All-New Format!

MANHUNTER™

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY

SIERRA 3-D HINT BOOK ADVENTURE GAMES

Taken from Amiga-Manuals-Website

000001100

SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858

TM designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.
© 1989 Sierra On-Line, Inc. Printed in the U.S.A.

003261800

MANHUNTER™

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 24-Hour hint line 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 your location. Use your Adventure Window card by placing the red window over the patterned area to read your desired answer. 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 reading 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?

[redacted]

Bellevue Hospital

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

[redacted]

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

[redacted]

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

[redacted]

Trinity Church

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

[redacted]

I am inside, now what?

[redacted]

What is the deal with the candles?

[redacted]

You should follow the target's trail by traveling to the locations that your target visited.

To travel, select Travel from the menu or press F3. Position the marker over Bellevue Hospital and press ◄ENTER►.

You need to find a way to get inside.

Move the marker around until it becomes an arrow.

Position the marker over the lower right corner of the building and it will change into an arrow. Then press ◄ENTER►.

Move the marker around the screen. When it goes over something interesting, it will change shape and a message will appear at the bottom of the screen.

Position the marker over the cadaver's toe.

Position the marker over the cadaver's face.

You could select MAD from inventory (or press C). Select Info and type in the name of the cadaver.

You could travel to the next location the target went to (Trinity Church).

Position your marker over the front door and it will change into an up arrow. Press ◄ENTER►.

Position your marker over one of the candle stands and it will change into a magnifying glass. Press ◄ENTER► for a closer look.

Position marker over the matches and press ◄ENTER► to take one.

Position the lit match over a candle wick and press ◄ENTER► to light it.

The candles have a secret that you will be able to solve later when you have more clues. For now though, go back outside and then travel to the next location that the target went to.

Flatbush Bar

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

[illegible]

I am inside the bar, now what?

[illegible]

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

[illegible]

OK, I won now what is going on?

[illegible]

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

[illegible]

Prospect Park

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

[illegible]

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

[illegible]

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

[illegible]

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

[illegible]

Position the marker over the door and press ◄ENTER► to go inside. Be careful, danger lies ahead...

Position the marker over the video game and press ◄ENTER►.

You need to prove your worth to these thugs by winning the knife game.

The object is to get one knife in each finger gap without hitting a finger or going outside the hand area.

Watch closely as he gives you the secret signal.

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

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

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

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.

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?

Flush three times.

What you need is a map.

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

[redacted]

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

[redacted]

What is this, some kind of medal?

[redacted]

Where do I go from here?

[redacted]

Coney Island

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

[redacted]

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

[redacted]

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

[redacted]

The video game maze that you saw back at the Flatbush Bar is the map 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 each area in the maze where there is a magic square. At each magic square location you will find a keycard. You should have 12 keycards when you get to the end of the maze.

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►.

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

Look out the cave by positioning the marker over the cave 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.

There is only one place you can go here. Can you find it?

Position your marker over the booths on the left. When the marker changes, press ◄ENTER►.

There is definitely something you should do here!

Don't those kewpie dolls look familiar?

Remember the instructions to the video game in the bar, "the correct path leads you to the kewpie dolls..."

When you take the shortest path to the end of the maze in the video game, you will pass over three magic squares that will trigger three balls to be thrown that will knock over three kewpie dolls. Knock over the same three kewpie dolls in the same order.

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.

Show him what he wants to see!

If you show him the medallion, he will know that you are on his side and give you a data card.

Day 2

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

[redacted]

Grand Central Terminal

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

[redacted]

Wretched Excess

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

[redacted]

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

[redacted]

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

[redacted]

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

[redacted]

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

Position your marker over the activity at the lower left of the screen and press ◄ENTER►.

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

First, position your marker over the blue dude to get his name. Open MAD (press C), select info and type in Louis Redman. Select Exit 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.

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.

You need to tap the shoulder of the target you have been following. Be careful though, the rest of the audience came for the music and won't appreciate it if you bother them!

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 audience at 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 she drops!

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?

[redacted]

[redacted]

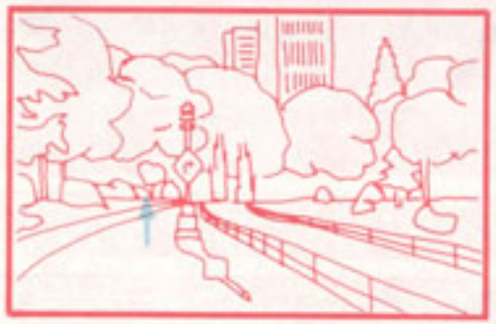
Central Park

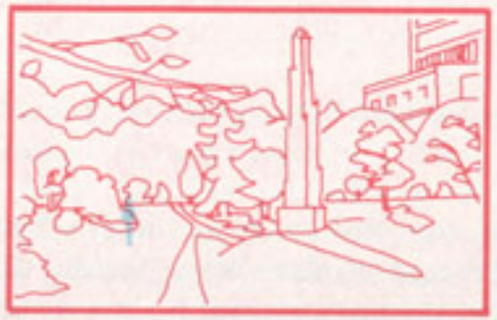
I keep dying at the park, what gives?

