

P.I. Cole – The Invisible Case

WALKTHROUGH

The game is not linear so this walkthrough presents just one of the multiple ways to complete the game. You can perform the actions almost in any order you want or it feels more logical for you.

Do not forget that in all locations you should **LOOK**, **EXAMINE** everything and **SPEAK**, otherwise you will lose most of the fun of the game.

The words written in uppercase bold are the actions you need to perform **LOOK**, **TAKE**, **USE**, **EXAMINE**, **OPEN**, **SPEAK**, **PUNCH**, **WAIT**, **MAP**

The words written in bold-italic are the locations: e.g. *Office*

When the game starts, you are in in your *Office*

OFFICE

EXAMINE Blackboard.

EXAMINE Photo.

EXAMINE Markers. You cannot take the Photo or the Markers but keep in mind that you have them in Office.

OPEN Drawer and **TAKE** Gun and Bullets.

Then **OPEN** Door and you will be on the Street.

STREET

EXAMINE Dog and **TAKE** Dog. The dog is not friendly and you cannot take it.

EXAMINE Car. You will learn that you have lost the keys.

OPEN Car – cannot do it, because you have no keys.

EXAMINE Bamboo. You will find a wire and a stick

TAKE Wire

TAKE Stick.

Then Use **MAP** and go to *Butcher Bar*.

BUTCHER BAR

SPEAK to Butcher. Two new locations will appear on map – *Motel* and *Insurance*

Use **MAP** and go to *Insurance*

INSURANCE

SPEAK to man

EXAMINE Badge

TAKE Badge.

Then use **MAP** and go to *Motel*

MOTEL

OPEN Door 101

TAKE Robe

TAKE Pliers

OPEN Door

OPEN Door 102

SPEAK to Woman Nothing to do here, but it is nice to speak to women 😊

OPEN Door

OPEN Door 103

OPEN Drawer

TAKE Silk Stockings

OPEN Door

OPEN Door 104

SPEAK to Woman Nothing to do here, but she's nice 😊

OPEN Door

OPEN Door 105. The door is locked so you cannot open it. You will need a key. Or a skeleton key...

Use **MAP** and go to ***Hair of the Dog Bar***

HAIR OF THE DOG BAR

SPEAK to Jake You'll find that he works again and is not so willing to give you information, unless you have a story for him to print. Use **MAP** and go to ***Butcher***

BUTCHER

TAKE Meat

TAKE Fork

Use **MAP** and go to **Street**

STREET

USE Meat with Dog

Take Dog . The dog is not friendly and you cannot take it. You have to feed him meat at least 3 times before you can take it. So repeat the process until you get the dog. After you get it you will take the dog home and you will be in ***Office***

OFFICE

Use **MAP** and go to Chinese Store

CHINESE STORE

EXAMINE Skeleton

TAKE Ointment - Chan will go to search for ointment in the back room and will leave you alone for a short while.

PUNCH Skeleton Chan will return and will be angry, so he will throw you out in the **Street**

STREET

Use **MAP** and go to Chinese Store

CHINESE STORE

EXAMINE Pile of Bones

Examine Bone

TAKE Ointment - Chan will go to search for ointment in the back room and will leave you alone for a short while.

TAKE Bone - Chan will return and will inform you that he is out of ointment. You will once again be out in the **Street**

STREET

USE Wire with Pliers

USE Bent Wire with Car

OPEN Car

OPEN Glovebox

EXAMINE Glovebox

TAKE File

Then use **MAP** and go to **Motel**

MOTEL

USE File with Bone

USE Skeleton Key with Door 105

Open Door

OK, now you found Dixon – dead and a bit crispy

EXAMINE Magazines

TAKE Fish Magazine

EXAMINE Fish Magazine

You will notice something written on the cover of the magazine – and location **57th Street** will become available on the map. But first let's go back and inform Butcher about Dixon. So use **MAP** and go to **Butcher's Bar**

BUTCHER BAR

When you get there you will notice that there is kid with Butcher.

