

LYTTON POLICE DEPARTMENT
POLICEMAN'S INDOCTRINATION GUIDE



CONFIDENTIAL

Designed by Jim Walls
Programmed by Greg Rowland and Al Lowe

LIMITED WARRANTY NOTICE

Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COPYRIGHT NOTICE

Unauthorized copying of this program disk and the documentation may be a violation of Federal Criminal Laws (Title 17 USC Section 506). Violation may carry a fine of \$25,000 or imprisonment or both.

Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614

WELCOME TO THE LYTTON POLICE DEPARTMENT

The Lytton Police Department is responsible for protecting the people and property of this community. On entering the Lytton Police Department, the officer assumes a responsibility to his community and his country. The recruit must be worthy to serve by the side of those men who, throughout Lytton's history, have upheld the law and provided for a peaceful and welcome atmosphere.

Each Lytton police officer has a variety of titles. Of primary importance are his duties as protector of the citizens of this community against unlawful activity. But the daily work and special tasks are also important, because it is the faithful, conscientious performance of day-to-day routine duties that determine the efficiency of this police force.

Sincerely,



Richard Whipplestick
Lytton Police Chief

PERSONAL CONDUCT

The Lytton Police Officer must perform in a professional manner at all times.

Here are some of the qualifications which are expected of every police officer:

Common Sense - Is the most important virtue an officer can possess. It will keep you alive and out of trouble.

Organization - Just the facts, and plenty of them. You must keep them in order and at your fingertips (on a note pad would be nice).

Loyalty - A good police officer stands up for his department, his partner and fellow officers. Your life depends on them, and vice-versa.

Obedience - A good police officer carries out his orders willingly, cheerfully, and promptly.

Initiative - A good police officer is one step ahead and keeps an eye out for jobs that need doing. He shows that he can be trusted to perform correctly in an emergency.

Guts - A good police officer keeps going when the going gets tough. He doesn't know the words "I can't."

Reliability - A good police officer does his job thoroughly. He comes through for you time and time again.

Integrity - A good police officer tries at all times to keep a clean record. He upholds the principles of his profession at all times.

Fairness - A good police officer gives fair treatment to others and expects the same in return.

Honesty - A good police officer maintains the truth even when it may be costly.

Cheerfulness - A good police officer keeps his head up even when facing the stormiest of situations.

Neatness - A good police officer is proud of his uniform and what it represents. He keeps it in immaculate condition.

Self-control - A good police officer does not lose his temper.

Promptness - A good officer is quick to the scene of a disturbance, and is always on time to meetings (especially briefings!).

TABLE OF CONTENTS

WELCOME	3
PERSONAL CONDUCT	4
DEPARTMENT STANDARDS	6
Required equipment	6
Personal hygiene	6
Uniform	7
BASIC OPERATING PROCEDURES	8
Levels of enforcement	8
Physical arrest procedures	9
Handcuffing procedures	9
Driving codes	9
Vehicle safety inspection	9
SPECIAL OPERATING PROCEDURES	10
Routine traffic stop procedures	10
Felony traffic stop procedures	10
Felony arrest procedures	10
Intoxicated driver procedures	11
RADIO TRANSMISSION	11
RADIO CODES	12
VEHICLE CODE	13
PENAL CODE	14

DEPARTMENT STANDARDS

REQUIRED EQUIPMENT

- Uniform
- Gun belt with handcuff case, handcuffs, and holster
- Departmental issue service revolver
- Departmental issue ammunition
- Nightstick (PR-24)
- Radio extender
- Patrol car keys
- Ticket book
- Notebook
- Pen
- Briefcase



PERSONAL HYGIENE

Daily contact with the public makes it necessary that you practice certain rules of personal cleanliness and hygiene.

1. Shower on a daily basis. It is important to maintain clean and healthy bodies, teeth, fingernails and toenails. We recommend the use of deodorant and foot powders. Take it easy on the aftershave. (We don't want to drive the ladies crazy.)
2. All uniformed officers must be clean-shaven, with the exception of a neatly-groomed mustache. Your hair must be clean and have a well-groomed appearance. Hair cannot contain any foreign visible items. Bald officers must maintain a clean and shiny dome.
3. Plainclothes detectives may have beards. No goatees, please.





UNIFORM

1. It is important that all officers learn to keep their uniform items neat. Properly ironed uniforms present a well-groomed appearance. Clean all uniform items on a regular basis. Don't allow smudges or stains; all clothes must be spotless.
2. Shoes must be clean and shined.
3. Socks must match.
4. No holes, patches or missing buttons.