[redacted]

[redacted]

[redacted]





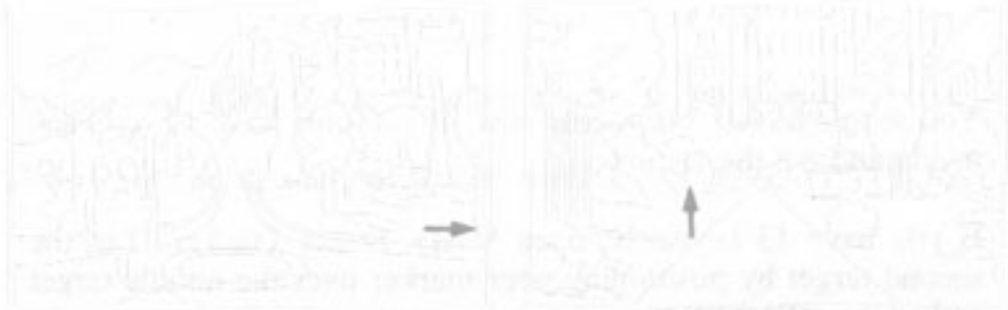
Go inside and look at the bulletin boards. Which note did your target leave?

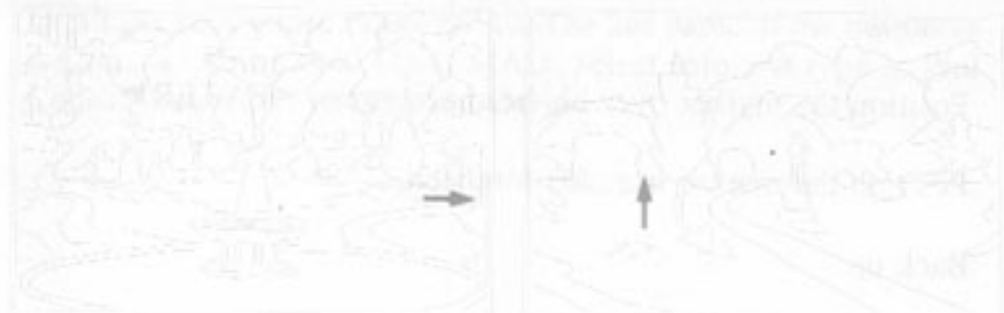
You don't have enough clues yet to determine which note he left, but you will soon. Travel to Central Park.

There is only one safe path through the park.

Look at the tracker and outline their path on the map of Central Park that was enclosed with the game. Put an X at every spot that they 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 your Adventure Window card to locate the correct path. Be sure to take the crowbar when you find it.





I found another corpse, what should I do now?

[redacted]

[redacted]

Vend-o-Deli

I traveled back to the deli but now what?

[redacted]

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

[redacted]

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 word the 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.

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

Phil is trouble.

So Phil is the murderer's first name and his last name is Coo something.

We 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 Coo...k! Phil Cook! Open MAD, select Info and type in Phil Cook. Then travel back to the Deli.

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

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

It is the only note that is signed by a name starting with an H. (Harvey).

The dead man in the park is Harvey Osborne! Open MAD, select Info and type in Harvey Osborne. Select Repeat and type in Anna Osborne. Anna Osborne is Harvey's wife and the target you tracked on day 1.

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 Flatbush bar to copy the maze. At the ladies room at Prospect Park, she used the three-flush code to get to the sewers and dropped the medallion on the dock before leaving in her boat. The next night, Anna, her husband Harvey and someone else broke into Grand Central to steal a maintenance robot. Then they split up and Anna went to the Wretched Excess to hide. That is when she knocked you out. Then she returned home (W. 82nd).

[illegible]

[illegible]

[illegible]

W. 82nd

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

[illegible]

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

[illegible]

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

[illegible]

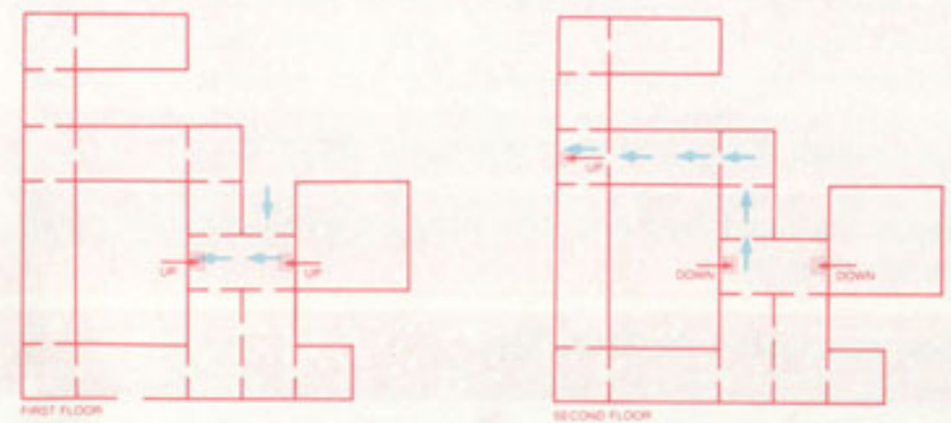
But the back doors are locked!

[illegible]

I'm inside but which way do I go?

[illegible]

American Museum of Natural History



Meanwhile, Harvey went to Vend-o-Deli to put a note on the bulletin board. Here he met up with Phil who he thought was a friend. Phil lured him into Central Park, where he murdered him. And you still haven't found the stolen robot!

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 Anna's apartment on W. 82nd.

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

Press the button on the back wall by the door.

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

Travel to the museum.

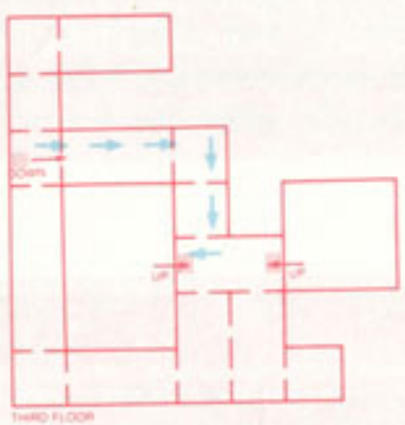
Position the marker over the right side of the building. When it becomes an arrow pointing to the right, press ◄ENTER►.