SPEAK to Butcher - You will be told about a missing kid. New locations will be available on the map – **Cat's Slum** and **Back Alley**.

Again **SPEAK** to Butcher

Then use Map and go to **57th Street**

57th STREET

OPEN Bookstore Door

SPEAK to Man - He will throw you out of the shop. Nothing to do here now.

OPEN Petshop Door

USE Fish Magazine with Girl

You will find about mr. Wallace and his address – and new location Wallace House will become available on the map.

Use Map and go to **Cat's Slum**

CAT'S SLUM

SPEAK to boy - He will tell you about the connection between the missing child and Marvin, the bookshop owner

Then use MAP and go to **Back Alley**

BACK ALLEY

SPEAK to Hector - He will tell you about a man and a woman and also about Maria, the social worker – she was also looking for the kid . A new location will appear on the map –

Tanner's Alley

TAKE Hector (you will need him later, to find the pearls)

use **MAP** and go to **Tanner's Alley**

TANNER'S ALLEY

You found Maria – she was murdered.

EXAMINE Newspapers - you'll read about a string of murders. All victims were kids and were last seen in the company of a man and a woman

EXAMINE Woman Bag

TAKE Postcard

EXAMINE POSTCARD - Now you know Maria's address and a new location is available on the Map – **Maria House**

Maybe it's time to work more on the pearls' case, so use **Map** and go to **Wallace's house**

WALLACE HOUSE

SPEAK to Maid – She will tell you that, as result of a robbery, Wallace is in hospital. New location appears on Map : **Hopital**.

Use **MAP** and go to **Hospital**

HOSPITAL

OPEN Door

SPEAK to Nurse - Visiting hours are over, so she will throw you out of the hospital.

Use **MAP** to go to **OFFICE**

OFFICE

As you arrive at your office, a man will attack you. At this point in the game, if you do not already have the dog, you will be beaten and will end up in hospital. This also means that you just lost 3 precious days and Dixon's murderer will find the pearls before you do and kill Sykes.

If you have the dog then **SPEAK** and the dog will attack the bushwhacker and you will be able to interrogate him.

Now, in order to enter the Hospital and meet Wallace you have to pass as a doctor. So ...

USE Badge with Photo

USE Badge with Markers - You will create a doctor's badge with your photo and your name

USE Badge with Robe – attach the badge to the Robe

USE Robe – and wear the robe. Now you are ready to go back to hospital

Use **MAP** and select Hospital

HOSPITAL

OPEN Door

SPEAK to Nurse - She will tell you where to find Wallace

SPEAK to Wallace

and use **MAP** go back to Wallace House

WALLACE HOUSE

SPEAK to Maid ... and notice that she is afraid of dark

EXAMINE House

EXAMINE Panel - this is the electricity panel.

OPEN Panel – you cannot, because it is secured with screws. So you need a screwdriver

USE Fork with File to create a crude screwdriver

USE Screwdriver with Panel

TAKE Fuse - the house goes dark and the maid leaves the house

USE Skeleton Key with Door

OPEN Safe - you can't, it asks for a password

MAP and select Office

OFFICE

USE Lamp - you turn on the light

USE Fish Magazine with Lamp - in the light you can read better what's on the cover of the magazine. It's a password !!

So use **MAP** and go back to **Wallace House**

WALLACE HOUSE

OPEN Safe

Enter password

EXAMINE Files - and you found Sykes address and **Sykes House** will appear on map

Use **MAP** and select Sykes House

SYKES HOUSE

EXAMINE House - Sykes is not at home

WAIT - you do not have time to wait. You need a sidekick to do house surveillance, so ...

USE Hector with House

Now you can see about that missing child, so use **MAP** and go to **Maria's house**

MARIA HOUSE

EXAMINE Shelves

Open Chestbox - it has a password lock

EXAMINE Postcard - notice that the postcard date is 11.20.2019 and it says that Maria's birthday will be 9 days. So Maria's birthday is on 11.29 !

