

# Part 2: Days 4-10

## The Complete Walkthrough of *The Pandora Directive*

by Aaron Connors

### DAY FOUR



Regan Madsen

Day Four begins in the Police Station. Mac gives Tex the third degree, then brings in a witness (Regan Madsen). She gets Tex off the hook, then disappears. Mac warns Tex not to leave town, then lets him go. [TEX VO--Who was Dag Horton?, Who was the woman who provided his alibi?, Have to talk to Emily (A/B paths), Emily dead (C path), how to find Malloy, the box the BAK was carrying.] Ask Mac about the Box Horton stole from Emily. Mac says they didn't find the box. [TEX VO--BAK must have stashed the box before Tex caught up with him]. If you're on the A path, returning to Tex's office (which is trashed) will start the 'Almost Love Scene' between Tex and Chelsea. If you're on the B path, you have a message waiting on the vid-phone machine(C9). If you're on the C path, there's a postcard waiting for you on the floor. Getting the postcard will run Chelsea's 'break-up' voice-over (C 14). On all paths, there is also a vid-phone message from Fitzpatrick.

At this point, there are several directions your investigation can take: (1) finding Malloy, (2) finding out what was in the box the BAK was carrying and where it ended up, and, (3) finding out who Dag Horton was and what he was up to. On the A/B paths, Emily should now give you information about Malloy and the box stolen from her apartment. If you're on the C path, Emily can't help you, being dead. And Leach

isn't available.

To find out about Dag Horton, call Pernell on the vid-phone and ask her about Dag Horton. She doesn't have any information on him, but she says she'll check into it. After leaving Tex's office, come back and call her again and she'll tell you he was an NSA agent. This will give you the NSA Ask About. Go to Mac and ask him about Dag Horton (this response is different after you get the NSA Ask About). Mac will tell you that Horton's body is at the Morgue and arrange for you to get in. In the Morgue, find the drawer with the items Horton had with him when he died. Get his wallet and examine it to get the security card and Horton's file cabinet key. Go back to Horton's office at Autotech and use Horton's file cabinet key on the top drawer of the file cabinet. Get the manila envelope and examine it to get the Black Arrow Killer Memorandum (from Jackson Cross) and the de-scan code.

To find out about the box Horton stole from Emily or to find out about Malloy on the A/B path), go to the Flamingo. This will initiate a FLC involving Leach and Tex. Emily joins in and, through the Ask Abouts, you learn that she and Malloy are married. By asking about the Box taken by Dag Horton, you find out that it was sent to Emily by Malloy, but that she couldn't figure out how to open it and doesn't know what was in it. Also, a Brown Wrapping Paper Ask About appears. Ask Leach about the brown paper wrapper, and he'll refer you to dumpster outside the Flamingo. Go to the alley outside, find the brown paper wrapper (snagged up high), then find the antenna. Examine the antenna to extend it, then use it to get the brown paper wrapper. Note: If you're on the C path, go back to the Police Station and ask Mac about the Box Taken by Dag Horton to get the brown paper wrapper.

Once you have the brown paper wrapper, combine it with the VAA and analyze quadrant ????. The microdot contains a code (PB Meter 38874121). Mac can tell you which Post Office the PB Meter pertains to. If you haven't yet found the Box Horton stole from Emily, Mac is unavailable.

To locate the Box Horton stole from Emily, go back to Rusty's roof and search the area around the skylight. Find and get the tracking device (dropped by the BAK). You must then search for the place where the BAK hid the box. Go to the opening to the sewer (Men at Work barrier marks the opening). In the sewer, turn on the tracking device and follow the beeps until you locate where the box is hidden. When you get the box, you'll see an explosive device attached. Turn off the destruct sequencer on the tracking device. As soon as you've done this, leave the sewer. No matter where you try to go, you'll be apprehended by two NSA agents and taken in to meet Jackson Cross.



