

NANCY DREW®

Ghost Dogs of Moon Lake

Her Interactive, Inc.

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Written by: Terry Munson

Design by: Sonja Morris

Cover Design by: Mark Tolleshaug

Made in the USA

Her Interactive, Inc.

11808 Northup Way, Suite W - 160

Bellevue, WA 98005

www.herinteractive.com

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The Dogs Will Lead The Way

Glowing eyes and bared fangs shine from the shadows around the former home of convicted gangster Mickey Malone. Your friend Sally McDonald recently purchased the small cabin on Moon Lake, but she apparently fled. You would leave too but a large tree mysteriously fell behind your car. The nearest residence is miles away.

Perhaps it's better to stay near the phone. Lock the doors and ignore the snarls outside. What do the dogs want? You don't believe in ghosts, but something or someone out there is trying to terrify you-and he or she does their job well.

Don't Turn The Page! Read This Paragraph First:

This strategy guide contains detailed steps and solutions for completing Ghost Dogs of Moon Lake but it does not spoil the ending! You must complete the game to uncover and apprehend the culprit or culprits. This book assumes that you know basic game functions, including how to move, interact with characters and use the features covered in the Tutorial mode. If you're playing Junior Detective mode, some steps outlined in this guide will not be necessary. Here are a few practical tips to make play easier:

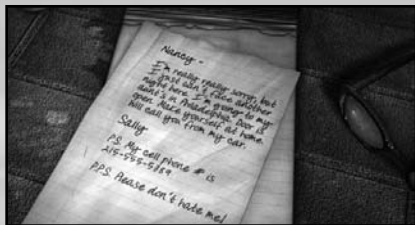
- Save your progress often-especially before trying anything new or challenging.
- If you lose track of what you need to do next, click on the notes icon on your personal data assistant (PDA) and review your case notes. Your PDA also records important phone numbers and a few lock combinations.
- Sometimes it's more rewarding to solve a problem with a small hint instead of a detailed answer. Consider calling Bess and George before flipping through these pages.
- Characters keep specific work hours. If you can't reach or find a person, sleep upstairs in the cabin to advance the time and look for them later.
- As with all Nancy Drew games, don't forget the basics: Close whatever you open. Turn off whatever you turn on. Examine before you use. You could avert a disaster or two.

A Fiver - Upper!

The mystery opens with a letter to your pal Ned. You're in the former home of gangster Mickey Malone, waiting for Sally McDonald to return. Sally left an urgent phone message while you were wrapping up *The Secret of the Scarlet Hand*.

Dogged and Ditched

It's probably a coincidence, but a large tree dropped behind your car as you pulled into the rutted driveway next to Sally's cabin, blocking your exit. Sally's gone but the phone is ringing. Step forward into the cabin, turn left and highlight the phone with your cursor. Click the left mouse button to pick up the phone. Sally will tell you about the dogs and the boat. Too bad she didn't call you a little earlier. The sun has set and your boating skills aren't up to embarking on a moonlight cruise in an unfamiliar vessel.



Whooooo is There?

Sally's phone battery cuts out just as she mentions the phantom hounds. Perhaps you can recommend a better phone or a car phone power adapter after you bail on this creepy hovel. Moments after hanging up the phone you hear a strange noise outside. It sounds a bit like a bird, possibly the foulest of fowls, but Sally's ghost story didn't bother you enough to stop you from checking who gives a hoot in the dark. Outside you'll meet a bird-watcher named Red Knott. He'll tell you more about the house and the dogs.



Red Knott

Knott a problem? It seems that way to Emily Griffen and Jeff Akers. This outspoken and ardent environmentalist manages to get under local folks' skin faster than a parched tick. Red doesn't resemble much of a threat around



Nancy, but what sort of old coot would risk the snaps and snarls of ghost dogs for a fleeting glimpse of a nocturnal bird? Granted, some people have a strong sense of duty to protecting and living harmoniously with the natural environment, but Red acts oblivious to wild dogs and property lines. Akers believes that Knott wants to shut down the park at any cost. Either Red is fearless or he has complete faith that the ghost dogs would never attack him. A guy who dresses in camouflage and quietly hangs out in trees probably sees a lot more than birds in this spooky forest. Maybe if you help him he'll tell you more.

Hounded!

The howls of approaching mongrels force the local birdwatcher into flight. Mind Red's advice and go back inside the house. You'll discover why Sally made like a cat in an overcrowded dog pound, but something else might be amiss.

