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\* DeJa Vu: A Walkthrough \*  
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The object of DeJa Vu is to regain your memory, and find three important pieces of evidence to put the guilty party in prison. There is plot and story line involved, so this solve will follow it as closely as possible so you know what is going on. It is assumed that you know how to do obvious things in this game such as opening doors, so exact commands are not given. There are several nuisances in this game which just get in your way and have no real purpose.

1. The Mugger of Peoria St: You can HIT this guy four times. The fifth time, he blows you away. To avoid getting killed, have a quarter ready in your main inventory. When the mugger appears, OPERATE the quarter on him and he'll go away. He'll probably take you for no more than 75 cents.
2. The Whore: Just HIT her. You can take the gun in her purse and sell it, but you don't need the money nor the gun.
3. The Bum: Gives insignificant information to you. Don't give him any money.
4. Construction Site: A great way to get killed. Just stay away from this area.
5. Justice: The police siren will probably sound once when you're on Peoria St (the main street). The second time it sounds, the cops will nab you and you lose. Save your game frequently and hope this doesn't happen to you. It seems to be random and ONLY happens on Peoria St (or in buildings on Peoria St). So try getting a cab and going to one of the locations available.
6. The Gun Shop: You can get a new weapon, or sell a weapon here. Again, no importance here.
7. Newsstand: Nothing important here.

You will be taking the taxi alot in this game. The correct sequence to use the taxi is as follows: Speak to the cabbie and tell him the address of where you want to go. When you get there, pay the cabbie by dragging three quarters into the slot in the back of the taxi.

The Solve

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You wake up in a bathroom stall with a bad case of amnesia. You first might want to enlarge your inventory window by dragging the lower right corner. Get the coat and gun hanging on the stall door. Open the coat, then the wallet,

and put the brown key and the card in your main inventory window. Exit the stall & the bathroom. There's an earring in the ladie's room, but you don't need to get it. Go in the Bar Room and climb up the stairs. Go on into the Private room. Open the desk and examine the bill. Get the address (934 West Sherman). Operate the brown key on the door & then open it. Go in the office. Open the dead guy (sounds sick, eh?) and get the Mercedes key. Open the desk and get the pencil and the key marked "Front". Open the window and hop on out to the fire escape. Climb up the fire escape and then open and go in the window above into the Weird Room. Open the wastebasket and get the syringe. Press the button on the wall and go in the elevator. Press the 2nd button and exit to the casino. Operate a quarter (in your coat) on the slot machine to the right until you hit the jackpot. Transfer your winnings to your inventory. Get back in the elevator and press the 3rd button this time. Exit back to the office with the dead guy. Go out the window and all the way down to the alley.

Walk north to the street (Peoria St). Operate the Mercedes key on the front door of the car and open it. Go inside and open the glove compartment. Examine the car registration and get that address: 1212 West End St. Exit the car and go west three times. Get in the taxi and go to 1212 West End St. Don't forget to pay him. Get out of the cab and go in the building. Operate the elevator card that you have on the slot and go in the elevator. Operate the same card on the slot in the elevator. When the doors open, go out into the penthouse. Examine the pictures on the fireplace mantle. Get the address that's written there (520 South Kedzie). Exit the building and get back in the cab.

Go to 520 South Kedzie. Exit the cab to see a run-down bungalow. Operate the gun on the door to blow away the lock. Go inside and examine the slip of paper on the table. There's three numbers on it (33-24-36). That's the combination for the safe in the office with the dead guy. The other pearl earring is here. You don't need to get it, it's just a way to let you know that the person who was in the ladie's bathroom stall was also here. Open the table and get the diary (item number 1) and the small key. Get back in the cab.

Go to 934 West Sherman (the address on the bill). Enter the building and take the hallway on the right. Operate the small key on the keyhole and go inside Dr. Brody's office. You can shoot open the file cabinet and read the various files to see what certain medicines do. There are some other notes of interest inside, but nothing needed to finish the game. Get the bisodiumitis (you find that this cures memory loss if you read the file in the cabinet). It's on the top right shelf. Get the sodium pentathol (truth serum) on the bottom left shelf. Operate the bisodiumitis on the syringe. And then operate the syringe on yourself (SELF). Your memory should now start coming back. Every twenty turns you remember something new. You also gain memory by looking at photographs, etc. Go back to the lobby of the building. You can go up the stairs to find your office, but it's not necessary. If you do decide to go to your office, be sure to operate your gun on the glass portion of the door to kill the thug waiting to deep six you. The same key that opened Dr. Brody's office opens yours. The only thing to do here is re-load your gun (with ammo found in your desk), and look at a few files in the file cabinet, which help you understand the story better. Once you're done here, exit the building and hop back in the cab.

Go the Police Station. Don't worry, the cabbie will take you past the station itself. Get out of the cab onto Peoria St and go east three times. You should now be outside Joe's Bar. Operate the key marked "Front" on the door to the bar and go inside. Go upstairs and into the office with the dead guy. Open the safe, using the combination you found (33-24-36). Open the small box in the safe and get the unmarked key. There's also some bad checks that aren't needed, but, again, help you understand the story. Go back outside to where the car is. Look at the Exit Window and click on the first exit of the second row. This will get you to the back of the car. Operate the

unmarked key on the lock of the trunk. Wow! Look at that mama. Drag the gag from her mouth. Operate the sodium pentathol on the syringe, and then operate the syringe on the fat lady. She'll start talking. All you want is the address she mumbles: 626 Auburn Rd. Exit the back of the car, and go west three times. Get in the taxi.

Go to 626 Auburn Rd. Get of the taxi and you'll be at a huge mansion.

A ransom note is in the mailbox, but is not a necessary item. Go up the front door and click on the knocker. A menacing butler appears. Before he has time to speak, hit him. He's down for the count. Now go upstairs and enter the room to the left (guestroom). Open the dresser and get the paper. Operate the pencil on the paper to reveal the timetable of events (item number 2). Go in the next bedroom and get the envelope out of the dresser. Open the envelope and get the blackmail letter (item number 3). Exit the house and get back in the taxi.

Go to the Police Station. Get out of the cab and go east three times.

Open the sewer, and go down. Go down once again and go through the tube. Go down one more time to the whirlpool. Now get rid of your gun by dragging it into the whirlpool. Go up three times into the alley. Travel north onto Peoria St, then east to the police station. Open the doors to the police station and you win.

Congratulations, you know how to follow a walkthrough!

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