Deja Vu II
Lost in Las Vegas™

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Deja Vu II
Lost in Las Vegas

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Quick Study

This section is for those of you who are either advanced players or don't like to read manuals.

The Command System

This game has an object-oriented command system. Instead of typing in commands in the form of sentences, you simply click on objects and commands. For example, if you wanted to hit a mirror, simply click (select) the mirror and click on **hit** (you could also click on **hit** first, then the mirror). If the object has a window which shows its contents, then clicking in this window is the same as clicking on the object's graphic.

The **Operate**-command is slightly more advanced, and accepts two nouns. For example, to shoot a gun at a window you would click on **Operate**, click on your gun, then click on a window (you could also click on the gun first, then on **Operate**, then on the window). There may be situations where there are not clearly two nouns. In these situations click on the single object twice. For example, if you wanted to turn on a flash light, click on **Operate**, and click on the flashlight twice.

There is one other "command" that does not appear in the command window. That is the drag command. To move an object, click on the object, keep the button held down, and move the pointer to where you want the object placed. Objects that you would expect to be draggable such as money, guns, and flashlights can be dragged around. Things such as fireplaces and cars you will find are not draggable.

Shortcuts

The commands which are most commonly used can also be accomplished by double-clicking. Since **Examine** is the most frequently used command, double-clicking an object is a synonym for examining it. Exits are an exception to this rule. Double-clicking an exit will try to **Open** it if it is closed, or **Go** if it is open. The last exceptions to this rule are buttons. Things like elevator buttons that you would normally click on in real life can be double-clicked to mean that you operated them. You will find that taking advantage of double-clicks will save you a lot of time.

Déjà Vu II: Lost in Las Vegas

Well, it looks like you made a good choice pickin' up this *Déjà Vu II: Lost in Las Vegas* adventure. Let's hope the choices you make while you're playin' it are just as good. If you didn't already know it, this ain't the first time you've been in trouble up to your eyeballs. Check out *Déjà Vu: A Nightmare Comes True.* It's a doozie.

If you've seen that game, you know you've got a knack for gettin' yourself into some pretty big jams. It ain't no different here. If anything, you're in a bigger mess. Well, you'd better do somethin' about it quick. Let's see if any of this can help you out. There's a lot to tell, so listen up.

One thing you'll see right away is how this adventure is all pictures and windows. Hey, it makes it real easy to get the job done. You work with objects, and you don't have to use a lot of words. Your computer is real bright, even if you're not. If that makes you mad, and you feel like breakin' a window or somethin', go ahead. You can do that in *Déjà Vu II*.

But try to be careful, will ya? There's this guy you owe big. At least he thinks so. His name is Tony Malone. He's countin' on you to come up with a lot of dough, and you don't have a lot of time. He's got a bunch of cronies too, and they're keepin' an eye on your every move. I know you're not afraid of your shadow, but here it feels like you've got more than one.

Another thing you gotta know is this. This adventure is just like the real world in a lot more ways than one. If you expect to get on the train for nothin', you got another thing comin'. If you don't have any dough, you may just have to use your imagination. Hey; the conductor's got his job to do too, you know. Of course, maybe he doesn't know you're an ex boxer. Then again, maybe your left hook ain't what it used to be.

So here's the big picture. It's a big world out there. There's a lot to do. You're gonna find a lot of things. You gotta think of how they can help you. But hey, that's your biz—you're a private detective. Who's going to help you—the police? That's a laugh. Go ahead. Explain the fix you're in to them. Maybe they'll listen. Maybe they won't.

Well, if you're a wise guy and already know everything else there is to know, go ahead and play. If you're a rookie, stick around. You'll be out there gettin' shot at soon enough, and this stuff could stop a bullet or two.