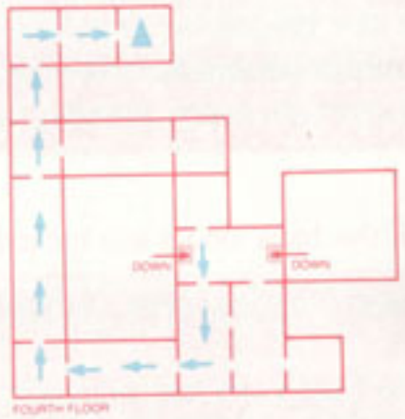
Usually you use a key to open a lock.

Select the key from Inventory (the one you got at the Osborne's apartment). Position the marker over the open door and press ◄ENTER► to enter.

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

Or you can follow the arrows.





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

[redacted]

How do I keep from losing my head?

[redacted]

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

[redacted]

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

[redacted]

Summary

[redacted]

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

Maybe something you found in the park?

Select Crowbar from Inventory.

The creature thinks you are working for the orbs.

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

Show the creature the Medallion.

Go forward until you get to the end.

You'd better look around before you go!

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 upper arm.

Select Travel.

Anna, Harvey and the dead man at the museum were 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 taking the robot apart to get to the module and it blew up.

Day 3

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

[redacted]

I've found the dead orb, what now?

[redacted]

Trinity Church

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

[redacted]

So I am at the correct candles, now what?

[redacted]

[redacted]

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

[redacted]

Theater in Times Square

How do I get inside the theater?

[redacted]

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

[redacted]

Now I am inside the office, so what?

[redacted]

Travel to Greenwood Cemetery.

Look closely for clues.

The clues are on the tombstone that is at the end of the grave that the orb is planted on.

The clues are Tim Jones and that he is survived by his father. Tim Jones is not in info because he is deceased. Reno Davis was in info because the orbs didn't want you to know that Reno is deceased. Travel to Trinity Church.

Go to the same candles that Anna went to on day 1.

Go to the candles on the left side.

You have seen the clue for the candles, use it!

Remember the tattoo on the dead man in the museum?

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).

Take the module.

Notice the three symbols on the door to the secret compartment. (Cross on the front, star, and the horizontal lines with one vertical on the inside.) Travel to the theater in Times Square.

Before you go inside, did you notice the poster on the wall? Position the marker over the poster and press ◄ENTER►. Then press ◄ENTER► again to back up.

Position the marker over the front door to the theater and press ◄ENTER►.

Go through the office door on the right wall.

Position the marker over the small pictures on the right side of the back wall. Whoever's office this is apparently has a son.

[redacted]

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

[redacted]

Abdul's Pawn Shop

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

[redacted]

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

[redacted]

I am in a dark corridor, what now?

[redacted]

[redacted]

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

[redacted]

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

[redacted]

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

[redacted]

Position 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.

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

It is dangerous but go inside anyway!

You need to select the right combination of badges to show Abdul that you are friendly.

Do any of the badges look familiar?

Pick the three badges that match the symbols on the door above the candles in the church (cross, star and horizontal lines).

Look at the sign above the door.

Look at the picture on the wall.

If you press the right combination of buttons, you will open the door. The answer is in the 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 these numbers when you look at them upside down.)

There are four numbers in this combination.

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

You don't count anything in the picture.

What holiday does the picture represent?

When is Halloween?

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

There are three numbers in this combination.

Look at the [illegible] Turn [illegible] and then look at the [illegible] again.

Look at the pictures. The first arrow points to the left of the [illegible]. The last arrow points to the right of the three. What is in the left [illegible] [illegible] of [illegible] (2 or 5)?

The result is in the middle. [illegible] 1 + 8.

The answer is 26.

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

There are four numbers in this combination.

The answer is in the [illegible].

Look at the [illegible] Look.

Count the [illegible] on the dead [illegible].

The answer is [illegible].

Should I go near the dead body?

Be careful.

Notice the [illegible] on the [illegible]. Looks like [illegible] has been [illegible] dead [illegible].

Don't back up until you know the corpse's first name.

Back [illegible] again.

Go back to [illegible].

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

[illegible]

Phil keeps murdering me. What am I doing wrong?

[illegible]

I finally beat Phil! What is my next move?

Look in the [illegible] [illegible].

Go [illegible] to somewhere you might be able to [illegible] [illegible].

That's right, check the [illegible] in the [illegible] where [illegible] and then [illegible] to the [illegible] of Times Square.

Theater in Times Square

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

If you forgot the number of the [illegible] from MAD, [illegible] MODE. [illegible] down to remember the number and close MAD.

Look at these numbers 1234567890 and then look at the picture again.

Look at the arrows. The first arrow points to the left of the three, the last arrow points to the right of the three. What is to the left and what is to the right of a three? (2 and 4.)

The math is in the middle. 3 + 3 = 6.

The answer is 264.

There are three numbers in this combination.

The answer is in the vase.

Look at the dead twigs.

Count the branches on the dead twigs.

The answer is 425.

Of course!

Notice the P on his forehead. Looks like Phil has been here just ahead of you.

Don't back up until you know the corpse's first name.

Look at his lapel.

His name is Harry.

Go to the only place you can go, around the corner.

Watch his knife hand. When he drops it, jump. When he raises it, duck. When he moves to a neutral position, punch. A defensive move will override an offensive move so if Phil moves his knife hand after you start a punch, select the appropriate defensive move (jump or duck). Be patient and you will soon defeat him!

