POLICE QUEST™
REFERENCE CARD

COVERING YOUR BEAT
ON FOOT
To walk from place to place, simply use the direction keys, your joystick, or a mouse. You can move your character almost anywhere.

IN YOUR CAR
When you are in your car, you will see an overhead perspective of the Lytton street system. Your car will appear as a small black and white object on the screen. You can move your car using the numeric keys on your keyboard. There are three driving speeds: Code 1 - Cruising, Code 2 -Faster (but obeying traffic code), and Code 3 - Emergency (red lights and siren, no traffic code). You may toggle between the three speeds by using the following keys.

	MS DOS	Amiga	Atari ST	Macintosh	Apple IIe/IIc/IIGS
Code 1	F6	F6	F6	⌘6	Shift 6
Code 2	F8	F8	F8	⌘8	Shift 8
Code 3	F10	F10	F10	⌘0	Shift 0

To toggle your character in and out of the car (when the car door is open), press:

MS DOS	Amiga	Atari ST	Macintosh	Apple IIe/IIc/IIGS
F4	F4	F4	⌘4	Shift 4

To toggle between map view and third person perspective (when the car door is closed), press:

MS DOS	Amiga	Atari ST	Macintosh	Apple IIe/IIc/IIGS
F4	F4	F4	⌘4	Shift 4

USING YOUR WEAPONS
There are situations in Police Quest where you will be called on to use weapons. There are three function keys which will enable you to use your weapon quickly. They are as follows:

	MS DOS	Amiga	Atari ST	Macintosh	Apple IIe/IIc/IIGS
Load weapon	F6	F6	F6	⌘6	Shift 6
Draw weapon	F8	F8	F8	⌘8	Shift 8
Fire weapon	F10	F10	F10	⌘0	Shift 0

If your nightstick is needed, press the Fire Weapon key to use it.

USING THE RADIO
You will need to make contact with the radio dispatcher on a regular basis. To contact the radio dispatcher, press CTRL-D or type ''Radio.''

HITTING THE SHOWERS
There's nothing like a cold shower after a hard day's work. To toggle the shower on or off, press:

MS DOS	Amiga	Atari ST	Macintosh	Apple IIe/IIc/IIGS
F10	F10	F10	⌘0	Shift 0

Draw Poker is a card game. Five cards are dealt to each player. An initial fee (called an ante) is charged before each hand. In Police Quest, ante is one ten-dollar chip ($10). After all players "ante," the cards are dealt, with your hand being dealt face up. You are then given the opportunity to bet on your hand. After initial betting takes place, players are asked if they want to "draw" cards in an effort to improve their hand. In Police Quest, players are allowed to "draw" a maximum of three cards. After cards have been drawn, the players are given the opportunity to bet again. The winner is the player with the highest hand.

RANK OF HANDS

1. Straight flush. The highest possible hand, a straight flush requires all five cards to be of the same suit and in sequence, such as the 6, 7, 8, 9, and 10 of hearts. The highest ranking straight flush is the A, K, Q, J and 10 of one suit, called a Royal Flush.

2. Four of a kind. The highest four of a kind is four aces, followed by four kings, four queens, etc. The fifth card is inconsequential.

3. A full house. A full house is three cards of one rank and two cards of another rank. Example: 9-9-9-5-5. In a case where two players have full houses, the winner is the player with the highest three of a kind combination.

4. A flush. A flush is five cards of the same suit, but not all in sequence. Example: (5 hearts). In a case where two or more players have flushes, the player with the highest card in his hand is the winner.

5. A straight. A straight is five cards in sequence, but not all of the same suit. Example: 10 of hearts, 9 of clubs, 8 of spades, 7 of hearts, 6 of diamonds. In a case where two or more players have straights, the winner is the player with the highest card in his hand.

6. Three of a kind. Example: Q-Q-Q-8-7. The highest three of a kind is three aces, followed by three kings, etc.

7. Two pair. Example: 7-7-4-4-2. If two or more players have two pair, the winner is the player with the highest pair.

8. One pair. Example: K-K-6-3-2. The highest pair is two aces, followed by two kings, etc.

9. Below the hands containing one pair are the no-pair hands, which are ranked by the highest card they contain, ace-high being the best.

Some common poker words you will need to understand are defined as follows:

ANTE The opening stakes (fee) you pay to build up the pot. In Police Quest, type "Ante" or "Deal" to begin each new hand.

FOLD To get out of a hand. In Police Quest, you can quit a hand by entering "0" when you are asked to bet.

CALL To equal an opponent's bet and demand a show of cards.

RAISE To increase the amount of a poker bet.

PASS To withdraw from the current poker pot. In Police Quest, type "0" to pass. If nobody has bet prior to your turn, passing will allow you to stay in the game without betting until another player bets first.

POT The total of the bets at stake at one time. In Police Quest, the pot is displayed in the upper right-hand corner.

STAKE The prize awarded for winning a hand in poker.

HOW TO BET

The computer will prompt you to bet by asking "How many $10 chips (0-3)?" Type in the amount of your bet by entering the appropriate amount. Type 0 to pass (or fold, if a bet has been placed by an opponent), 1 to raise the bet $10, 2 to raise the bet $20, or 3 to raise the bet $30.

DISCARDING AND TAKING CARDS

The computer will prompt you to discard cards by asking "How many cards (0-3)?" Type in the number you want to discard by entering the appropriate number. Now, the computer will prompt you to pick the first card you would like to discard by asking, "First card to discard (1-5)?" Type in the number of the first card you want to discard (the cards are numbered 1-5 from left to right). The computer will continue to ask you to choose cards until you have discarded the number you requested. You can only discard the same card once.

The dealer then distributes the new cards to the players, and you will see your new hand.

BETTING THE SECOND TIME AROUND

The computer will now prompt you to place another bet on your "new" hand by asking how many chips you want to bet. Enter the number of chips you want to bet.

FOLDING AND PASSING

If you decide to fold, enter 0 when the computer asks you to place your bet. If nobody has bet yet, entering 0 will be interpreted as a pass, and you will have the opportunity for a free look at the opponents' hands if nobody bets. If an opponent bets after you pass, you will have the opportunity to call his bet, raise his bet, or fold when the round comes back to you.

WINNING HANDS

When the final bets have been placed, the computer will determine the winner. The winner of each hand wins the pot, which is displayed in the upper right-hand corner.

AFTER EACH HAND

After a hand has been finished and a winner determined, type "Ante" or "Deal" to begin the next hand.

STRATEGY TIPS

1. Watch the amount your opponents bet. The number of chips that your opponents wager will give you a good indication of the strength of their hands.
2. Watch how many cards your opponents take. The number of cards they take will often be a good indicator of the strength of their hands.

◆ SIERRA®