*Jackson Cross*

In the Interrogation scene with Jackson Cross, use Path C/C/B/C/B/A/B/C/B/A. You'll lose Emily's puzzle box, but you'll survive the interrogation. Afterwards, a FLC runs with Tex getting dumped from a moving speeder outside his office. When you go back up to the office, Regan Madsen is waiting for you. A movie scene starts in which Regan tells Tex that she's Thomas Malloy's daughter and that she followed his trail to this part of town. She goes on to say that Malloy knew the NSA was closing in on him and sent out a number of boxes, containing important and valuable information. She isn't sure exactly what's in the boxes, but she's willing to bet that whoever can find all the boxes and open them stands to make a ton of cash. She makes a proposition that she'll share whatever money stands to make with Tex if he'll help her find the boxes. Regan then leaves a card with Tex and tells him to call her when he decides whether or not to take her up on her offer. [TEX VO--Is Regan on the up and up?, (C path) sounds like my ticket out of the business and onto Easy Street, (A path) Tempting, but Chelsee..., (B path) I don't know if Chelsee's gonna work out, so..., I wonder what's in the boxes, What does Fitzpatrick know about these boxes?, etc.]

Once you've survived the interrogation with Jackson Cross, met Regan and examined the brown paper wrapper, go to the Police Station and ask Mac about PB Meter 38874121 to get Mission District Post Office travel location. Travel to the Mission District PO [TEX VO--Asks around, finally gets a lead to the Garden House] At the Garden House, use Path B/A/B/B/A/A to get into Malloy's room. In Malloy's room, find and get the envelope addressed to Elijah Witt. Examine the envelope to get the CD. [TEX VO--Run the disk on Tex's computer, back at the office.] When you're finished searching Malloy's room, return to Tex's office, turn on the computer, insert

the disk and try to read the contents. Since the disk is encrypted, you won't be able to read the contents at this time. Return to Malloy's room at the Garden House and get the trousers draped over the chair. Examine the trousers to get the rental receipt for the Waterfront Warehouse.



*Malloy's Place At the Warehouse*

Travel to the Waterfront warehouse and a FLC will start with a conversation between Tex and Malloy. At the end of the scene, two agents burst in and kill Malloy. Tex starts an explosion and leaps out of the warehouse in the nick of time.



*Warehouse Explosion*

## **DAY FIVE**

Day Five starts in Tex's office with a conversation with Fitzpatrick. Fitzpatrick fills Tex in about his knowledge of the boxes and stresses the importance of recovering Emily's puzzle box and finding out who has the others. Fitzpatrick reiterates what Regan said about the value of the boxes' contents, but also stresses the responsibility attached to finding them. He insists that Tex commit morally to their partnership. [Afterwards--TEX VO--(A/B paths) choice between Fitzpatrick and Regan, must recover Emily's puzzle box from NSA, (C path) Play his hand, in it for the money, disgusted with PI life, must recover Emily's puzzle box].

At this point, there are several options to pursue: (1) Go back to Autotech and recover Emily's puzzle box, (2) Try to find out what Malloy was working on (return to the Garden House, return to the Waterfront Warehouse, break the encryption on Malloy's disk), (3) Find out who Elijah Witt is, or, (4) Following up with Regan Madsen. Regardless of which direction you go, when you return to your office, there will be a vid-phone message from Chelsea (C12--B path), or Chelsea will call (C10--A path).

Regarding the recovery of Emily's puzzle box, if you've already gone to Morgue and gotten Horton's key and security card, you can return to Horton's office at Autotech, use the key on Horton's file cabinet and get the de-scan code (as well as the Black Arrow Killer Memorandum). In order to steal back the puzzle box, travel to Autotech and use the code from Horton's security card (773348) on the access panel outside the Evidence Room. Find and open Locker #??? and get the puzzle box. Go to the de-scanning device and put the box in the drawer. Press the Close button, then enter the de-scan code (1091). Press the Open button, get the puzzle box, then leave.

To find out what Malloy was working on, search his room at the Garden House (this

can already have been done on Day Four). Get the Cosmic Connection magazine and examine it (to get the Cosmic Connection Ask About). Find and get the Everlock Titanium Safes business card. Get the briefcase and examine it to get several photos, including one of Regan when she was young, and a photo of the Gate of the Sun (a Mayan landmark, used later). Examine the empty briefcase to find the hidden compartment, which contains Malloy's notebook. Examine the notebook [TEX VO--Regan might be able to decipher the shorthand]. Finally, get the Puzzles Paperback. Now travel to the Waterfront Warehouse and find the safe. Examine the Everlock Titanium Safes business card to get the serial number (484-961-225-049). The square roots of these numbers make up the combination for the safe (22-31-15-7). Using the combination, open the safe and get the postal receipt. Examine it to see that five boxes were sent by Malloy [TEX VO--Five boxes sent, Emily has one, Regan has one, odds are that whoever Elijah Witt is, he has one].