BASICS THAT EVERY OFFICER SHOULD KNOW

LEVELS OF ENFORCEMENT

LEVEL ONE -- FIRM, PROFESSIONAL CONDUCT

Situation: A person shows passive (verbal) resistance (usually on routine stops).

Correct enforcement:

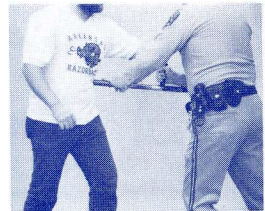
- a. Use firm, professional conduct. In most cases, this will prevent the situation from escalating.
- b. Refrain from abusive language or threats, as it will only escalate the situation.

LEVEL TWO -- HAND-TO-HAND COMBAT

Situation: A suspect's threats indicate imminent physical attack (no weapons visible).

Correct enforcement:

- a. Call back-up unit if possible.
- b. Use department-approved hand-to-hand combat.
- c. If appropriate, use PR-24 nightstick.

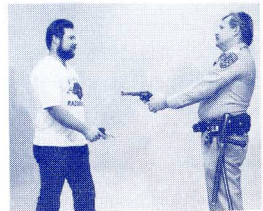


LEVEL THREE -- DEADLY FORCE

Situation: A suspect attempts physical violence with a deadly weapon.

Correct enforcement:

- a. Use deadly force if in self-defense.
- b. Use deadly force when in fear of the life of another.



PHYSICAL ARREST PROCEDURES

1. Handcuff and search suspect.
2. Read suspect his rights.*

“You have the right to remain silent. What you say may be used against you in a court of law. You have the right to an attorney. If you cannot afford an attorney, one will be appointed to represent you before questioning, if you wish.”

*Miranda Ruling

HANDCUFFING PROCEDURES

1. All suspects in your custody must be handcuffed.
2. Male suspects must be handcuffed behind the back.
3. Women suspects may be handcuffed in front at your discretion.



DRIVING CODES

Code 1 - No emergencies. The officer must obey all traffic regulations.

Code 2 - Quick response to a call is required; officer should proceed to the location as rapidly as possible using due caution. The officer must obey all traffic regulations.

Code 3 - Immediate response to a call is required; use red lights and siren while maintaining due caution.

Code 4 - Further assistance not required.

VEHICLE SAFETY INSPECTION

1. Look carefully at all sides of your vehicle before leaving the station yard.
2. Simply walking around the car will usually suffice.

SPECIAL OPERATING PROCEDURES

ROUTINE TRAFFIC STOP PROCEDURES

1. When a violation has been witnessed, stop the violator as quickly as possible to minimize the hazard of high speed driving and needless accidents.

FELONY TRAFFIC STOP PROCEDURES

1. You must have good reason to believe a felony has been committed.
2. Call radio dispatch for back-up unit.
3. Maintain radio contact with back-up unit.
4. Bring the suspect's vehicle to a complete stop. Maintain cover until the suspect is under control.
5. Command suspect to "halt" or "stop." Proceed to command suspect to lie face down on the ground.
6. Follow **PHYSICAL ARREST PROCEDURES** on previous page.

FELONY ARREST PROCEDURES

1. Before proceeding with arrest, your back-up unit must be staked out in close proximity.
2. Maintain radio contact with your back-up unit.
3. Observe the crime.
4. Have weapon drawn at the ready.
5. Identify yourself as a police officer to the suspect.
6. Command suspect to keep his hands over his head. If at any time the suspect drops his hands, prepare to take defensive action.
 - a. If the suspect flees, follow the suspect on foot. Maintain radio contact if possible.
 - b. If the suspect takes aggressive action (i.e. reaching for weapon, charging you), use necessary defensive actions.
7. When it is safe, approach the prisoner. Handcuff the prisoner. Note: Many suspects will wait until close contact with the officer has been established before taking aggressive action. Always be prepared to defend yourself against any hostile behavior.
8. Search the prisoner.
9. Read suspect his rights.
10. Transport prisoner to jail.

INTOXICATED DRIVER PROCEDURES

1. Detect possible intoxication by observing erratic driving.
2. After stopping the suspect, determine his condition by:
 - a. Detecting the odor of alcoholic beverage.
 - b. Administering a FST (Field Sobriety Test).