Pick up the note he dropped.

Can you think of somewhere you might be able to use this number?

That's right, click the opening in the ceiling above the ladder and then travel to the theater in Times Square.

If you forgot the number on the note, open MAD, select Info and type NOTES. Write down or remember that number and close MAD.

[redacted]

[redacted]

The Empire State Building

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

[redacted]

I'm in someone's office and don't know what to do.

[redacted]

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

[redacted]

I give up, what's the password?

[redacted]

I have gained access to the computer but should I continue?

[redacted]

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

[redacted]

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

[redacted]

Go to the safe and type in the code (843769).

Take the note in the safe. Travel to Phil's address (the Empire State Building).

Position the marker over the front door and press ◄ENTER►.

Position the marker over the computer on the table and press ◄ENTER►.

Turn it on.

Position the marker over the on/off switch and press ◄ENTER► to turn it on.

You found it in the safe in the theater.

The answer is UCUCC.

You probably shouldn't, but do it anyway! Position the marker over the Continue button and press ◄ENTER►.

Alpha, Beta, Gamma and Delta are the code words for the four orb strongholds in the city. You can get information on these sites by clicking the appropriate boxes. Try to figure out the location of the four sites and to make changes that will help your quest.

Alpha is Bellevue Hospital. This is where the orbs are converting humans into a food source! Assign the guard robot hall security.

Beta is Grand Central Terminal. This is where the orbs are hiding and repairing their spaceship fleet including the Mothership. Remember Harvey's note that he wrote after breaking into Grand Central? "We saw the mother..."

Gamma is the Statue of Liberty. This is where the orbs are generating the red gas that colors the sky, makes it easier for the orbs to breath and makes humans sluggish and easier for the orbs to control. Assign the guard robot to Ground Patrol.

Delta is the Empire State Building. It houses the Orb Alliance's Main Computer.

Select Quit until you back away from the computer and are standing in the office. Then save your game!

[redacted]

What do I do with this Signal Tracking System?

[redacted]

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!

[redacted]

Harry's Apartment

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

[redacted]

Bellevue Hospital

Where do I go at the hospital?

[redacted]

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

[redacted]

Select Travel.

Press Repeat. A signal will enter the screen from the port at the bottom of the screen. Position your marker over that signal and press ◄ENTER► to tag it. If you lose sight of it, press Repeat and try again.

Remember the dead man under Abdul's Pawn Shop? Did you figure out his name yet?

You found his first name on his lapel (Harry). What is his last name?

Remember the dead orb at Greenwood Cemetery? That orb was killed by Harry after the orbs killed Harry's son. In defiance, Harry placed the orb shish-ke-bob on his son's grave. Then he went to his office at the theater in Times Square and put the secret code to Phil's computer in his wall safe. Later, he met up with Phil who led him to the pawn shop. Under the pawn shop, Phil murdered Harry to get the combination to his safe. It was right after that occurred that you caught up with Phil.

The name of the son is Tim Jones. The name of the father is Harry Jones. Open MAD, select Info and type Harry Jones.

Travel to Harry's apartment. It is at the south tip of Manhattan Island.

The diagram on the blackboard at the end of the museum was a map of Harry's apartment and indicated where something useful is.

There is something useful at the radio!

Maybe there is something inside the radio.

When you are looking at the radio, use the crowbar.

Take the module. Then travel to Bellevue Hospital.

Go inside the same way you did before. If you used Phil's computer properly, the robot guard should be gone! Go through the doorway that the robot is no longer standing in.

Position the marker over the air vent above the bone pile and press ◄ENTER►.

How do I get rid of this screen?

[redacted]

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

[redacted]

What do I do at the control panel?

[redacted]

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

[redacted]

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

[redacted]

Grand Central Terminal

I am in front of Grand Central, what now?

[redacted]

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

[redacted]

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

[redacted]

You will need to pry it out of there.

Select the crowbar from Inventory.

Wait until the guard robot leaves. If he doesn't leave with the orb, you didn't program him correctly in Phil's computer.

After the guard robot leaves, position the marker over the control panel and press ◄ENTER►.

Take the module!

Position the marker over the red handle and move it up or down to get the belt moving. Then position the marker over the top of the ladder until it turns into an up arrow, press ◄ENTER►.

If you moved the handle the wrong way, you will get another chance to move it the other direction.

There are no tricks here, you just need to avoid the jolts of electricity and try to find your way to the window. Save your game often and then when you die you can restore your game instead of starting over.

Travel to Grand Central Terminal.

Go to the vent that was damaged earlier.

The repairs are complete. How are you going to get through here?

Maybe you should try to pry the vent back again.

Select the crowbar from inventory.

Position the marker over the ship and press ◄ENTER► to go inside it.

The ship needs four things before you can turn it on.

Select the four modules from inventory.

After the modules are in, find the power button and press it (just to the left of the view screen).

The power is on now, what next?

[redacted]

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

[redacted]

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

[redacted]

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?

[redacted]

Ready to Bomb

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

[redacted]

THE END

This would be a good place to save a game.

Several buttons are active now. Try pressing some of them.

You need to close the hatch first thing. Press the hatch button. It is the middle one at the bottom.

You need to open the exit door on the right wall before you take off. If you have taken off without opening the exit door first, land the ship on the pad that it took off from. Then you will have the opportunity to open the exit door.

Make sure that the four bombs are armed. They are just right of the view screen. If they are not lit up, press the switch at the base of the four lights.

If the viewscreen is not on, press the button below it.

When the view screen is on, position the marker over the screen and press ◄ENTER► for a closeup.