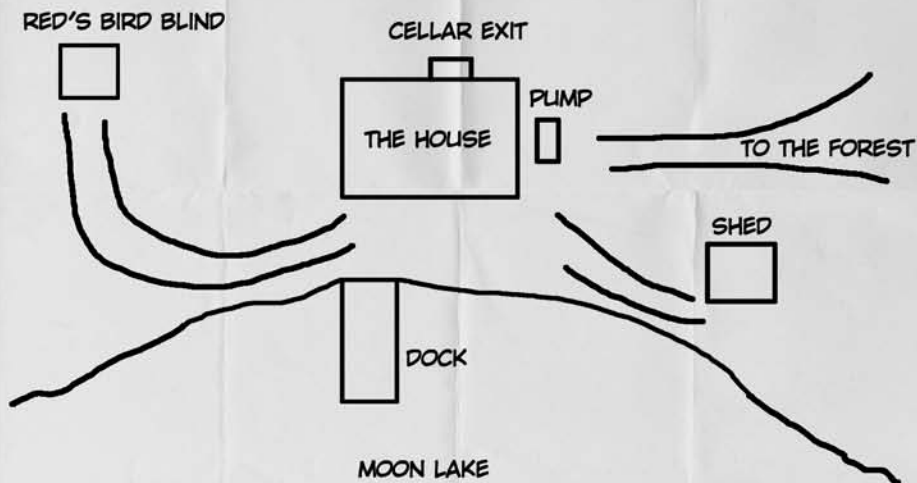


Catnap, Anyone?

All that excitement and then the hollering hounds are dog-gone. The cabin is crammed with notes, items and clues, but what you need most right now is a little shuteye. Quietly climb the stairs and set your alarm for the A.M.



Mickey's / Sally's Place



A Long Walk to a Short Dock

Sally's cabin looks almost appealing in daylight. It's easy to see why someone would want to buy this place-but not why somebody would want to run other people off. Stroll past the weathered pump and down to the lake. There's a boat at the end of the dock. Too bad Sally didn't mention that it was full of lake.



You Need a Bucket

Remember that rickety old pump that you passed just outside the cabin? Retrace your steps and grab the bucket underneath the pump spout. Don't forget to check out those big damp paw prints on the concrete. Use the wooden bucket to bail out the water in the boat now and worry about the paw prints later.



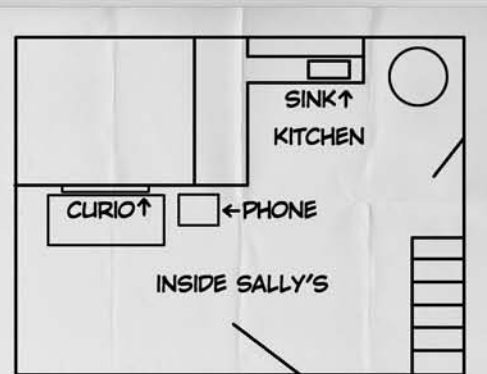
Bailing on the Boat

After you return to the boat, select the bucket from your inventory and use it to bail out the water in the drowned dory. As you bail you'll see a screwdriver in the bottom of the boat. Continue scooping until you can take the screwdriver. While you're at it, grab the lifejacket at the stern of the boat. Now open the engine. The sparkplug is missing. So are oars, a paddle or any other alternative means of water-borne propulsion. Hmmm. Perhaps Sally left a sparkplug in the cabin. By now you're quite familiar with the short path leading from the cabin to the boat dock so you won't lose your way as you retrace your route back inside the rustic confines.



Note to Self: Read This.

Sally must have been preoccupied during her stay because she plastered notes throughout the cabin. Look for the one about the water test. It's above the sink. Open the cupboard and take the flashlight and the map. Red might have a spare sparkplug but he won't wander this way until dark. Go upstairs and select P.M.



Red is for the Birds

Red has a bird observation platform near your cabin. As you walk toward the dock follow the path that leads right. You'll see planks nailed to a tree and the platform looks a bit like a tree house. At the top you'll find Red scanning the night sky with his binoculars. Either this backwoods ornithologist trusts you or he's extremely wealthy. He offers you his spare sparkplug if you use his digital camera to take pictures of birds. Not just random species. You'll need to pick up Red's tape recorder at Em's Emporium to identify the specific birdcalls on Red's tape.



Touch Up the Torque

Return to the cabin and set your clock for A.M. Walk down to the dock, open up the outboard engine and insert the spark plug in the hole near the back of the engine. You'll discover that the outboard needs torque. Look up and you'll see four symbols etched inside the engine cover. You can use the screwdriver to solve this puzzle by trial and error or rely on the key below:

+ = Yellow notch
up
O = Yellow notch in
center
- = Yellow notch all
the way down



The Best Deals On Moon Lake

Once you have the correct torque settings close the engine cover and start the outboard. A map pops up on the screen. Click on Em's Emporium on the map of Moon Lake and your boat will motor over to this charming little store.



