

HINTS FOR "COPS"

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In this booklet are a number of hints to nudge you towards the solutions of the main puzzles in the game. We hope not to spoil your enjoyment by letting you see the answers to puzzles you have not yet met so the hints are presented in a jumbled order. To make use of these you first need to look up your problem under one of the headings below. Each entry is followed by the number of a hint. Turn to the "Hints" page and look up that number. This will give a short 'clue', possibly followed by the number of another hint, and so on. If you think hard about each clue it should help you toward the solution you are seeking. Sometimes the hint gives the actual input, in *italics*, that you should use. If there are further hints which you think would be helpful, please let us know. *Ask for help* and it will be *given* to you!

A. Doors, Gates and other Obstructions

The Captain's office. (66)

The Park gates. (74)

The Greenhouse door. (79)

The Strong Oak Door in the base of the statue. (42)

The Fence in the alley. (44)

Crossing East Avenue safely. (54 and 2)

The Stairs in the squad room. (15)

The Safe Deposit Vault. (28)

The Swan. (162)

B. Avoiding Injury and How not to be Killed

- Getting mugged. (47)
- Getting blown up. (75)
- Climbing the statue. (160)
- Drowning in the lake. (50)
- Getting knocked out in the greenhouse. (151)
- Falling down stairs in the squad room. (15)
- Getting drowned returning from the island. (191)

C. Miscellaneous Problems

- I keep getting lost in the squad car. (56)
- I need some money. (3)
- I need more money. (38)
- I can't carry enough objects. (164)
- I can't open the beer. (177)
- I can't read the impressions on the memo pad. (185)
- What are the rules of the 'crap' game? (135)
- Which hospital room should I visit? (165)
- What's the significance of the numbers on the memo? (196)

D. Arresting Suspects

To make an arrest the person concerned must be present and you must have sufficient evidence of a crime or crimes they have committed. It's difficult to give suitable hints without spoiling the whole point of the game, but, if you're *really stuck*, look at hints 167, 36, 72, 60, 56, 96, 197.

E. Objects **(Where to find them and what to do with them)**

	Where?	What?
Bag (satchel)	1	53
Bank statement	163	187
Beer, bottle	2	54
Bill, dollar	3	55
Blackboard	4	56
Boat, rowing	5	57
Bowl, chilli	6	58
Bowl, sugar	7	59
Briefs	8	60
Bucket	9	61
Cabinet	10	62
Camera	11	63
Car, Buick	12	64
Car, squad	13	65
Car, Toyota	12	64
Cellar, salt	7	67
Chain	16	68
Chilli	6	58
Chit	17	69
Coffee, mug	18	146
Cuffs	19	71
Cupboard	20	72
Dice	21	73
Dollar bill	3	55
Dossier	22	56
File, personnel	23	56

Forensic report	24	76
Gas tank	25	77
Glovebox	26	186
Gun	27	78
Handcuffs	19	71
Hunting rifle	197	187
Ignition key	29	81
Jeans	30	82
Jetski	31	83
Key, ignition	29	81
Key, ('MB')	33	28
Lock	34	86
Match	35	87
Matchbook	8	80
Memo pad	37	89
Money, wad of	38	90
Mug, coffee	18	146
Nest, swan's	39	91
Newspaper	40	92
Oars	41	93
Pail	9	61
Padlock	34	86
Pad, memo	37	89
Personnel file	23	56
Phone	43	95
Photograph, framed	7	96
Photograph, polaroid	45	97
Pipe, water	46	98
Polaroid camera	11	63
Polaroid photo	45	97

Revolver	27	78
Rifle	197	187
Salt cellar	7	67
Satchel	1	53
Sprinklers	46	111
Statement, bank	163	187
Stick, wooden	48	100
Sugar bowl	7	59
Tank, gas	25	77
Tap, water	46	101
Teeshirt	30	82
Telephone	43	95
Toothpick	48	100
T-shirt	30	82
Uniform	51	103
Wad, of money	28	80
Water tap	46	101
Wetbike	31	83
Window, broken	52	104
Wooden stick	48	100

THE HINTS

1. In the school.
2. Buy the beer in the bar. (105)
3. In the briefing room. (106)
4. In the briefing room.
5. North of the lake in the park.
6. In the Mexican take-away. (105)
7. In the Chief's house.