You have four bombs and there are four targets for you to bomb.

The four targets are the four orb strongholds that you learned about when you used Phil's computer.

Your 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 spaceships are stored here, including the mother ship. (Remember Harvey's note in 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 data card message, "Destroy the Lady...")
4. Delta: the Empire State Building. The Orb Alliance's Main Computer is located here.

If you don't know where the Statue of Liberty, the Empire State Building, Grand Central Station or Bellevue Hospital is, you can find them on the map that was enclosed with the game.

After you bomb the four sites, you have smashed the orb presence in the city and made it safe once again for humankind!

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:

[illegible]

Location of useful objects and information:

[illegible]

[illegible]

Did you die at Bellevue Hospital after looking at the face of the cadaver? If not, look at the face and don't back up.

Did you die at Abdul's Pawn Shop? If not, select a wrong badge from Abdul.

Did you die at the hands of the creature in the museum? If not, just don't show the creature the medallion.

Did you die at the Flatbush Bar? If not, throw a knife and hit the bartender on the finger.

Did you get thrown out at the Flatbush Bar? If not, throw a knife outside of the bartender's hand area.

When using Phil's computer, set the Gamma Security to Air Security. Then try to bomb the Statue of Liberty.

When using Phil's computer, did you select internal security and watch yourself get zapped?

Modules:
- Module A: Behind secret door at Trinity Church.
- Module B: In the dead man's hand in the museum.
- Module C: In the radio at Harry Jones's apartment.
- Module D: In the control panel in Bellevue Hospital.

Crowbar: Behind the green bush in Central Park.

Medallion: On the dock in the grotto at the end of the sewers that are under the restrooms at Prospect Park.

Keycards: 12 are in the sewers under the Prospect Park restrooms. Anna has one more that she drops when she hits you in the Wretched Excess.

Datacard: You get the datacard from the huckster at the kewpie doll booth at Coney Island.

Combination to the wall safe at the theater: Phil drops it when you punch him under the pawn shop. (843769)

Access code to Phil's computer: In the wall safe at the theater. (UCUCC)

Combination to the candles: The tattoo on the dead man's arm at the end of the museum.

Map to the maze under the restrooms at Prospect Park: It matches the maze on the video game at the bar which is also included on the map that was included with the game.

Combination to the kewpie dolls: Take the shortest correct path to the end of the video game in the bar and you will knock over three kewpie dolls. Knock the same three over in the same order.

The key to the museum: In the sack in Harvey and Anna's apartment.

The combination to get past Abdul: The correct symbols to pick are on the secret door in Trinity Church.

WALK THROUGH

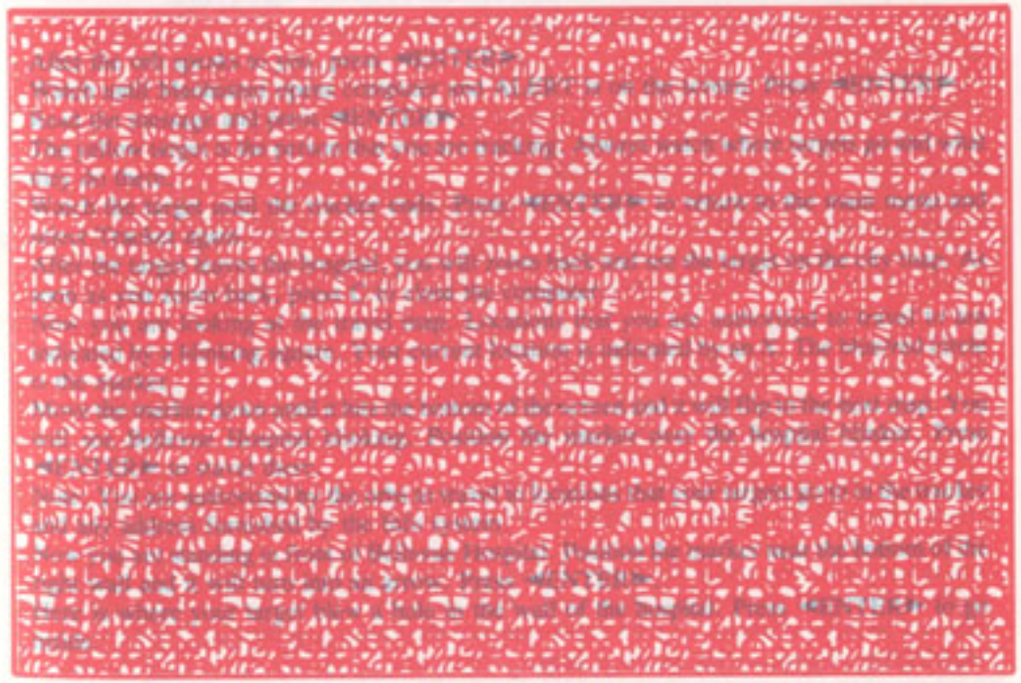
Don't read the following area unless you have finished and want to learn the most efficient way to complete the game or unless you've given up because you think the game is too hard and just want to be led through it. It is more fun to use the hint section first but this way is faster.

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 Manhunter 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 back, press C to close the computer.
Now you are looking at the travel 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 marker down until it hits the bottom of the screen and it will flip to the next map. You will see Bellevue Hospital blinking. Position the marker over the hospital blinker. Press ◄ENTER► to travel there.
Note: You are authorized by the orbs to travel to locations that your targets go to in the tracker and any address furnished by the Info system.
Now you are standing in front of Bellevue Hospital. Position the marker near the bottom of the 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 go inside.