Emily Griffen

Emily Griffen is the sole proprietress on Moon Lake and possibly one of the coolest folk to ever grace its shores. If she can't sell you something, she'll find a way to make a trade. This spunky lady tells it like it is and knows all the dirt on the residents around the shoreline. You could probably cross Em off your suspect list if it wasn't for her little hobby. She collects and sells antiques, especially the sunken artifacts dredged up in front of Mickey Malone's old place. Ranger Akers told her that dragging the lake is against the law, but she merely laughs at his threats. It doesn't take much of a detective to guess that Em fibs a bit. She might tell you that she pulled her antiques from the depths of Moon Lake, but you know that most of the stuff should have rusted away. Especially after being submerged for nearly eighty years.



"Em" is for Monologue

Talk to Emily Griffen about the fallen tree, tape recorder and testing your well water. Her answers are somewhat succinct until you ask her about Jeff Akers, the local Park Ranger. Em has plenty to say about Jeff and none of it is good. She's not particularly fond of Red Knott either. Sort of makes you wonder what she'll tell others about you after you leave. Speaking of leaving, don't do so until Em is done talking about Jeff Akers. Her little diatribe will put the ranger station on your map. That's where you need to go next.



Jeff Akers, Park Ranger

Jeff Akers has a yurt for a ranger station on the east side of Moon Lake. Take a moment to check out all of the wall displays and spend several moments reading up on the history stored on the museum computer. Note that Sally's house was once the site of a farm used as a refuge for slaves fleeing to the north. Before you leave ask Akers about a water testing kit. You'll need it to check the purity of the water down in Sally's well.



Jeff Akers

Is Akers a nice guy in a tough job or an overbearing, self-important official? Depending on the order of questions you ask Jeff, you'll either have the impression that he's an overworked ranger or you'll understand why Red and Em can't stand him. Considering his ticket-and-ask-questions-later attitude, it might initially seem like a stretch of the imagination to finger Akers as the ghost dog suspect, but a glance around his ranger station suggests otherwise. The Moon Lake State Park borders all sides of the lake, giving Akers access to nearly everything. He's direct about his desire to acquire more land. No one knows Moon Lake's history better, but Akers shrugs off any notion that the ghost dogs are anything but legend. Why does he stick his nose in everyone else's business but refuse to investigate Sally McDonald's terrifying situation?



Your Information Source

As you check out Moon Lake's Museum of Factual and Natural history, it's easy to focus on the historical facts surrounding Sally McDonald's place. Keep in mind that the parallel theme throughout the exhibits centers on safety. There are a lot of ways to be infected or hurt along the shores of Moon Lake. Carefully review the Health & Safety Tips on the museum computer so you can anticipate and side-step potential problems later in the game.



Portaging Potable Water

The Health & Safety Tips feature on the museum computer provides instructions on how to prime a pump. Return to Sally's cabin and grab the water bottle next to the red cooler on the table. Now go to the pump beside the house.



Prime the Pump

Remember that bucket that you used for bailing out the boat? Place it under the pump spout before you do anything with the pump. Now pour water from the water bottle into the top half of the pump. Move the pump handle until the bucket fills with water. Use the test tube from the water test kit on the water in the bucket to collect the sample. If you spent too much time cramming info at the ranger station displays, it might be night when you return to Sally's cabin. You'll need to take a nap because you can only prime the pump during the daylight.



Nap Time!

Collecting one tiny water sample from the pump might not leave you exhausted, but the only time you'll find Red is at night. Red has a few specific tips about birds that will make your search easy. Return to the cabin and take a nap.

Red's Greatest Hits Vol. 1

Before you look for Red, take a moment to review the bird sounds on the tape that he gave you. You could go out and fumble and bumble around looking for these birds, but Red might have a couple of tips to help know when and where to look.



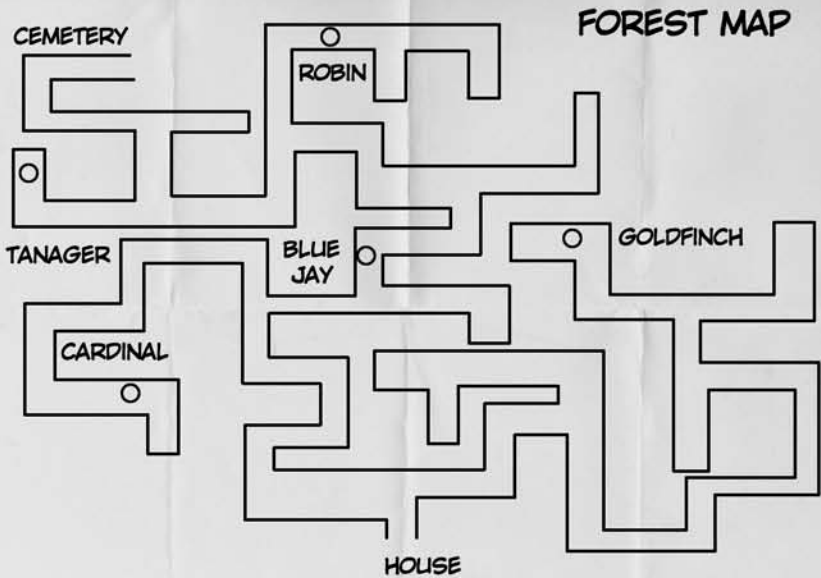
Advice is Always Nice

Return to Red's observation post at night. Depending on how much you've talked to him, he'll share advice about looking for birds in the morning. This tip will help increase your chances for spotting Red's feathered fiends, er... friends.