8. In the Chief's garage. (107)
9. In the passageway outside Fifi's room.
10. In the Chief's bathroom.
11. Second-hand store on south side of East Avenue. (105)
12. In the Chief's garage.
13. Wherever you left it! (119)
14. Give him something more appropriate. (124)
15. Make sure you can see where you're going. (104)
16. In the 'john' in the precinct house.
17. In the squad room. (121)
18. In the squad room (117)
19. You're carrying them!
20. In the west classroom at the school.
21. In the derilict house on East Avenue. (118)
22. In the bank. (115)
23. In the precinct house. (110)
24. Given to you by the sergeant. (116)
25. On the jetski.
26. In the Chief's cars.
27. You're carrying it!
28. Carry the key marked 'MB' to pass the supervisor. (33)
29. In the squad car (can't be removed).
30. In the wardrobe of the Chief's bedroom.
31. On the lake. (114)
32. In the greenhouse (111)
33. The key was left somewhere by someone you arrested. (112)
34. On the park gates.
35. Get it from someone. (102)
36. *Wait* in the classroom cupboard and see what happens.

37. In the Chief's study. (125)
38. You have to win it! (113)
39. On the island in the middle of the Park lake.
40. In the Buick. (136)
41. In the park. (137)
42. You can't open it but someone will at the right time (192)
43. In the Captain's office.
44. It can't be crossed by any means - sorry!
45. You take it with the camera! (130)
46. In the greenhouse.
47. Don't go that way. (65)
48. In the bathroom cabinet. (10)
49. Disable its engine somehow. (59)
50. The boat can only just float! (161 and 132)
51. You're wearing it!
52. At the side of the Chief's house.
53. Put an object in it. (138)
54. Give the beer to someone who might like it. (131)
55. Take a risk with it! (113)
56. Read things that can be read!
57. Use the boat to cross the lake. (132)
58. Give the chilli to someone to eat. (128)
59. Put the sugar in the gas tank of the jetski.
60. *Ask Fifi about the briefs.*
61. Has several uses (132, 142, 148)
62. Open it!
63. Take a photo with it! (149)
64. You can't drive it, but you may find something useful.
65. The squad car is the main means of getting around the

- city. (150)
66. Try to get him to leave for a while (156)
67. To make something more palatable and something else unpalatable. (140, 146)
68. It could help to secure something. (151)
69. Try reading it. (152)
71. You need them when you arrest a suspect.
72. Hide in the cupboard! (153)
73. Throw them when playing craps.
74. Be a bit macho! (157)
75. Get someone else to pull the chain! (159)
76. Read it (154)
77. Put sugar in it.
78. Shoot at things with it!
79. Get rid of the person who's the problem. (158)
80. You'll need the matchbook to strike the match.
81. *Start the engine* with it.
82. Wear them as 'plain clothes'.
83. The Park Ranger uses it on the lake. (49)
84. A polaroid camera.
85. Lt. Howard.
86. Get rid of it! (74)
87. *Strike the match.* (80)
88. Examine the window. (187)
89. Examine the memo pad. (185)
90. Spend it! (179)
91. Examine it. (189)
92. Read it.
93. Useful in a rowing boat! (57)
94. Wear it to present an air of authority.

95. Let your fingers do the walking! (184)
96. Examine the framed photograph. (182)
97. Take it when someone is committing a crime. (72)
98. Examine the pipe. (183)
99. Flowers? (32)
100. Examine the wooden stick. (176)
101. Turn on the water tap.
102. Detective Jefferson is sucking it! (14)
103. Something she said to you in the squad room contains a clue (99)
104. Use a match to see in the dark.
105. Buy it.
106. Search the junk.
107. In one of the cars. (120)
108. After the explosion when someone has pulled the chain. (140)
109. Between 9 and 10am and 4 and 5pm.
110. In the basement. (104 and 122)
111. Examine the sprinklers (101)
112. Fifi hid it during her brief bid for freedom. (123)
113. Go to the derelict house on East Avenue. (126)
114. Off the jetty near the sw lake shore.
115. In a safe deposit box.
116. If you give an item to the sgt. he will have it analysed by the forensic lab and later return the item with the report.
117. After the Captain asks the sgt. for coffee (109)
118. You are given them when you play the 'crap' game.
119. It starts in the parking lot north of the station
120. Open the glovebox.
121. The Captain leaves it after other actions have occurred.