Position the marker over the toe of the dead man and press ◄ENTER►. Note his name (RENO DAVIS). Press ◄ENTER► to back up.
Position the marker over the dead man's face and press ◄ENTER►. Watch until the baby orbs eat your face.
(You can avoid dying by pressing ◄ENTER► to back up just before they eat your face.)
After you die there will be an announcement. Press ◄ENTER► twice to go back to the game.
You are outside the hospital again. Press Tab for inventory.
Select MAD.
Select INFO.
Type Reno Davis and press ◄ENTER►.
Press Exit.
Select Tracker.
Either watch the target at the hospital again or press S to skip ahead to immediately after the target leaves the hospital.
Watch the target move through the city. Next you will zoom to Trinity Church.
Right after 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. Press ◄ENTER►.
Position the marker over the candle stand 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 a candle wick. Press ◄ENTER► to light it.
Later you will get a clue that tells you what to do here, but for now, move the marker to the bottom of the screen 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 (four total). But first, throw a knife outside of the hand area. You will be thrown outside. Go back inside, position the marker over the knife table and press ◄ENTER►. Throw a knife and hit a finger.
After you die, try again and do it right this time. Aim carefully.
After winning, watch the secret signal that the bartender gives you (three flushing motions). This will be useful later.
You have proved your worth to these thugs and may now play the video game undisturbed.
Position the marker over the video game and press ◄ENTER►.
Read the instructions.
Play the game.
The important things here are:
The maze itself. The location of the magic squares. "The correct path leads you to the kewpie dolls."

Take the shortest correct path to the end of the maze. Along the way, you will step on three magic squares which will knock over three kewpies. Remember which dolls are hit and in what order (third one top row, second one second row, fourth one third row). Press ◄ENTER► to back up.
Select MAD from inventory.
Select Tracker.
The target goes to Prospect Park next. Watch this until it ends then press ◄ENTER►.
Press C to close computer.
Press F3 to travel.
Travel to Prospect Park.
Position the marker in the center of the arch, press ◄ENTER►.
Position the marker over the door in which the target entered (women's on the left). Press ◄ENTER►.
Move the marker to the right side until it turns into an arrow, press ◄ENTER►. Go to the commode the target went to. (The last one, it has a peace symbol over it.)
Position the marker over the commode, press ◄ENTER►.
Position the marker over the toilet handle.
Press ◄ENTER► to flush.
Make the flushing motion the same number of times as the bartender did in the Flatbush Bar (three).
Underground Maze: This maze matches the maze in the video game in the bar.
You start at the same place you did when playing the game. Everywhere there was a magic square in the game, there is a keycard in the tunnels. Move around, collecting all 12 keycards as you work your way to the end of the maze.
To take a keycard, position the marker over it and press ◄ENTER►.
When you get out of the maze, you are at the grotto.
Position the marker over the shiny object on the dock, press ◄ENTER►.
Position the marker over the medallion and press ◄ENTER► to take it.
The medallion is now in inventory.
Position the marker over the cave opening and press ◄ENTER►.
Press F3 to select travel.
Notice your location on the map (find the X).
Travel to Coney Island.
Position the marker over the booths on the left side of the screen, press ◄ENTER►.
Position the marker over a booth and try a game.
Try all three games.
Try to knock down three targets.
Knock down three kewpies in the same order as in the video game (third one top row, second one second row, fourth one third row).
When the huckster eyes you suspiciously, select the medallion 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 poems in the data card.
When the orbs interrupt with 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 Excess nightclub. When target movement ends, press ◄ENTER►. Press C to close computer. Press F3 to travel.
Travel to the Wretched Excess.
Position the marker over the bouncer, note his name (Louis Redman).
Select MAD.
Select Info.
Type Louis Redman.
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 punk, press the Spacebar to hit him.
There are four alley punks. 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 click the robe of the person you are tracking. Be sure to save 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 designer robes except the one that just ran in off the street (the person you are tracking). Click the brown robe.
When she hits you with her purse, a keycard will fall out of it. Quickly position the marker over the keycard and take it.
After you are outside again, select MAD. Select Tracker.
Position the marker over the middle target and press ◄ENTER► to tag it.
Follow second target to the deli.
Notice which bulletin board he goes to.
After he leaves the deli with the scrambled target, press C to close MAD.
Travel to the deli.
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 except the one the two in the tracker took. Pick a wrong path.
After you die, position the marker between the two trees at 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 flip to North Central Park.
Watch the targets go to the left of the statue and between the red and blue/green bushes.
Close MAD.
Position the marker between the red and blue/green bushes that are to the left of the statue 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 from inventory.
Select Tracker.
Watch the targets go to the green bush on the left.
Close MAD.
Position the marker over the green bush on the left. Press ◄ENTER►.
Position the marker over the crowbar. Press ◄ENTER► to put it in inventory.
Press ◄ENTER► to back up.

Day 3

Select MAD from 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 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 target movement ends, press ◄ENTER►.
Close MAD.
Position the marker between the red and the pink bush to the left of Cleopatra's Needle. Press ◄ENTER►.
Position the 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 handerkchief (H. Osborne) and the name Anna.
Travel to the deli.
Go inside to 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. (Harvey is the only note that 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 Wretched Excess).
Press repeat.
The Data 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 Coo and a vertical line. Type Phil Cook.
Press exit.
Select Tracker.
Tag the third and last target at Grand Central Terminal.
Follow the target to the museum.
Trace the path that he takes through the museum on the museum diagram that is on the back of the map that came with the game.
Close MAD.
Travel to the museum.