Getting Started
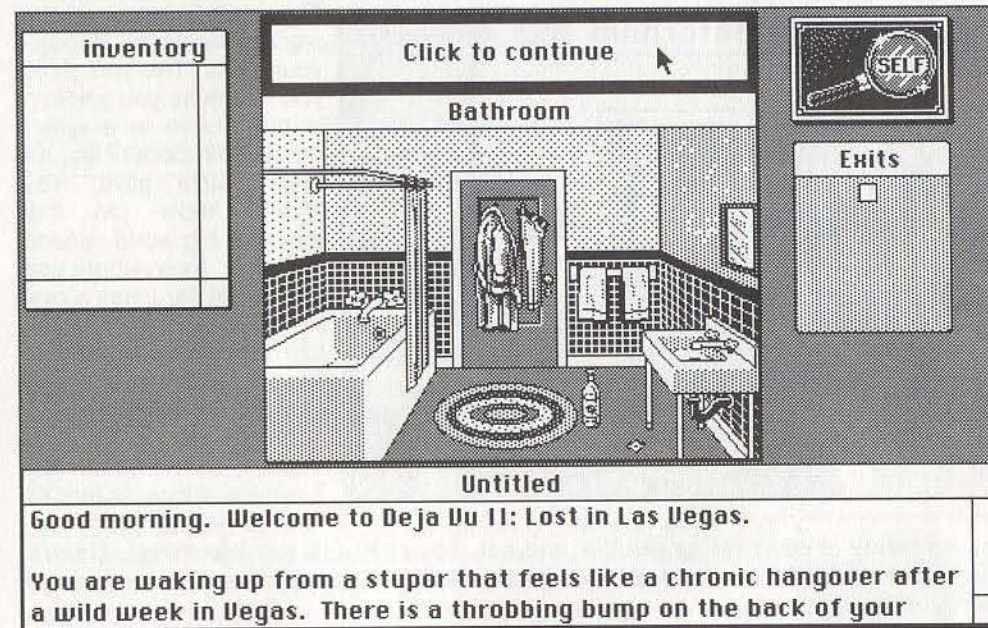
This is the world of *Déjà Vu II* as you first see it. As you can see, it's all pictures and windows. The one that says "Click to continue" is actually the **Command** window, which is now telling you that there is more text in the **Text** window that can be read. Just click in that window, like it says. Hitting any key works also.

Just keep doing that and reading the text. Now you can see the **Command** window. With most adventure games, you must type lengthy instructions. Here, we have easy-to-use commands. Ounce for ounce, there's more power in these few words than in that right jab of yours.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

It's called the **Command** window for a good reason. Notice how each word is a command. These commands are like your eyes, ears, mouth and hands. They are your senses. All you have to do is learn these few commands to be alive and well in Las Vegas. Of course, how long you stay alive is your problem. It also happens to be the object of the game.

Bathroom

The main window is the world as seen through your eyes. The first thing you notice as you awaken is that you're in a rather dingy bathroom. Hey, at least you're alive. You should know too that there's a big world outside that door. Everywhere you go in *Déjà Vu II* has a real life of its own. The rooms can be examined as one thing, or you can examine each object individually.

You can do more than just **Examine** things. Is that all you do in life? No way. You do plenty of other things like talk and eat. You don't just run into *things*. There's also lots of people in the world. Well, *Déjà Vu II* is full of people also, and everyone of them is different.

I'll tell you about each command in a minute. For now, just try clicking on different objects in the room. See how you can select them? When you click on an object, it becomes the reverse of its original color. Click on the white curtains. Notice how they change color. The color change means you've selected that object. You can select a command, then the object, or the object, then the command.

The **Self** window is a bit different than the others, but it is equally important. In the game, it represents you.

All of the commands work together with the **Self** window. For example, if you want to do Tony Malone a favor, you might try hitting yourself. See, that uppercut of yours is not all it's cracked up to be. You can talk to yourself too. It might do you some good.

If you select **Close** and **Self**, one of the windows will close. It is the **Inventory** window. That's where you put things you pick up. If you want to open the **Inventory** window again, just click on **Open**, and then click on **Self**.

You can see that the **Self** window works with all the commands. If you are testing it out, you probably see it is a little different with the **Operate** command. You'll find out about that later in the section about the **Operate** command.
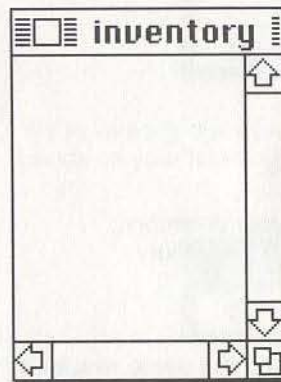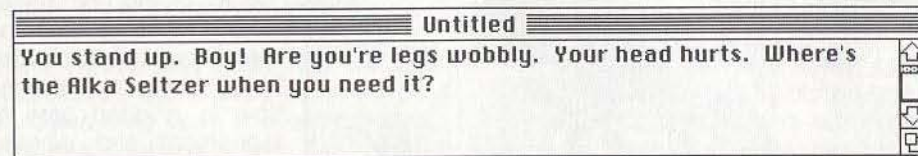
The **Inventory** window shows you what you are carrying. You can drag many objects (but not all of them) into the inventory. To pick something up, just point to it and press the button. Now, hold the button down and drag the item into the **Inventory** window.

When you let go of the button, the object may remain in your inventory. If it does, you will be able to take it with you. Try dragging various objects into your inventory to see which ones you can keep and which ones you cannot.

