter, cut device (you drill through the device and Wauchope is now able to use her car), say to Wauchope "drive to St Lucia", out, north (the cop prevents you from entering Lumberjack's office, saying that it is a crime scene), show badge (the cop realises who you are and allows you to enter the building, but suggests that you see Sergeant Chrysler), in, say to Wauchope "drive to Copshop", out, south (Wauchope locks up her car), ask Chrysler about Harry Lumberjack (he tells you that your old college buddy now drinks in the Cajun Bar), north, in (Wauchope unlocks her car), say to Wauchope "drive to St Lucia", north (Wauchope locks up her car; also your billfold is stolen by a pickpocket), south, examine ground (you are able to recover your billfold - it is fortunate that it was empty!), north, examine coffee machine and read notice (it is out of order apparently). Say to Wauchope "strike machine" (as a result, a cup of coffee falls into its holder), take cup, north, examine desk (you observe that there is a telephone, a stack of paper, a drawer, a memo, an Apple Mac and a printer), examine phone (it has an answering machine), lift receiver and unscrew it (to your horror, you discover an electronic bugging device within it), dunk bug in coffee (it is destroyed), insert tape in machine, play tape (you hear a most interesting conversation between Malone and Wilder), read memo (it mentions Andy Parker, and his telephone number is included), phone Parker (you chat to him and he asks you to meet him at the Grand Metropole with a transcript of the tape), open drawer (it is locked!), look under desk (you simply see the base of the drawer), remove base (several sheets of paper fall out), take paper, give paper to Wauchope, examine chair (an osier protrudes from it), take osier, south, poke doorstep (effectively opening the door!), west, look behind crates (you find a printer cable), search merchandise (you locate a cash card belonging to

Harry Lumberjack), east, north, give cable to Wauchope, ask her to "Transcribe tape" (she begins the laborious process, giving you time to do other things before the meeting with Parker), south, south, east, push button (allowing you to cross the street), south, examine fire hydrant (you find a brick), south, ask barman about Lumberjack (he points out the man you haven't seen for a number of years and Harry is most altered), talk to Lumberjack, ask Lumberjack about card (he says he doesn't care, and reveals his PIN to you), north, push button, north, insert card (you receive a bankroll), push button, south, east, buy pills, west, push button, north, put bankroll in billfold and put card in billfold. West, north, north, wait (until Wauchope finishes her job), give billfold, revolver and coffee to Wauchope (for safe-keeping), wf (she follows you again), crush pills on desk, drop all, clutch dust (this is the only way you can carry the dust), south, south, in, say to Wauchope "drive to Grand Metropole", out, north, wait (for Parker to arrive) and say to Wauchope "give transcript to Parker" (she does so and he reads it and, before returning it to her, he explains about Wilder's business relationship with Malone, and mentions that Wilder has offices at 54A Aston. He leaves, mentioning a poker game in Chicago at which all of the crooks will be playing), south, in, say to Wauchope "drive to Aston", out, ne, up (Zimmerman prevents you from doing so, but then he is one of Wilder's hoods), throw dust (it gets into Zimmerman's eyes, and he rushes off to rinse it out), sw, ask Wauchope for coffee, say to Wauchope "Go north" (she does so and is probably in Wilder's office right now), ne, up, west, west, examine terminal (red, yellow, green and blue buttons), examine display (shows Wilder was born on 04-07-53 in the American notation), spill coffee over secretary (she leaves temporarily to get cleaned up), wait (until Wilder and Wauchope pass, as he is escorting her out of the office), push yellow button (Wilder's office door shoots open), north, east (you have two moves to do the right thing here, so no examining! The safe is English-built, which means the combination is slightly different), dial 070453 (you find a small key inside), open bureau (using the key, you are able to locate a ledger. About now Wilder should arrive and rush off to call security. You must now get safely out!), west, hide behind curtains (Wilder and the security guards pass by into his office), south, press green button (the doors of the office are locked) and blue button (and the terminal is locked!). East, east, down, sw, wf, in, say to Wauchope "drive to headquarters", out, west, north (you present the ledger to your boss, Pirelli, and you're taken to the airport where you set off for Chicago. He has decided that he will, with the assistance of Chrysler, have Parker wired for the card-game tonight. You arrive

there by plane some time later and find yourself in the arrival lounge), ask Wauchope for revolver, ask her for razor, ask her for billfold, east, look behind parking meter (you find a silencer), put silencer on revolver, down, wait (for the tube-train to arrive), in, examine man (he is just about asleep and wears a pair of shades, but you aren't dextrous enough to take them), say to Wauchope "take shades" (she does so and not only does she take them, but she hands them to you), wait (until the train arrives), out, up, read notice (it mentions something about local kids playing HOOKEY and going to the local casino), ne (Zimmerman does not easily forget the last occasion you met, and he abducts Wauchope and ties you to the railway lines. Your revolver is lost temporarily. You awaken some time later), cut ropes with razor, east, east (there's a recess in the wall of the tunnel here), enter recess (the train hurtles past, and you brush yourself off as you step out), west, west, west, west, west, west, west, up, up, ne, take revolver, examine fence (it is electrified!), kick dustbin (you manage to short-circuit the fence), climb over fence, east (Zimmerman is, once again, standing before you), shoot Zimmerman (your shot is muffled by the silencer and so no one hears the sound of you killing him), search him (you find a bulletproof vest under his shirt), take vest and wear it. Drag him down, open door (thus freeing Wauchope), search crates (you find a tuxedo and an evening dress. Wauchope changes into the dress), wear tuxedo (you change into the tux, a good disguise), up, wait (until the casino opens), north (Schultz is hovering about here, waiting for the password to the casino), say to Schultz "Hookey" (he smiles, and allows you to sit down), sit, examine cards and mark them (now you can only win), wear shades (so you can see the cards while the game is in progress), wait (until Malone and Schultz join you. Malone details how he had Rick Lumberjack killed, and Schultz smiles characteristically at this. You win at the game, but then Wilder arrives with his secretary, apologising for his lateness. Malone shoots you in the chest. But you had the upper hand - Parker was wired, and you were wearing a bulletproof vest. You knew they were too chivalrous to lay a finger on Wauchope and so she is safe. The FBI have been staking out the warehouse. Schultz and another man are killed, but Wilder, his secretary and Malone are taken away. You have completed the game - congratulations!).