Position the marker over the right side of the museum. When the marker becomes an arrow, press ◄ENTER►. Notice the back door is closed and you don't have a key.
Travel to Harvey and Anna's apartment on the upper west side.
Position the marker over the front door, press ◄ENTER►.
Position the marker over the apartment door, press ◄ENTER►.
Position the marker over the button to the right of the door, press ◄ENTER►.
Position the marker over the body, press ◄ENTER►.
Press ◄ENTER► to back out.
Position the marker over the sack, press ◄ENTER►.
Position the marker over the key, press ◄ENTER► to take it.
Travel to the museum.
Go to the back door and select the key from inventory.
Position the marker over the open door, press ◄ENTER►.
Follow the same route through the museum that the target in the tracker took.
When you get to a locked door, position the marker over the door. Press ◄ENTER►.
Select a keycard from inventory.
When the door opens, quickly position the marker over the doorway. Press ◄ENTER►.
When you get to the big wooden barred door, select the crowbar from inventory.
Let the monster kill you. After you die, you will be back at the barred door.
Select the crowbar from inventory.
Before the monster reaches you, select the medallion from inventory.
After the monster leaves, go through the barred door and follow the hall to the end.
When you get to the room where the explosion was, position the marker over the blackboard on the left wall. Press ◄ENTER►.
This shows the location of something important in an apartment that you haven't been to yet. Press ◄ENTER► to back up.
Position the marker over the dead man's arm, press ◄ENTER►.
Take the purple module.
Notice the tattoo diagram on the man's bicep.
Select Travel.
You will be interrupted by an orb override.
This time you know two names (Harvey and Anna Osborne) but not the third. The orbs send you home.

Watch the tracker until the target leaves the cemetery. Press C to close MAD.
Travel to Greenwood Cemetery.
Position the marker over the entrance and press ◄ENTER►.
You find the dead orb.
The orb is stuck into the ground on one of the graves. Note the name on that gravestone (Tim Jones). He is not in info because he is deceased.
Go to the tracker.
Follow the target to the theater.
When the target leaves the theater, close MAD.
Travel to the theater.

Notice a poster on the right side of the theater. Position the marker over the poster and press ◄ENTER►.
Press ◄ENTER► to back up.
Position the marker over the entrance to the theater and press ◄ENTER►.
Follow the path the target took (through the door on the right wall).
Position the marker over the picture the target stood in front of (the black/white face).
Press ◄ENTER► to remove the picture.
Press ◄ENTER► for a closer look.
Play with the cypher lock (you don't know the code yet).
Press ◄ENTER► to back up.
Select the Tracker from MAD and follow the target as it meets the scrambled target and they go to the pawn shop.
Travel to the pawn shop.
Position the marker over the door. Press ◄ENTER► to go inside.
Position the marker over the front counter, press ◄ENTER►.
Position the marker over a badge and press ◄ENTER►.
After you die, travel to Trinity Church.
Go to the candles on the left (like the target in the tracker did).
Notice the cross on the front of the door above the candles.
Light the candles in the same pattern as the tattoo on the museum man's arm (row 1 candle 1, row 2 candle 3, row 3 candle 4).
When the door opens, take the module.
Notice the symbols on the inside of the door.
Press ◄ENTER► to extinguish the candles.
Press ◄ENTER► twice to leave the church.
Travel to the pawn shop and go up to the counter.
Select the badges that match the symbols on the secret door in the church (cross, 1 vertical line with 4 horizontal lines, star).
Under the pawn shop, position the marker over the sign above the door and press ◄ENTER►.
Press ◄ENTER► to back up.
Position the marker over the picture and press ◄ENTER►. Try to figure out the combination that will open the door from clues in the picture.
Try a wrong number.
After you die, look at the picture again.
Hint: turn upside down and look at the screen. Answer: the shadows form a 41. Press the 4 and then the 1.
Go up to the second picture and figure out the combination. Answer: Halloween is on 10/31. Press the 1, then 0, then 3, then 1.
Go up to the third picture and figure out the combination. Answer: just to the left of a 3 is a 2, 3 + 3 = 6. Just to the right of a 3 is a 4. Press the 2, then 6, then 4.
Go up to the fourth picture and figure out the combination. Answer: Count the stems on each of the dead twigs in the vase. Press the 4 then 2 then 5.
Position the marker over the dead person, press ◄ENTER►. Notice the name on the liner of his robe (Harry). Press ◄ENTER► to back up.
Position the marker at the right side at the end of the hall. Press ◄ENTER►.
Fight Phil. When his arm goes high, duck. When his arm goes low, jump. When his arm goes to on guard position, punch. You may have to avoid his punches several times.
Be patient and in a short time you will win.