The **Exits** window shows you the location of possible exits. The small boxes in the **Exits** window represent an exit. In starting *Déjà Vu II* for the first time, the exit happens to be the bathroom door in front of you. If you plan to open the door, you can do it in a number of ways. You can double click on the door in the picture. You can click on the **Open** command and then on the door, or you can double-click on the exit square in the **Exits** window. In fact, you can even do it by clicking **Open**, and then clicking on the square.
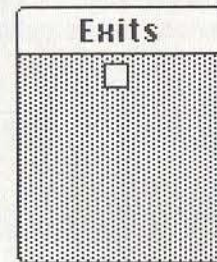
In some places, an exit may be behind you and, therefore, not visible. Always be sure to compare the **Exits** window with the graphics of the room.

Untitled

You stand up. Boy! Are you're legs wobbly. Your head hurts. Where's the Alka Seltzer when you need it?

The **Text** window is where things you need to know are explained. You will find that using the **Text** window to read descriptions may be easier than going back to a particular room. It may be necessary to use the scroll bars to see the previous text.

Beginner's Sample Session

For those of you who would like to get the feel of *Déjà Vu II*, here are some simple steps designed to help. These actions will not give anything away, but you can apply the general idea to every room you visit. It is important to read the **Text** window after each operation. Let's get started!

1. Click on **Examine**, then point and click on the bottle.
2. Double-click on the bottle.
3. Double-click on the sink.
4. Click on **Consume**, then point and click on the sink.
5. Click on the square in **Exits** window, then click on **Examine**.
6. Point and click on the door, then click on **Examine**.
7. Point and hold down the button on the coat, dragging it to your inventory.
8. Point and hold down the button on the rug, dragging it to your inventory.
9. Click on **Hit**, then point and click on the mirror.
10. Click on **Open**, then point and click on the coat.

If you followed each step, you saw how you sometimes achieved the same results in different ways. Some actions seemed non-productive, but the knowledge you've gained may be helpful later. You will learn from your mistakes, so check everything out.

Bathroom

When you're satisfied that you've done all that you can, double-click on the door to open it. Then to exit the room, double-click on the open doorway.

You never know what is lurking beyond any door, so you had better learn to use all of the commands at your disposal. Examine everything, but don't stop there; you're a detective. Now is a good time to experiment and develop good investigative techniques. Looking out for Number One is your full-time job in *Déjà Vu II*. Leaving stones unturned will not get your detective license revoked, but it might find you a pair of cement shoes that are just your size.

OK, you've got the general idea. Now let's take a close look at each command one by one. Use this section as a reference.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

We've already discussed the **Command** window. Understand that your success depends on your interaction with it and the room you're exploring.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Click on an object, then on **Examine** for a description of that object. Any time you enter a new room, **Examine** is selected and a description is automatically given.

SHORTCUT: Almost everything except exits will be examined if you double-click on them. If you double-click on the item you want to examine, you don't have to use **Examine** in the **Command** window.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Open can be used to open a door. Just click on **Open** and then on the door. Of course, if it is locked, you may have to find a key.

Other objects may open into new windows that show you what that object contains. Just click on **Open** and then on the object. For example, clicking on a closed box, then on **Open** may open a new window showing you the contents of the box. You may choose to drag items from their containers into other windows. Things that don't open in the real world tend to be difficult to open in *Déjà Vu II*, and the messages will reflect this.

SHORTCUT: Doors will usually open if you double-click on them.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Close can be used to close a door. Just click on **Close** and then on the doorway. For example, you can close the bathroom door by clicking on the open door area, then on **Close**. You may also click on the exit square in the **Exits** window that represents the doorway, and then on **Close**.

To close other objects, click first on an object to select it. Then click on **Close**. You normally cannot close objects that will not open. Also, you should not spend too much time trying the same thing over and over. If something does not work, try something new.

SHORTCUT: When closing an open object, click on the square in the upper left hand corner of the window. Doors can only be closed using **Close** in the **Command** window.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

By selecting an object and clicking on **Speak**, you can speak to anything you like. You will normally be prompted for what you want to say. Just type in your message. If it is an appropriate time to speak, your message will be taken seriously. If you like talking to pillows and chairs in your daily life, you may do this in *Déjà Vu II*, but don't expect much.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

The **Operate** command is the most flexible command. One way it works is to operate two objects. This means you can operate one item on another. To use one object on another, you must select both items. If you want to buy chips, click on your money, click on **Operate**, and then click on the cashier. You have just operated the money on the cashier. It's the same with other objects. If you need to operate a gun on someone or an item of clothing on yourself, use this approach.

