

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/IIIGS
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/IIIGS
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/IIIGS
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/IIIGS
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/IIIGS
F10	F10	F10	⌘0	Shift 0

POLICE QUEST™

HOW TO PLAY FIVE CARD DRAW POKER

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.