RADIO TRANSMISSION

1. Respond to all radio transmissions as required according to police regulations.
2. A radio extender is necessary when away from the car.
3. Avoid unnecessary radio transmissions.

The following information is for reference use only. Players will not be able to input any of the following codes, but should be familiar with them as they will be used by officers in the game.

RADIO CODES

- rc10-1 Radio reception - poor
- rc10-2 Radio reception - good
- rc10-4 Received message
- rc10-6 On the air -- not available for call
- rc10-7 Off the air -- out of service
- rc10-8 In service
- rc10-9 Repeat message
- rc10-10 End of shift -- off duty
- rc10-13 Weather check
- rc10-15 Prisoner in custody
- rc10-19 Return to office
- rc10-20 Location
- rc10-21 Use telephone
- rc10-22 Cancel
- rc10-23 Stand by
- rc10-27 Subject check
- rc10-29 Check for wants
- rc10-35 Back-up requested
- rc10-36 Confidential information
- rc10-97 Arrived at scene
- rc10-98 Cleared scene; available for call
- rc11-41 Ambulance
- rc11-44 Fatality
- rc11-48 Furnish transportation
- rc11-79 Injury traffic collision with ambulance responding
- rc11-80 Traffic collision with major injury
- rc11-81 Traffic collision with minor injury
- rc11-82 Traffic collision property damage only
- rc11-83 Traffic collision no details
- rc11-84 Traffic control
- rc11-85 Tow truck
- rc11-98 Meeting
- rc11-99 Emergency, officer needs assistance, respond Code-3

VEHICLE CODE

VC22348 No person shall drive a vehicle upon a highway at a speed exceeding the maximum speed limit.

VC23152 It is unlawful for any person who is under the influence of an alcoholic beverage or any drug, or under the combined influence of an alcoholic beverage and any drug, to drive a vehicle.

VC21453 A driver facing a circular red signal shall stop at the intersection and shall remain stopped until an indication to proceed is shown.

VC22450 The driver of any vehicle approaching a stop sign at the entrance to, or within, an intersection, or railroad grade crossing shall stop at a limit line, if marked, otherwise before entering the crosswalk on the near side of the intersection.

VC14601 No person shall drive a motor vehicle upon a highway at any time when that person's driving privilege is suspended or revoked for reckless driving.

VC12951 The licensee shall have the license issued to him in his immediate possession at all times when driving a motor vehicle upon a highway.

VC23103 Any person who drives any vehicle upon a highway in willful or wanton disregard for the safety of persons or property is guilty of reckless driving and, upon conviction thereof, shall be punished by imprisonment in the county jail for not less than five days nor more than 90 days or by a fine of not less than one hundred thirty dollars nor more than five hundred dollars, or by both fine and imprisonment, except as provided in Section 23104.

VC20001 The driver of any vehicle involved in an accident resulting in injury to any person, other than himself, or death of any person shall immediately stop the vehicle at the scene of the accident and shall fulfill the requirements of Sections 20003 and 20004.

Any person failing to comply with all the requirements of this section under such circumstances is guilty of a public offense and upon conviction thereof shall be punished by imprisonment in the state prison, or in the county jail for not to exceed one year or by fine not to exceed five thousand dollars, or by both.

VC28001 Any person, while operating a motor vehicle and with the intent to evade, willfully flees or otherwise attempts to evade a pursuing peace officer's motor vehicle, is guilty of a misdemeanor.

VC10851 Any person who drives or takes a vehicle not his own, without the consent of the owner thereof, and with intent either permanently or temporarily to deprive the owner thereof of his title to or possession of the vehicle, whether with or without the intent to steal the same is guilty of a public offense, and upon conviction thereof shall be punished by imprisonment in the state prison, or in the county jail for not more than one year or by a fine of not more than five thousand dollars, or by both such fine and imprisonment.

PENAL CODE

PC459 Burglary.

Every person who enters any house, room, apartment, tenement, shop, warehouse, store, mill, barn, stable, or other building, tent, vessel, railroad car, locked or sealed cargo container, whether or not mounted on a vehicle, trailer coach, any house car, inhabited camper, vehicle, aircraft, mine or any underground portion thereof, with intent to commit grand or petit larceny or any felony is guilty of burglary. As used in this chapter, "inhabited" means currently being used for dwelling purposes, whether occupied or not.

PC211 Robbery.