Operate may also be used with one object. For example, to turn on the water in the bathroom, you need to click on **Operate**, then click twice on the knob. To push a button, click on **Operate**, then click twice on the button. Clicking twice is different from a double click. When you use **Operate**, and click twice on the knob, you are actually operating yourself on the knob. You could just as easily click on **Self**, then on **Operate**, and then on the knob. It will do the same thing.

There will be many operations that will not produce significant results, but success in the adventure requires effective use of the **Operate** command.

SHORTCUT: In some cases where the **Operate** command could be used, you can also drag an object on top of another. For instance, to give money to the cashier, drag the money onto the slot in the cashier's cage.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Using this command should pose no difficulty. After opening a door, you click on **Go** to go through it. **Go** may also be used with the **Exits** window. Click on an exit, then on **Go**. Sometimes exits aren't pictured but exist in the **Exits** window. If the exit is closed and not locked, then clicking twice on the exit square will open it. Clicking twice again will allow you to go through the exit.

HINT: A double-click on a closed door will open it unless it's locked. A double click on an open exit will let you go through it.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

You used to be a boxer, and you took your lumps. It's part of the game. So if you want to throw a few punches, go ahead—make your day. Objects may be broken by striking them. This might make them more useful, or it might not. The results can be unpredictable. You will never know unless you try. To hit something, just click on **Hit**, and click on whatever you want to hit.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Just as in real life, you can eat if you feel like it. Just click on the item and then **Consume**. You may empty glasses or break your teeth this way. It's up to you.

The Menus

No matter what computer you are using, there are some very important things you can do such as saving games and restarting games that you saved before. You can save a game just before you think you might get killed. Then, if you do get killed, you can start over and try something else. This way you don't have to play over from the beginning every time.

At the top of the screen, click on the menus or the name of the game for the options you have. The terms may differ for each machine, but there will always be **New** for starting a new game; **Open** or **Load** for picking up a game saved earlier; **Save As** for saving a game under a name you choose; **Save** for saving under the same name; and **Quit** for ending the current session of *Déjà Vu II*.

The Windows

The windows that you see in *Déjà Vu II* can do many things. Depending on your computer, you can move certain windows around on the screen, bring them to the front or send them to the back, resize them and open and close them. Let's examine each of these options in greater detail.
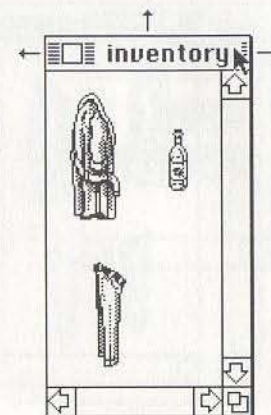

Moving around

In most versions, to move a window, point to the title bar, hold down the button and move the mouse. When you release the button, the window will have moved to a new position.
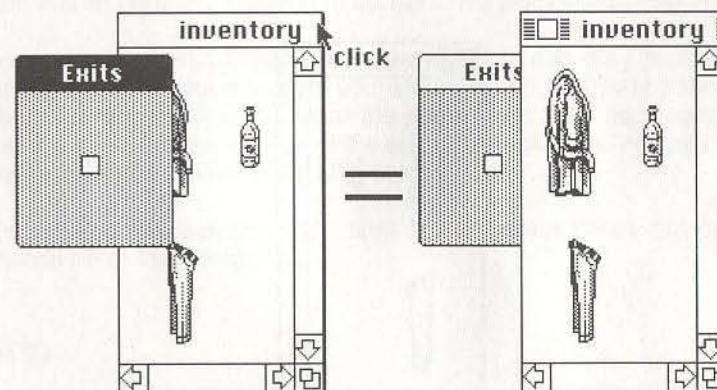

Bringing to front

If there's a window behind another one, just click on the one you want in front and it will move to the front. You can do the same thing by opening an object that is already open. For example, if the coat window is buried, but the coat is visible, just open the coat. The coat window will then move to the front.
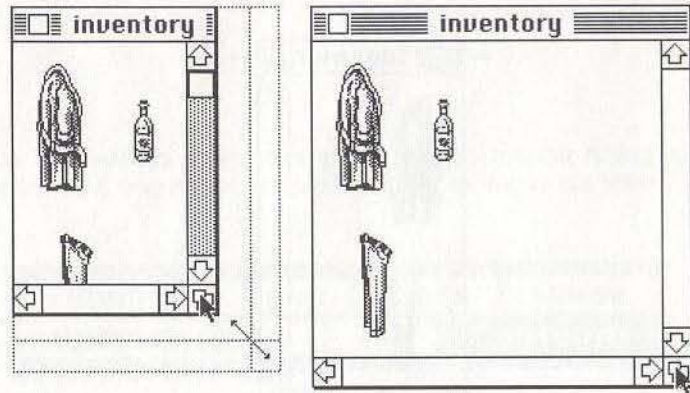
Re-sizing