Watch the Birdie!

You probably found the map in the cupboard above the sink in Sally's cabin already. It might look like a map for digging up bait, but you can use it to note landmarks and bird locations. Nancy's notes will mention bird colors, not names. Use them to find and photograph (use the camera on the bird, then click your left mouse button) the American Robin, American Goldfinch and the Blue Jay. The Western Tanager and Northern Cardinal will elude you. Remember to ask Red about that the next time you see him.



Deliver the Water Sample

Once you have the photos of three birds, make the most of the remaining daylight by dropping off the water sample at the ranger station. If you visited the cemetery ask Akers about it. As a local historian, he's not helpful. What's up with that?



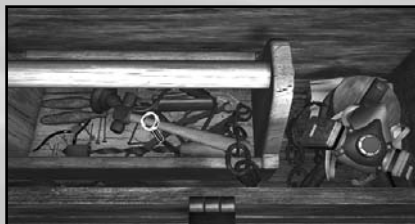
Home Improvements

If you already explored Sally's cabin, you probably stumbled across or even through the weak floorboards next to the stairs. Don't read the note on the wall until you find three boards and repair the rotten spot in the floor. You'll find the first one outside beneath the blue tarp. Look for it behind the cabin next to the cellar door. The second board is on the path that leads to the forest. The last one is the hardest to find. Return to the cemetery and you'll find it lying on the path leading up to the mausoleum.



Anybody Gnome?

You'll need a hammer and some nails to repair the floor. Next to Sally's cabin is a small tool shed. Open the door and look around the gnome statue. You'll find a worn key. Place the key in the toolbox lock. It broke! This might be a setback but it's not a dead end. Use your screwdriver to remove the toolbox latch hinges. Inside you'll find nails, a hammer and a respirator. The ranger station's Health & Safety Tips program hinted that you might need a respirator, but you probably won't need it to hammer boards to the floor. Carry everything back to the cabin.



The rusty key that you found behind the iron breaks if you insert it in the toolbox. Use the same screwdriver that you used on the motor to remove the toolbox hinges. Take the hammer, nails and respirator inside.

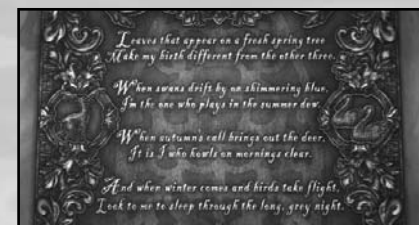
No More Surprise Drop-Ins

Use the hammer and nails from the tool shed and the three boards from everywhere else to repair the rotten floor. Any frugal handyperson would envy the results. Speaking of handy, head over to the kitchen sink and grab the gloves in the basin. You'll need these for another upcoming home improvement project.



Doggone Curios

Above the couch is a closed cabinet. Open it up and you'll find four Rottweiler statues. Each curio has a name and can turn in four directions. Do you smell a puzzle here or is that merely mildew on the couch? Read the plaque next to the stairway. As you walk across the room, note that the wallpaper on every wall is different, as if it represents a seasonal décor theme. Read the plaque and note that the poem describes four seasons. It could be a clue or an ironic coincidence. Head for the cemetery to check it out.



Dog Days

Perhaps something on the dog tombstones will offer clues relating to the curios, plaque and wallpaper. Use your map and memory to walk to the cemetery. The grave markers indicate that the dogs died on the same day but that they were not from the same litter. In fact, each dog was born in a different season. Vitus was born in winter, Lucy was born in spring, Xander was born in summer and Iggy was born in fall. Four dogs, four seasons, four walls in Sally's cabin. Return there and turn the dog curios so each statue name faces its birth season wall. Oops. Iggy's statue has a rough spot and won't turn. Maybe Em sells sandpaper. If you're having problems identifying the wallpaper patterns, take a glance at the correct statue settings on the right.



*Vitus = Left
Iggy = Front
Lucy = Right
Xander = Back*

You'll Look Good In Camo

Before you get too carried away sanding cute curios, set your clock for P.M. and see Red about the missing bird photos in your expanding collection. He'll tell you to visit Em's Tacky Tourist Trap, which offers the best in camouflage fashion.