(108)

122. Search the basement.

123. Somewhere in the school grounds. (103)

124. *Give the toothpick to Jefferson.*

125. Search the desk.

126. Gamble your dollar in the crap game. (140)

127. Dig in the soft leaf mould.

128. Give it to Lavie. (140)

129. The dollar or the wad of money.

130. Press the shutter.

131. The wino. (139)

132. *Bail the boat with the pail.*

133. Disable the Park Ranger's jetski first. (59)

134. Wear it!

135. You throw a pair of dice. If you score 7 or 11 you win. A throw of 2, 3 or 12 loses. If any other number is thrown this becomes *your* number and you keep throwing until either you throw this number again, in which case you win, or you throw a 7 or 11, which loses.

136. Search the car.

137. In the bushes 'east of the lake'. (127)

138. Something that would attract the thief. (129)

139. Open the bottle first. (147)

140. *Put salt in the chilli and give it to Lavie.*

141. *Drop the dollar and throw the dice.* See 135 for rules of 'craps'.

142. Drop it in the greenhouse to catch the object which falls from the sprinklers.

143. *Lock the handcuffs on the door and wrap the chain on the pipe.*

144. *Wait* in the cupboard.
145. Be persistent!
146. *Put salt in the coffee.* (154)
147. Give it to Rob and *say to Rob open the bottle.*
148. The pail could be useful as protection. (134)
149. Catch someone in the act. (144)
150. *Start the engine* first! (143)
151. Lock the greenhouse door. (143)
152. Take the chit to the hospital florist. (171)
153. *Enter the cupboard and close it.* Also see 144
154. Have the memo pad analysed. (116)
155. *Wear the pail and shoot the padlock* on the gates. (145)
156. He likes good coffee! (146)
157. *Shoot the padlock.* (148)
158. Arrest him! (36)
159. Make it necessary for someone to use the 'john' (58)
160. Can't be done. Find another way in. (57)
161. *Say to Rob wait*, if he's with you.
162. Shoot at it. (133)
163. In the bank! (180)
164. Get someone to help. (178)
165. Did you notice anyone being injured? (199)
166. It's someone's bank account number.
167. *Kiss Fifi.*
170. Take the paper left by the Captain and read it. (193).
171. *Give the chit to the florist.* (195)
172. *Listen.* (202)
173. The unobtainable number is'nt a phone number. (166)
176. It's a toothpick. (124)
177. Get someone to do it for you. (190)

178. Give <object name> to Rob.
179. There are three items you need to buy. (188)
180. In the computer room. (203)
181. Say to Rob open the beer.
182. Give it to one of the people in it. (85)
183. It's strong and near the door. (151)
184. Dial some numbers. (89)
185. Get some help with reading the impressions. (154)
186. Open it.
187. It's an important piece of evidence.
188. A bottle of beer (200)
189. The 'wall' is an entrance to a shaft you can go down.
190. Give the beer to Rob. (181)
191. Find another route back. (201)
192. Go up the spiral staircase inside the statue.
193. It's a chit for some flowers. (152)
194. One of the numbers on the memo pad. (154 and 95)
195. Follow the florist (*west*) to the foyer. (172)
196. They may be phone numbers. (204)
197. On top of the statue plinth. (If it's not there, see 192)
199. Has there been an explosion in the precinct house? If not, see 58, otherwise see 170.
200. A bowl of chilli. (84)
201. Go *out* the oak door when it has been opened. (42)
202. Listen to what the receptionist tells the porter.
203. Sit and type the account number. (194)
204. Get to a phone (43) and dial each of the numbers.