



## **P. I. Cole 2 – The Invisible Case**

### **Introduction**

**Thank you for playing my game and showing your support!**

Unlike all other QL adventure games which suffer from the flaw of having to use exact phrases to complete the puzzles, P.I. Cole is fully menu-driven and the player doesn't have to type anything. You just select from the menu (or use the shortcut keys) the action to perform then select from the presented list the object or character to interact with.

The detective character started as a sort of Archie Goodwin (from Rex Stout's Nero Wolfe series) mixed with Nick Charles (from Dashiell Hammet's – "A Thin Man"). The first chosen name was Goodwin - but it was too long and didn't fit on the office door. So, I changed it to Cole (in homage to Robert Crais's Elvis Cole detective) and in this process the character also received some influences of Joe Pike (Elvis Cole's associate) and Sam Spade (Dashiell Hammet's "The Maltese Falcon").

Maybe this mix is not visible in the game, but it existed in my mind as I wrote the game and it influenced the story line and the plot.

Jake was created loosely based on characters in Lawrence Sanders's Matthew Scudder series. The game story is loosely based on Dashiell Hammet's "Goldfish" and on Lawrence Sanders's "A Dance at the Slaughterhouse".

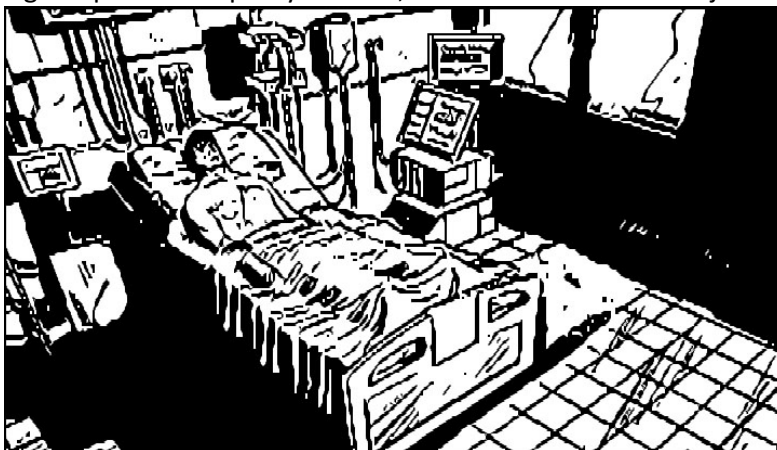
## The story

The story starts very simple – you are the detective Cole and you have to find and retrieve a stolen item, in order to receive the reward payed by the insurance. The story then gets more complex, and much darker, as you play 😊

The game is much more complex than the first game (P I Cole – The case of the missing doxie) and it's not linear, so the order of solving the puzzles is up to you. Well, at least between the major checkpoints of the game.

However, keep in mind that your previous actions, or lack of actions, will have an impact on the developments in the game and will affect the ending.

There are 3 possible endings – a happy ending and 2, let's say, not so happy. So save often! You might need it! In addition, try not to end up in hospital!



## Loading the game

To run the game you need to have Toolkit 2 loaded on your system.

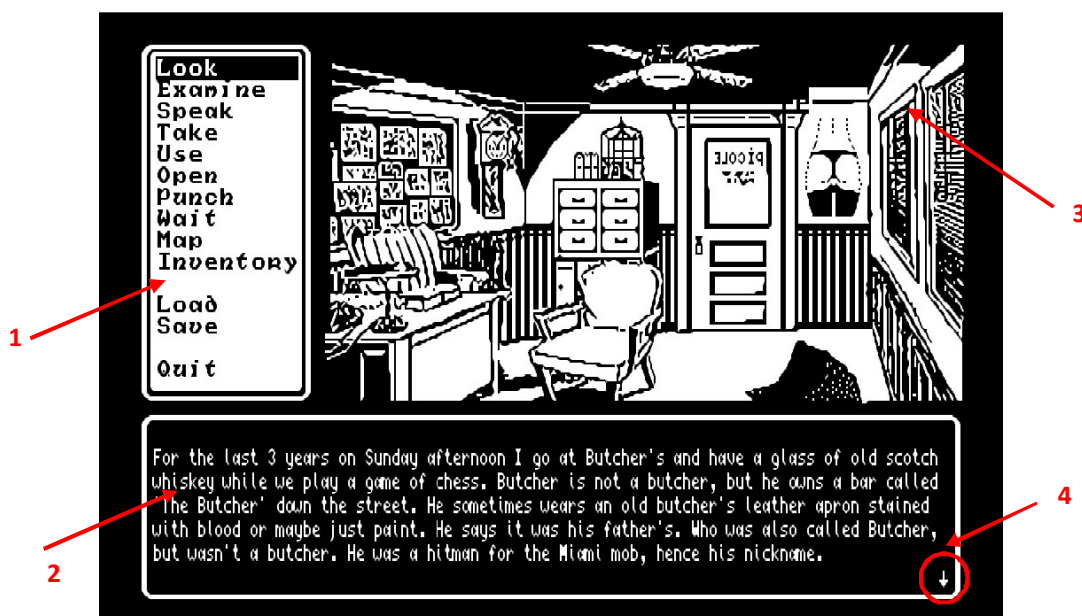
P.I. Cole was released in the following formats:

| Game Format | How to Run the game   |
|-------------|---|
| Flp image   | Mount the flp image as flp1_ and then use LRUN flp1_boot<br>If you want to mount the image to another floppy drive then edit the boot file and replace the flp1_ with the name of the drive         |
| Win image   | Mount the win image as win1_ and then use LRUN win1_boot<br>If you want to mount the image to another win drive then edit the boot file and replace the win1_ with the name of the drive            |
| Zip file    | Create a directory on your storage device and unzip the archive into it, then run the game, passing the full path as a parameter:<br>Exec_W DevX_FullPathToGame_Picole_obj; " DevX_FullPathToGame_" |

Note: The FLP image is missing the opening file called mgm\_dat. This file is not needed to play the game and I had to remove it in order to fit the game on a single floppy.

Sorry, there is no mdv image for the game. The game is simply too large.

## Playing the game



- 1 – Game Menu    2 – Text Window    3 – Image window  
4 – If shown then the game is waiting for a keypress to show more text

To navigate the menu use cursor keys UP and DOWN. Use ENTER or SPACE to select the command. Alternatively, you can use the shortcut keys.

| Command | Shortcut | Description  |
|---------|----------|--|
| LOOK    | L l      | Shows location description   |
| EXAMINE | E e      | Shows more details about the object. A list of objects available in the location is presented. First element of the list is the Inventory - select it and press Enter or Space to examine inventory objects  |
| SPEAK   | S s      | Speak with whoever is in the location  |
| TAKE    | T t      | Take object. A list of objects available in the location is presented, navigate with cursor keys and select with Enter or Space  |
| USE     | U u      | Use object1 with Object2 or Use Object. A list of objects available in the location is presented. First element of the list is the Inventory - select it and press enter to use inventory objects. Navigate with cursor keys and select with Enter or Space. |

|           |     |   |
|-----------|-----|---|
|           |     | As there are not many verbs in the game Use can be also used as manipulate, interact with etc.  |
| OPEN      | O o | Open object - select object in the same way as for Examine  |
| PUNCH     | P p | Punch a person or an object.  |
| WAIT      | W w | Just wait in the location for something to happen.  |
| MAP       | M m | Show the map and you can select the location where you want to go   |
| INVENTORY | I i | Shows your current inventory  |
| LOAD      |     | Loads a saved game. The filename is set to the last saved name, but you can change it and load any previous saved game. The filename must include the drive name. |
| SAVE      |     | Save the game. You will be prompted to enter a file name for the saved game. The filename must include the drive name.  |
| QUIT      |     | Quit the game. You should SAVE before quitting!   |

As you may have already noticed, there here are 2 new commands in the menu that were not present in the first game:

**PUNCH** - obviously, as a PI, sometimes you have to punch someone. Or something.

**WAIT** - stake-outs are part of PI's activity, so you wait ... Then, maybe, you see something or someone to follow.

When you follow a person from location A to location B, first stay in location A until that person disappears and only then move to location B.

If you move to location B before that person leaves location A, he will not come to location B, because you are there and he avoids you.

### The USE command

The USE command has 2 forms:

The first is: **USE** object1 **WITH** Object2

e.g. **USE** food **WITH** plate

But for some objects the command will be executed after the selection of the first object, so it is **USE** object1.

e.g. **USE** glasses = meaning "Start wearing the glasses".

But what if you would want to clean the glasses with a cloth?

if you try to use "**USE** glasses **WITH** cloth" it will not work (remember, for this object, the USE will be executed after you selected the first object, the glasses in this example)

So what to do is "**USE** cloth **WITH** glasses" - simply select that object as the second object.

Some parts of the time-controlled. What I mean by that is that at some moments you have only a limited time to choose the right action. If you do not, you will probably end in hospital, beaten or shot.

It is not so easy to choose the right action, as the availability of the "right action" is subject to your previous actions in the game.

Something like "if you have not learned how to swim when you were young, you will drown if someone throws in the water as an adult". It is just an example; there is no water in the game. However, there is plenty of whiskey :)

Pay attention to descriptions and dialogues. I tried to make them suggestive for your future actions.

## **Game Testers**

---

Thank you Peter Scott for testing the game!