Bait for Camouflage

Set sail for Em's Emporium in the morning. She doesn't have any sandpaper, but she'll tell you to ask Red about it. She does stock camouflage material and she'll gladly trade you for a dozen "little critters"-her term for live bait. She'll give you a bug box for convenient storage.



Grubbing for Grub

Rather than changing the time to P.M. and talking to Red about the sandpaper, return to Sally's cabin and search for bait. You'll find seven bugs in the daytime and five in the evening. Look under the compass stone next to the cellar door behind the cabin, then stroll through the forest and lift the stones and logs that highlight your magnifying lens. If you're having trouble finding all of them, listen for the chirping crickets before examining rocks and logs. Grab fast or the skittering insects will escape.



Red's Sandpaper

Night falls and you face a dilemma: Do you see Red or do you gather up the remaining five grub? It doesn't matter which one you do first because you'll need to accomplish both before dawn. Red won't ask for anything in exchange for the sandpaper, but he will tell you about his dog, which might be a clue or a red herring. Listen for chirps as you search for insects. You will need to venture all the way to the cemetery and flip over the rocks near the entrance. Return to the cabin after you have all the bait and sand the broken right corner on Iggy's statue. If all of the other statues are arranged properly, you'll hear a door open as you turn the Iggy statue toward you. There's a hidden passage beyond those repaired floorboards. Go inside, take the photo from the wall and open the cellar door. Open the metal door and pick up the newspaper clipping on the stairs. If you snoop around too much you'll hear squeaking over around the furnace, which should remind you of all those deer mice warnings posted at the ranger station. If you don't remember, perhaps you should check it out in the morning when you ask Ranger Akers if he's related to the William Akers character mentioned in the old clipping.



Enough Work for Today

What a day! Birds, bugs and backstairs leading to a basement! To top it all off, this William Akers-an employee of a convicted mobster-might be related to Moon Lake's one-and-only law enforcement official. Find out more in the A.M.

Bait and Baiting

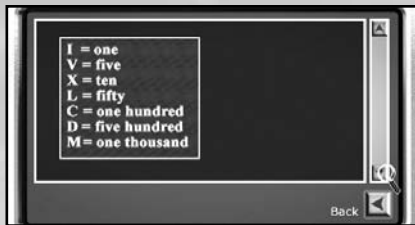
Take your boat over to Em's Emporium at dawn and give her the bait in exchange for the camouflage. While you're out and about in the boat, float over to the ranger station and ask Akers about the old photograph that you found in the cellar. He'll give you a lead on Vivian Burnett. Inquire about the well water and ask questions until Akers suggests that you're insinuating that he's hiding something. This will win you an important assignment.



Do as the Romans

To make up for your implied accusation you agree to sort museum records. There's a box of files on a table next to the computer. Arrange the dates with the earliest in front. If you're stuck, check out the information on Roman Numerals in the computer. If it still doesn't add up, arrange the files in the order shown in the photograph at the bottom of this page. Once you're done, start reading. The computer mentions that Malone was convicted in 1933. There isn't a 1933 file, but there's one for 1932 (MCMXXXII). The articles inside cover Malone's arrest and mention an agent named Waldo Mathias.

MCMXXV	MCMXIX	MCMVIII	MCMXI
MCM	MCMX	MCMXX	MCMXXXIX
MCMXXVII	MCMXXII	MCMXXXII	MCMXXIX
MCMXV	MCMIV	MCMXX	MCMXIV
MCMXLI	MCMXIII	MCMXI	MCMXXV



MCMXI	MCMXIX	MCMXXV	MCMXXVII
MCMX	MCMXXII	MCMXLI	MCMXX
MCMVIII	MCMXV	MCMXXXIX	MCMXXIX
MCMIV	MCMXIV	MCMXXXII	MCMXX
MCM	MCMXIII	MCMXXV	MCMXI

A Ranger Pin! Golly!

Tell Jeff that you completed the filing and he'll give you a Junior Park Ranger badge. Considering that you're a few years older than the average pin recipient it might seem a little condescending, but you've already insulted Akers once today. Take the pin to make him feel better.



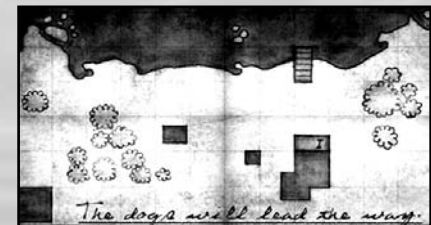
Get Cracking

Down in the cellar next to the furnace is a hidden wall compartment. Inside is a piece of paper with a series of numbers based on dates. The entry that isn't crossed out reads "MM Pinched." If you check the 1932 chippings you'll find that this was January 29, 1932. This means that the combination to the safe must be 0-1-2-9-3-2, but the dial beneath the paper is stuck. Use the pin on the Junior Park Ranger badge to wedge it loose. Enter the combination but don't touch the safe contents!