Defined. Robbery is the felonious taking of personal property in the possession of another, from his person or immediate presence, and against his will, accomplished by means of force or fear.

PC212 Fear Defined.

The fear mentioned in Section 211 may be either:

1. The fear of an unlawful injury to the person or property of the person robbed, or of any relative of his or member of his family; or,
2. The fear of an immediate and unlawful injury to the person or property of anyone in the company of the person robbed at the time of the robbery.

PC12025 Unlawful to Carry Concealed Firearms Without License.

(a) Except as otherwise provided in this chapter, any person who carries concealed within any vehicle which is under his or her control or direction any pistol, revolver, or other firearm capable of being concealed upon the person without having a license to carry such firearm is guilty of a misdemeanor. Any person convicted under this subdivision who has previously been convicted of any felony, or of any crime made punishable by this chapter, is guilty of a felony, and if probation is granted, or if the execution or imposition of sentence is suspended, it shall be a condition thereof that he or she be imprisoned in the county jail for not less than three months.

(b) Any person who carries concealed upon his or her person any pistol, revolver, or other firearm capable of being concealed upon the person without having a license to carry such firearm as provided in this chapter is guilty of a misdemeanor punishable by imprisonment in the county jail not to exceed one year, or by a fine not to exceed one thousand dollars, or by both such fine and imprisonment, except any person, having been convicted of a crime against the person, property or a narcotics or dangerous drug violation, who carries concealed upon his or her person any firearm capable of being concealed upon the person without having a license to carry such firearm is guilty of a public offense and is punishable by imprisonment in

a state prison, or by imprisonment in a county jail not to exceed one year, or by fine not to exceed one thousand dollars, or by both such fine and imprisonment. Any person convicted under this subdivision who has previously been convicted of any felony or of any crime made punishable by this chapter, is guilty of a felony, and if probation is granted, or if the execution or imposition of sentence is suspended, it shall be a condition thereof that he or she be imprisoned in the county jail for not less than three months.

(c) Firearms carried openly in belt holsters are not concealed within the meaning of this section, nor are knives which are carried openly in sheaths suspended from the waist of the wearer.

PC11350 Unlawful Possession.

(a) Except as otherwise provided in this division, every person who possesses any controlled substance which is a narcotic drug, unless upon the written prescription of a physician, dentist, podiatrist, or veterinarian licensed to practice in this state, shall be punished by imprisonment in the state prison.

PC11351.5 Possession or Purchase of Cocaine (Other Than Cocaine Hydrochloride) for Sale.

Except as otherwise provided in this division, every person who possesses for sale or purchases for purposes of sale cocaine shall be punished by imprisonment in the state prison for a period of 3 to 5 years.

PC148 Resisting or Obstructing Public Officer or Peace Officer.

Every person who willfully resists, delays, or obstructs any public officer or peace officer, in the discharge or attempt to discharge any duty of his office, when no other punishment is prescribed, is punishable by a fine not exceeding one thousand dollars, or by imprisonment in a county jail not exceeding one year, or by both such fine and imprisonment.

PC187 Murder.

(a) Murder is the unlawful killing of a human being with malice aforethought.

AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Sonny Bonds, a police officer in the fictional town of Lytton.

Each 3-D Animated Adventure Game has a main goal, and yours in Police Quest is to bust a big-time drug dealer with a street name of "Death Angel." You will need to advance from street officer to undercover cop, establish trustworthy contacts and valuable leads in order to make solid progress. Before you hit the streets, you will need to know proper police procedures, be familiar with the streets of Lytton, and have a working knowledge of the vehicle and traffic code.

It takes common sense, logical thinking and real guts to be a "Blue Knight." Good luck!

TIPS FOR NEW ADVENTURE PLAYERS

Note: If you have played an animated adventure before, this section can be skipped.

1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. WATCH YOUR BEHIND

Due to the dangerous nature of this adventure game, you will want to save your game often. Type SAVE GAME after you have made important progress. Type SAVE GAME when you encounter a potentially dangerous situation.

If you do encounter danger, and your character is left in a bad predicament (such as death), you can type RESTORE GAME to return to the place you were at when you last saved your game. Careful use of this function has saved many undercover cops from returning to street officer status.

3. BE OBSERVANT

When you enter a room type LOOK AT THE ROOM. When you open a box type LOOK IN THE BOX. When you want to talk to a bartender type TALK TO THE BARTENDER. The descriptions and close-ups offered may provide valuable clues.

