COPS - THE SOLUTION

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(A Hint Sheet which gives gradual 'nudges' towards each puzzle solution will also be available, free of charge, in a few weeks time.)

Examine the blackboard and the junk then go east, north, out, north, enter car. Start the engine and drive to the chief's house, stop the engine and go out. Follow the drive up to the house, go in then east to the study. Search it and you find a memo pad. Leave the study and go up the stairs. Go into the wardrobe in the master bedroom (south, east) and take the t-shirt and jeans. Undress and wear the tshirt and jeans. Get the photograph from one of the other bedrooms (east) and the stick (toothpick) from the cabinet in the bathroom. Go down the stairs then north to the living room. Take the sugar from the dining room then find the kitchen and take the salt cellar. If you can't carry enough objects give some things to Rob. Leave the house and go to the side (east then north). Examine the window then go east to the garage. Enter each of the cars and open their gloveboxes. Also search the Buick and read the newspaper that you find. Return to the squad car, start the engine and drive to the station. Go in to the station and give the memo pad to the sergeant and he will send it to the lab for a forensic report. This takes about an hour so carry on with the following actions rather than just waiting around in the police station.

Return to the squad car and drive to the school then stop the engine and go out. Go south down to the bottom of the hill then go east until you come to the end of east avenue. Say to Rob wait, ramsave and then go north into the derelict house. Drop the dollar and throw the dice. You need to win TWO games of 'craps' so don't grab the money as soon as you've won the first time! If you don't win twice, ramload and try again. You must have at least 36 dollars to complete the game.

Go in to the sleazy bar then go north twice to enter Fifi's dressing room. Ask her about the briefs then kiss her but when she propositions you arrest her. Return to your car where Fifi will try to escape but you recapture her (automatically) and then drive to the station. Stop the engine and go to the squad room where she will be taken off your hands. She will ask you to phone her boyfriend but don't, just think about what she said there's a clue there! Detective Lavie may arrive while you're there but ignore him for the time being. When the sergeant tells you about the forensic report read it - it will give you some numbers that were on the memo pad.

When the Captain appears and asks the sergeant for coffee wait until he starts making it and put salt in it. When the Captain goes out for some decent coffee go to his office and phone each of the numbers mentioned in the forensic report. The one which gives the unobtainable tone is NOT a phone number. Take a note of it.

Drive back to the school, return to the bar and buy a beer. Go back to where you left Rob and give him the beer. Ask him to open it then take it back and go to the wino-lined alley. Give the beer to the wino. You will now be able to safely cross the street. Go to the second-hand store and buy the camera. Return up the hill to the school and go to the west classroom. Put your remaining money in the satchel, open the cupboard and go in. Close the cupboard door and wait. When the man enters the room press the shutter to take his picture (make sure Rob isn't in the room). Take the polaroid, open the cupboard and go out. Arrest the man, take the money and return to the station in the squad car. (If the man leaves the room before you arrest him you will find him in the headmaster's office - he is in fact the headmaster!)

Go out of the station then east and in to the Mexican take-away. Buy the chilli and put salt in it then go back to the squad room where Detective Lavie should be waiting. Give him the chilli and wait for it to take effect. Go to the cubicle in the mens' room and take the chain. The Captain will leave a chit on the table in the squad room. Take the chit then return to the squad car and drive back to the school. Return to the bar and search the corridor outside Fifi's room and you find a bucket. Go back to the school and enter the greenhouse (behind the school). Drop the bucket and lock the handcuffs onto the door. Put the chain around the tap to lock the door. Turn on the sprinklers and examine them. Get the key that lands in the bucket, retrieve the bucket and the handcuffs.

Undress and wear the uniform then go down the hill to East Avenue, cross the street and enter the Bank. Go through the 'Private' door (you must be in uniform) and go down the stairs to the vault. Go west and the supervisor will lead you to the safe deposit box and open it with the key. Take the dossier from the safe deposit box, read it and return to the supervisor.

Find the computer room nearby and sit at the terminal. Type the number that you noted above (the 'phone' number that gave an unobtainable tone) and take the printout. Read it - it's the Chief's bank statement. Now stand.

Drive to the hospital. Go to the flower shop and give the chit to the florist. When she leaves with the flowers follow her (west) to the hotel reception and listen. When the receptionist calls a porter listen again as she tells him Lavie's room number. Use the elevator to go to the correct floor (5) and go along the corridor to Lavie's room. Give the stick to Jefferson. Take the match that he spits out then return to the station. Go to the squad room and strike the match (you also need the matchbook). Go down to the basement and search it. You will find a file. Go up the stairs before the match burns out and read the file.

Drive to the school then go to the end of East Avenue, outside the gates of Central Park. Wear the bucket(!) and ensure you are wearing the uniform. Shoot the lock three times. Lieutenant Howard will arrive. Give him the photograph - this 'jogs' his memory of his time in the army. Remove the bucket from your head and go east into the park. Go south at the T-junction and northeast onto the jetty. Go down onto the wetbike and put sugar in the tank.

Go around the back of the lake and enter the bushes. Dig here to find a pair of oars. Return to the lake where the swans are and tell Rob to wait, if he's still with you. Enter the boat (it sinks if Rob is in it too) and keep going south until you reach the shore of the island. You will need to bail the boat with the pail every so often to prevent it sinking. On the island shoot at the swan and go down through the grille under its nest. Follow the tunnel until you emerge inside the centre of the statue then go up the spiral staircase until you meet the Chief.

Examine the Chief and try to go up (you won't be able to, proving that he's lying). Return down to the marble room and you will now be able to go out through the oak door. Go up onto th plinth and you will find a broken rifle which 'someone' has thrown out of the statue's nose! Take the rifle and return around the lake to where you leftRob. Return to the Chief's house where you will find him in the shower. Providing you and/or Rob have with you the dossier, the bank statement, the Chief's personnel file and the rifle, and you have given Lt. Howard the photo and asked Fifi about the riefs, you can arrest the Chief and the game will be over.

Note that it ispossible to complete the game without the 'perfect' score of 100%, though no doubt you will want to replay it to try to score this!