Mice, Map, Journal, Germs.

Those were probably deer mice in the safe. Don't touch anything until you select the gloves and the respirator in your inventory. Once you're protected, remove and open the journal. It mentions a map left in the speakeasy that leads to gold bars stolen in a train robbery. It also hints at a big payoff to a crooked but unnamed Pinkerton agent. Read through the entire journal carefully. On the last page you'll find a folded map. It doesn't look significant, but that's about to change.



Family Ties

If Jeff isn't related to William Akers, what's all this stuff about in the journal? Return to the ranger station and ask about Joe Akers. Be persistent. Jeff will eventually tell the truth and give you Vivian's number. He'll also hint that other people know about the lost gold.



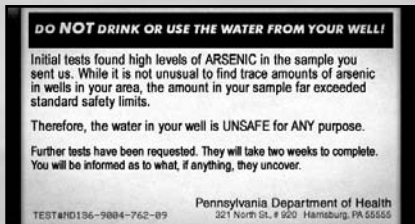
Vivian Whitmore

Vivian Whitmore is a treasure trove of information-possibly twenty gold bars worth. She offers you the key to the speakeasy if you mail the old photo of her with Malone. Looks like Vivian Whitmore made you an offer you couldn't refuse. Mail the photo in the morning.



Mail Call!

Depending on where you are at in the game, you might receive the results of your well water test when you ask Jeff about Joe Akers. Either way, you now know that Sally's well contains a high level of arsenic. Mail the photo off to Vivian Whitmore and remind yourself not to drink the McDonald house water.



Two More Photo Ops

Since you're waiting around for the key to arrive in the mail, don your camouflage attire and take a shot or two of the birds that initially flew the coop. In case you're stuck, you're looking for the Western Tanager and Northern Cardinal, marked "Yellow Bird" and "Red Bird" on the north side of your map. Too bad that you can't find a trace of that Red Tail Hawk.

Western Tanager



Northern Cardinal



Red on Red Tails

Obviously Red Knott is the undisputed authority on hawks. Return to Sally's cabin, set your clock for P.M. and go to Red's observation post. He'll tell you to look for the nest in a big tree southwest of "the Malone House." He must mean Sally's place. As Red would say, eyes open, mouth shut.



Caught on Film and in a Trap!

Don't look for nest in the dark. Return to the cabin and set your clock for A.M. Next to the dock is a large stump. You won't find a large tree, but if you get close to the stump you'll see the hawk on the roof. Save your game before you take a picture. Weird. The bird doesn't move. It's almost as if it's a fake. After you take the photo you'll notice something strange. Why is there a speaker with a wire beneath the hawk's talons? Before you can investigate, something hits you with the weight of twenty gold bricks.



Where There's Smoke...

You wake up in Sally's shed. Your hands are tied and someone set the place ablaze. You'll need to move quickly and calmly to escape. If you can knock over the scythe you'll be able to use the blade against the rope and free your hands. Luckily whoever tied you up didn't consider that you could kick. Follow the steps below to avoid a backwoods barbeque. As long as you correctly identify each item in the shed, you'll have no problem cutting the rope, but once you escape you'll need to take care of the surging flames.



Tip over the gnome statue.

Kick the rake in the center of the room.

Spray the bug spray on the left.

Kick the rake back into place.

Kick the jack twice.

Escape

Nancy Drew, Bucket Brigade

You're out of the frying pan but the shed is in the fire. Quickly run back to that weathered pump. Hopefully you left the bucket beneath the spigot. Pump water into the bucket and use the bucket on the fire. Repeat the process as fast as possible until the fire is extinguished.



Red's Herring?

Red made it to Sally's burning shed just in time to watch you put out the fire. Since when did this guy decide to sit in his observation post in daylight? He says he has information for you. Sure, you can follow the lead but it will slow down your progress in finishing the game.



Chat with Sally

After running into Red the game will automatically take you to the phone where you'll summarize the day's events with Sally. Seems like all the prime suspects did something for you after your little lakeside bonfire. Motor the boat over to the ranger station and pick up the mail.



Headstone Headaches?

Vivian sent you a key in the mail. Return to the cemetery and use the key in the Mathias headstone. There's a puzzle that involves flipping the letters to form a word or name. The trouble is that you don't have a clue as to what it could be. Maybe Vivian can spell it out for you.



Grave Humor

Call Vivian and she'll tell you about the agent who investigated Mickey Malone, a guy named Waldo Mathias. Malone's nickname for the agent was "Baldo" which seems appropriate because in the old photo Mathias was wearing a hat to possibly cover up his head. Return to the cemetery.



Where's Baldo?