When Phil is gone, position the marker over the note Phil dropped. Press ◄ENTER►. (Phil just stole that note from Harry after he murdered him.)
Read the note and press ◄ENTER►.
Position the marker at the top of the stairs and press ◄ENTER►.
Select MAD from inventory. Select Info.
Type in Harry Jones. (The name Jones comes from the name on the gravestone: Tim Jones. Tim, killed by the orbs, was survived by his father, Harry. Harry killed an orb and stuck it on his son's grave. Phil killed Harry because he needed the combination to Harry's safe to steal back the code to his computer.)
Travel to the theater in Times Square. Go in the office. Go to the cypher lock and type in the number on the note (843769).
In the game, if you forget the number, you can back up, use your MAD, select Info and type Notes.
After putting the code number in the cypher lock, position the marker over the ◄ENTER► button and press ◄ENTER►. Position the marker over the note in the safe and press ◄ENTER►.
After reading the note, press ◄ENTER►. Back up to the office.
Travel to the Empire State Building. Position the marker over the front door, press ◄ENTER►.
Position the marker over Phil's computer, press ◄ENTER►. Position the marker over the on/off button at the bottom of the computer. Press ◄ENTER►.
After the computer boots up, type in the code that was in the safe (UCUCC).
If you forgot the code, you can type bye. Back up to the outside of the building, use your MAD and select Info. Type Notes and you will see it.
Click continue. Click Alpha.
Click Security. Click Special Security. Click Hall Patrol. Click Special Security again. Leave it set to Hall Patrol. This one programs the robot that you saw guarding the doorway in the hospital.
Click Orb Protection. Click Room Security. Leave this one set to Orb Protection. This one programs the robot in a hospital room that you haven't seen yet. This programs him to stay with the orb when it leaves the room you want to go in instead of staying behind and guarding the room. Click Return.
Click operation. Click return. Click return.
Click Beta. Click fleet maintenance. Click Building repair. Click return. Click supply. Click return. Click return.
Click Gamma. Click security. Click ground patrol. Click air defense. Leave this one set to Ground Patrol. Click return. Click operation. Click air quality. Click return. Click return.
Click Delta. Click security. Click access security. Click signal tracker. Follow the instructions until you die.
After you die you will be at Delta Security. Leave this one set to Signal Tracker. Click return. Click operation. Click transmitter. Click return. Click main computer check. Click return. Click return. Click return. Click quit.
Save game.
Select travel.
You will be interrupted by the orbs again. Type in the target's name (Harry Jones).
You return home.

Day 4

Tracker starts at Orb main computer room.
To find the target that illegally used the computer, you will first track the signal from the Alliance computer room to its source.
You will soon see the signal leave the main computer and go into the buffer. Then you will zoom to the buffer.
Follow the instructions.
After you tag the correct signal and it is analyzed, you will follow it to its source.
You will see the target in Phil's office at the Empire State building. (It is you from the night before!)
Watch yourself leave the Empire State building and go home.
After target movement ends, press ◄ENTER►. Close MAD.
Travel to Harry's apartment (at the bottom of Manhattan Island).
Position the marker over the front door and press ◄ENTER►.
Position the marker over the door to the apartment and press ◄ENTER►.
Position the marker where the diagram on the blackboard in the museum indicated (radio at the left back). Press ◄ENTER►.
Select crowbar from inventory. Position the marker over the module, press ◄ENTER►.
Travel to Bellevue Hospital. Go inside. The robot should be gone from the doorway.
Position the marker over the doorway, press ◄ENTER►. Watch until you are locked in the room.
Position the marker over the pile, press ◄ENTER►. Press ◄ENTER► to back up. Position the marker over the grate and press ◄ENTER►. Select crowbar from inventory.
Position the marker over the control panel to the left of the ladder and press ◄ENTER►.
After you die, look through the grate again.
Wait until the robots and the orb leave.
Position the marker over the control panel, press ◄ENTER►.
Position the marker over the red module and press ◄ENTER►.
Position the marker over the red handle. Move the marker down with the keypad to move the handle down.
Position the marker over the ladder, press ◄ENTER►.
After you die, position the marker over the red handle. Move the marker up with the keypad to move the handle up. Position the marker over the ladder, press ◄ENTER►.
Climb your way through the maze, avoid touching the purple bars and the bolts of electricity. Try to get to the window at the upper left.

After escaping from the hospital, travel to Grand Central.
Position the marker over the vent on the left. Press ◄ENTER►. Select the crowbar from inventory. Position the marker over the opening in the vent. Press ◄ENTER►.
Position the marker over the ship. Press ◄ENTER►.
Select each of the four modules from inventory.
Position the marker over the red button to the left of the view screen (turns ship on). Press ◄ENTER►.
Position the marker over the button at the base of the view screen. Press ◄ENTER►. After you die, turn the ship on again.
Position the marker over the big button under the view screen (close hatch).
Position the marker over the big button to the left under the view screen (thrusters). You can't get out because the wall door is closed. Position the ship over the landing pad. It will auto-land and you will see the cockpit again.
Position the marker over the button at the base of the view screen. Press ◄ENTER►.
Position the marker over the view screen. Press ◄ENTER►. This message is in orb language and just indicates that the screen is on. Press ◄ENTER► to back up.
Position the marker over the red button to the right of the view screen (arm bombs).
Position the marker over the big button to the right under the view screen (opens wall door).
Use the keypad to fly the ship out through the open door.
Find your way through the maze to the end. Hint: Don't try to fly too fast through here, take it slow. Correct path: Take the right turn at the first Y. On the second screen, take the first left. Then bear to the right (top path that exits the right side of screen). On the next screen, take the middle path up. Follow this path as far as it goes.
After you reach the end, watch until you see Phil take off in his ship and you see your cockpit again and the marker appears.
Position the marker over the view screen and press ◄ENTER►.
You will see a close-up of the view screen map with your ship represented by a top down view of it. You can now bomb things.
You have four bombs.
There are four orb strongholds that you need to bomb. These are the four sites that were in Phil's computer:
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 spaceships are stored here, including the mother ship. (Remember Harvey's note in 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 data card message, "Destroy the Lady...")
4. Delta: The Empire State building. The Orb Alliance's Main Computer is located here.
Avoid Phil's ship while you bomb the four sites.
After you hit the fourth one, you are done, watch the ending.
One more thing you can try is to destroy your game in Phil's office. Select Gamma Security and change from Ground Patrol to Air Defense. Now try to bomb the Statue of Liberty.

© 1989 Sierra On-Line, Inc.

000001600

SIERRA®

ADVENTURE WINDOW

Place the red ADVENTURE WINDOW over the red patterned areas in your hint book to reveal the HIDDEN clues.