Open Chestbox and enter 1129

TAKE Small key

EXAMINE File Cabinet

USE Small key with File Cabinet

OPEN File Cabinet

TAKE Film Device - as it is too heavy to carry you will place it on the desk

Use **MAP** and go to **57th Street**

57th STREET

Do you remember that one of the kids told you about the connection between Marvin and the missing kid?

OPEN Bookstore Door

SPEAK to Man – he will throw you out again

WAIT and **WAIT** ... and **WAIT** - Marvin will exit the bookstore

EXAMINE Man - Marvin is going towards the garage. New location on the map – **Garage**

Wait till Marvin disappears from the street and then use **MAP** and go to **Garage**

GARAGE

SPEAK to Marvin – he will not stop. So ...

PUNCH Marvin - he will drop a parcel

OPEN Parcel - you will find a book and a tape reel

EXAMINE Book

SPEAK to Man - he will now tell you that he sent Bill to meet with a man and a woman, those you also deal in porn books

Use **MAP** and go back to **Maria House**

MARIA HOUSE

USE Tape reel with Video Device – after you see the movie, you will find a scrap of paper with the name Speakeasy Club on it. Location **Speakeasy** will appear on the map

Use **MAP** to go to **Speakeasy Club**

SPEAKEASY CLUB

PUNCH Door

You don't know the password – but who might know it?

Use **MAP** and go back to **Sykes House**

SYKES HOUSE

At this point in the game, if Hector is not already watching the house than you will try to enter using the front door and you will get shot and end in hospital. You will lose the pearls and any chance to find the missing kid alive. The game will continue, but you will find him dead.

If Hector is watching the house, he will warn you about 2 things: the murderer is here and the front door creaks, so do not use it.

OPEN Window

USE Loaded Gun with Gunman - the gunman will notice you, but Mrs. Sykes will kill the gunmen, but not before he kills Sykes.

SPEAK to Ms Sykes

TAKE Knife

EXAMINE Fish Tank

EXAMINE Silver Fish

EXAMINE Black Fish

TAKE Silver Fish - you cannot catch them, so you need a net

USE Bent Wire with Pliers - to create a looped wire

USE Looped Wire with Silk Stockings – to create a fishnet

USE FISHNET with Silver Fish

USE Knife with Silver Fish - nothing here

USE Fishnet with Black Fish - and notice that the fishnet is too short

USE Fishnet with Stick - and create a longer fishnet

USE Fishnet with Black Fish

USE Knife with Black Fish - Great, you found the pearls !!!

And you get back to **Office**

OFFICE

Use **MAP** and go to **Insurance**

USE Pearls with Man - he will pay you the reward and you get back to your office

Use **MAP** and go to **Butcher's Bar**

BUTCHER BAR

USE Money with Butcher

And now let's get back to missing child. Who might know the password to enter Speakeasy Club?

Use **MAP** and select *Hair of the Dog Bar*

HAIR OF THE DOG BAR

SPEAK to Jake – he doesn't know the password but he will tell you that password changes often and is published somewhere. Does it ring any bells?

Use **MAP** and go to *Garage*

GARAGE

Notice that there is some graffiti on the wall. The graffiti will change every time you visit the location, but all have some numbers. The number shown is the password for Speakeasy

Use **MAP** and go to Speakeasy

Punch Door

Enter password

Speak to Man – he will direct you to the man and the woman

Speak to Man – he will dismiss you and leave

EXAMINE Matches – and notice the Reno Rent logo

Use **MAP** and select *Hair of the Dog Bar*

HAIR OF THE DOG BAR

SPEAK to Jake - do it several times if needed. You will give him the Leander Pearls story and he will tell you about Reno Rent. The location *Reno Rent* will become available on the map.

Use **MAP** and go to *Reno Rent*

You will find the missing child and Cole will take him to Butcher

BUTCHER BAR

SPEAK to Butcher – he has a plan and you will meet him at his warehouse

Use **MAP** and select *Warehouse*

WAREHOUSE

SPEAK

And watch the ending