You only need to flip one letter to change “Waldo” to “Baldo” but the letter blocks on the tombstone flip in unison depending on which one you turn. If you’re stuck, use the following combination: Flip A twice. Flip N twice. Now turn the P (the fourth letter block from the left) until you see the “D” again. If you spelled out “Baldo” on the tombstone, you’ll see a hidden staircase leading down beneath the tombstone. Well, what are you waiting for-an invitation from the dead?



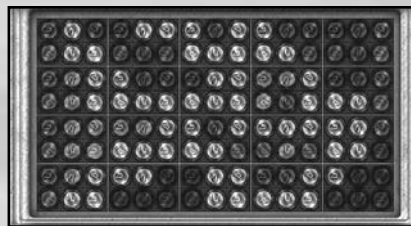
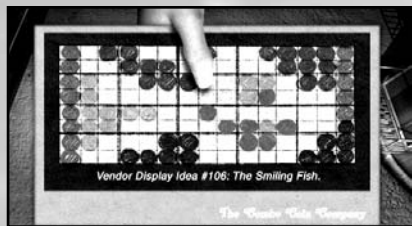
Not-So-Long-Life Alkalines

As you start down the stairway your flashlight batteries fade. You’re in the dark. Turn around and head back up the stairway. Turn left and press the lever on the wall to open the door. If it’s too dark, use your flashlight as a guide. It turns red when you touch the lever.



Cola Chores

It’s an economic wonder that Em makes a profit from all of her bartering. She’ll give you flashlight batteries if you can successfully rearrange her stock of Combo Cola. If you’re losing your fizz, the illustration on the next page will keep you from going flat.



G = Green
Y = Yellow
P = Purple
O = Orange
R = Red
B = Blue

G	Y	P	P	Y	Y	Y	P	Y	Y	P	P	P	G
G	Y	Y	P	P	P	Y	Y	Y	Y	Y	P	P	G
G	O	Y	Y	P	P	P	Y	Y	O	O	Y	P	G
G	O	Y	Y	Y	Y	Y	Y	Y	O	R	Y	Y	G
G	O	O	O	O	Y	Y	R	Y	Y	Y	Y	Y	G
G	O	O	Y	Y	Y	Y	Y	R	R	O	R	Y	B
G	O	Y	Y	Y	B	B	Y	Y	R	R	Y	Y	B
G	Y	Y	B	B	B	B	Y	Y	Y	Y	Y	B	B

Tunnel Vision

With fresh batteries you’re on to illuminating discoveries. Return to the cemetery and use the key and the combination on Waldo’s tombstone (A twice, N twice, P twice...). Make your way down the stairs. Stay to the left as you follow the tunnel and you’ll find the speakeasy.



Inside the Bone Yard

Wow! Talk about swank digs! The power bill must be outrageous because someone left the lights on for eighty years. Examine the dog paintings, make notes on your map and end your tour at the roulette wheel. Hmmm. There’s a button here. Buttons are made for pressing or dressing...



Puzzles on Tap

After you press the button on top of the roulette wheel, stroll over behind the bar and examine the draught spigots-the same ones mentioned in the journal. Pull down on the handles and press the pink buttons until you replace “SODA” with “XVIL”-the initials of Malone’s four dogs.



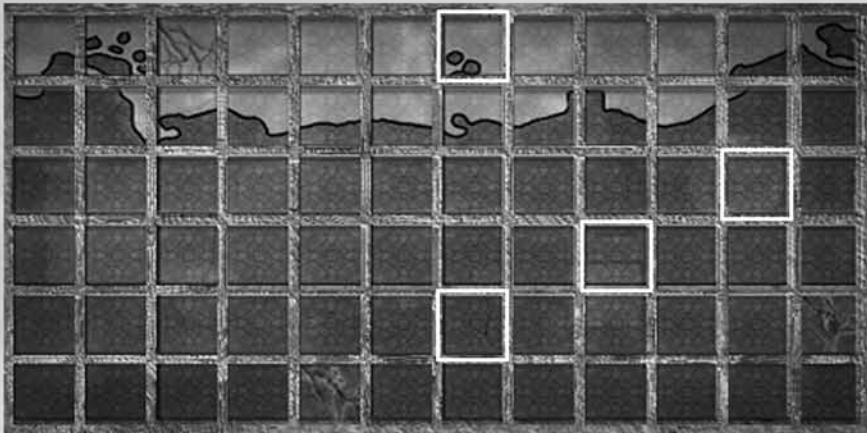
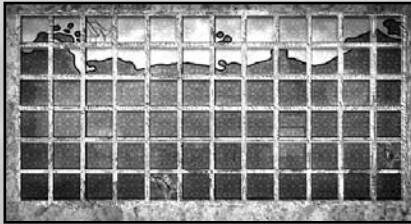
A New Path, A New Problem

Return to the tunnel (touch the photo of the dogs on the porch to open the door) and follow it until you see light shining through an open door. The tap puzzle served this one up. Note that everything is wired. Somebody must be here. There are mosaic pictures on the wall. Another puzzle?