If a window has a re-size box in the lower right corner, position the cursor on the box, hold down the button and drag the mouse. The window will become whatever size you want when you release the button. On certain computers, some windows may be expanded to full-screen size either by clicking on the "zoom box" in the window's upper right corner, or by double-clicking on the window's title bar. Repeating this will shrink it back to its previous size. Again, this may not be supported by your computer.
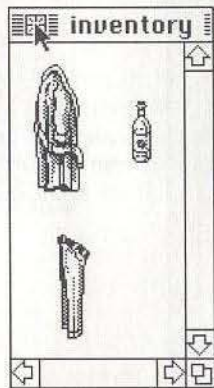
Closing

If a window has a small box in its upper left corner, you can close it by clicking on the box. Even if it does not have the box, you can close a window by clicking on the **Close** command in the **Command** window, and then clicking on the window you want to close or the object itself if you can see its graphic.
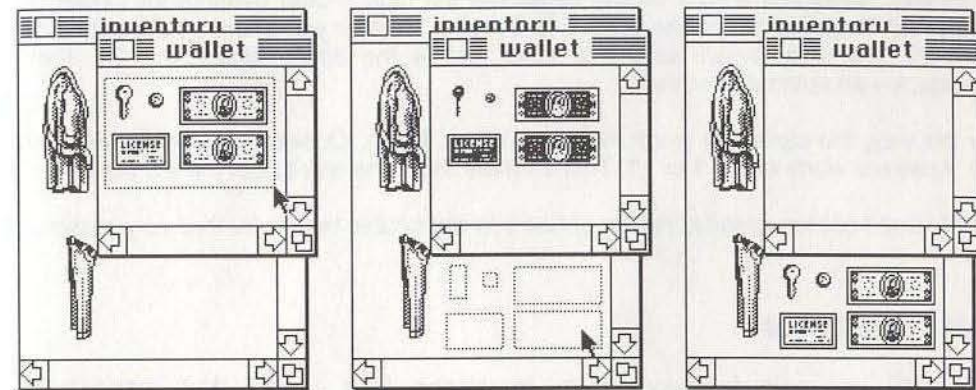
Multiple selection in windows

If you want to move more than one item at a time, you can drag out a selection rectangle around multiple items. Just hold down the mouse button next to the items you want to select and drag a box around them. Then, point to one of the items, push the button and drag. When you let go of the button, all the items in the box will be selected. If you decide you do not want to drag all the items, click elsewhere, and they will no longer be selected. In this way, you can drag all the contents of the wallet in one move. When you let go of the button, the contents will reappear in their new location.

To save on moves, you should use the shift select option to drag multiple objects into your **Inventory** window from the room you are in. To do this, hold down the shift key and then start clicking on objects. All of the objects will then be selected. Drag one, and the rest will follow. If you win five chips at a blackjack table, you can bring them all into your inventory in one move using shift select.

Experiment with multiple selection and shift select because they can be very useful with commands other than dragging.

Gambling

This is just another one of your bad habits, but it doesn't seem as bad if you win. Just to even up the odds a bit, you should know what to do at the blackjack tables.

Blackjack is a game of chance. The object is to get as close to 21 as you can without going over. To get the dealer to give you cards, put one or more chips on the table. The **Text** window will give you the total of the cards in your hand. If you want another card, you can **Hit Self**, or speak to the dealer. Tell him to "hit" you.

When you feel your hand is close enough to 21, **Hit** the table, or tell the dealer to "stay" or "stand." Dragging a coin on the cards will get him to stop dealing, too. Then the dealer will finish his hand. The closest to 21 wins. If either you or the dealer gets more than 21, it's a bust—an automatic loser, but if the dealer deals you 21, that's blackjack—an automatic winner.

By the way, the cards are worth their face value. Kings, Queens, and Jacks are worth 10. Aces are worth either 1 or 11. There's more than one way to get the job done.

HINT: Don't get too greedy. You've gotten into big trouble before for that very reason.

Just Desserts

What will you gain for successfully completing *Déjà Vu II*? Well, besides the satisfaction of knowing that you didn't miss a trick and survived despite tremendous odds (hey, that's what Las Vegas is all about), what more do you want? OK, so there is more, and you'll need a printer, but that's the only hint you'll get. Well, maybe one more hint: Be careful in the desert. It's a long walk home.