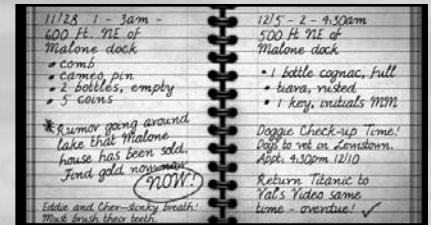
Mosaic Mayhem

Examine all the mosaics and then stand in front of the one that looks like the map you found folded up in the back of the Aker's journal. Press the squares on the mosaic where you made notes of the dog locations on your map. If you need to glance at your map, do it before you press buttons on the puzzle or you'll have to start over. The grids on the map line up with the squares on the mosaic, so you can count off squares to find the buttons. Solve this puzzle and you'll open another hidden door or two.



Gone To The Dogs

A locked dead end? Not really. Your puzzle solving opened another door down the hall. Head down the tunnel past the pictures, take a right and check out the friendly dogs in the kennel. Go past the kennel and you'll find the key that you're looking for on a table. There's also a journal... revealing. Check out the custom dog collars with the nifty glow-in-the-dark buttons. The buttons would look like eyes if you positioned them on a dog's head. There's also an electronic dog whistle on another table and some funky glow-in-the-dark toothpaste. The glow-in-the-dark toothpaste would be perfect for Halloween. So much for the mystery of the ghost dogs, but the most significant questions remain unanswered: Who did it and where is the stolen gold?



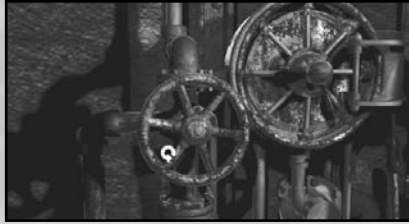
MM's Key Unlocks the Door

Return to the mosaic that matched the map. Press the buttons again and open the passage. Using the key that you found on the table, unlock the door. Bingo. You're in. The place looks like a big leaky vault beneath Hoover Dam. Watch what you're doing here or you'll swim with the fishes.



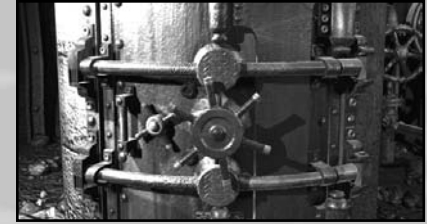
All's Well...

Save your game. If you haven't guessed already, you're below Mickey Malone's well and there's more to worry about than tainted water. Grab the wheel next to the door and walk over to the other three wheels. Place the wheel on the exposed section of pipe near the left wheel. Look up. Left of the water dial is a spot where you need a pin to secure the wheel. You don't have a pin so use your screwdriver. Turn the far left wheel once. Turn the far right wheel once. Now turn the wheel that you repaired once. If you did everything correctly, the needle on the water pressure dial recedes. If this didn't happen, remove the wheel and screwdriver, go out of the room and try again. If you did it right, remove the screwdriver and the wheel before you open the door.



...That Ends in the Well?

Turn the two wheels on the door and enter the chamber. Take the ladder down. Here you'll find another puzzle consisting of an eight-digit combination lock. Every two digits is framed in a different color and bordered by a seasonal etching. Recognize a theme here? Each two digits in the eight-digit lock represent one of Malone's dogs. Remember the XVII puzzle in the speakeasy? You need to enter those roman numbers again, but in the order of LXVI and in Arabic format-that's 50, 10, 05 and 01. If you turn one number in the lock, other numbers may move. Here's the combination from left digit to the far right: Turn the first digit three times, the eighth digit three times, the fifth digit one time, the third digit four times and the sixth digit twice!



Malone's Millions

Wow! Was the glitter of these gold bars worth the risk of staring at the glittering skyline from a damp cell in Alcatraz? Your future as a detective seems golden until you realize that the mastermind of the ghost dog plot followed you down the well. This will be a dead end unless you think fast and act faster. Turn around and go back inside the room with the gold. Close the door behind you. Now face the gold bars and you'll notice that you can look down at the sewer grate. Click on the grate to open it and hop down inside the cramped sewer pipe. The trick here is to move fast and make as few wrong turns as possible. Look up along the ceiling of the pipe and you'll see another grate above you. Click on the grate to open it and you'll come up behind your bewildered pursuer. There's no chance of cutting a deal here. Your survival depends on clicking on the door and slamming it behind your foe. You're not done and you're certainly not safe. Quickly turn around, face the ladder and click and point your cursor up the steps. Don't stop until you reached the top. You did it! The police will take care of everything from here!



Case Closed!