*Tex Murphy*

Searching the Waterfront Warehouse will also turn up a small key, which goes to the locked closet in Malloy's room at the Garden House. Travel to the Garden House and use the key on the locked closet. In the closet, get the There are Messages from Outer Space paperback. Examine the Puzzles paperback and the There are Messages from Outer Space paperback. [TEX VO--looks like Malloy was trying to work out an anagram--maybe someone at the Bay City Mirror...-- different VOs for different examine combinations]. The Puzzles paperback and the There are Messages from Outer Space paperback must BOTH be examined before Pernell leaves a message for Tex (P7) suggesting a trade.

Note: Finding the paperbacks in the locked closet doesn't need to be done before going to Roswell

If you ignore the message from Pernell, the next vid-phone conversation is P8 (describing the Operation Euphoria/Anagram trade). In either case, P8 is run and leads into Ask Abouts. At this point, ask Pernell about Anagrams. The resulting AA tree consummates the deal: Pernell will get a print-out of anagrams based on There are Messages from Outer Space, in return, you'll get a key from her (sent by courier), return to Autotech, and find the Operation Euphoria file. Recovering the file works the same as recovering Emily's puzzle box, except you use Pernell's key to open Locker #???.

In order to find out about Elijah Witt, you must first contact Regan. Call her on the vid-phone and set up a meeting (R2). Go to the Imperial Lounge and a movie sequence starts (R3). For this conversation to take place, Malloy must be dead, you must have already recovered Emily's puzzle box, and you must have examined Malloy's notebook. Until all these conditions are met, Regan is unavailable from after her first conversation with Tex. At the end of the conversation you get Regan's puzzle box.



*Tex & Regan*

Now you must open Emily's puzzle box, then Regan's. To open Emily's puzzle box, go to the warehouse on Chandler Avenue and try to open it (to get the Warehouse Ask About). Go to Crazy Gary and offer him the photo of Malloy. Crazy Gary will mention seeing Malloy lose a key. Go to the warehouse and use Malloy's key on the warehouse door. Find and look at the crate with Malloy's name on it. Look at the

pulley system above the landing. Find and open the pulley control box. Move the pulley over Malloy's crate. Lower the pulley over Malloy's crate. Find and look at the Pirate Supplies crate. Find and get the crowbar. Use the crowbar on the Pirate Supplies crate. Get the peg leg from the Pirate Supplies crate. Use the peg leg on the pulley cable ring. Move the hook (onto the crate). Move the pulley control lever to raise Malloy's crate. Use the crowbar on Malloy's crate. Get the photograph [Plains of Nazca] from the crate and examine it. It will be used later. Get the tapestry from Malloy's crate and combine it with Emily's puzzle box.

Note: Emily's puzzle box can be opened anytime prior to this point.

Arrange the tiles on Emily's puzzle box so they match the tapestry. Doing this will open Emily's puzzle box. Examine Emily's open puzzle box to get Pandora piece #1 and a set of pegs. Combine the pegs with Regan's puzzle box. Insert the pegs in the following order: ????. Doing this will open Regan's puzzle box. Examine Regan's open puzzle box to get Pandora piece #2 and the slide of item #186 (the Power Cell).

The first time back to your office, you get a call from Regan (R4), saying that she's finished going through her father's notebook. She tells you she found references to the initials AE, GE and EW. The conversation splits into A/B and C endings. If you call Fitzpatrick and ask him about AE, GE and EW, he'll give you a reference to Archie Ellis and a vid-phone number. Call the number and you'll have to pass Ellis' test before you can meet with him. To pass the test, you must have seen the photos of the Gate of the Sun, the Plain of Nazca, and remember that the author of There are Messages from Outer Space was J.I. Thelwait. Once you've passed the test, Ellis gives you an address and the Cosmic Connection appears as a Travel Destination.

Note: You don't need to have opened Regan's or Emily's puzzle box before going to the Cosmic Connection, but you'll need to offer the slide of Item #186 to Ellis before moving on.

Once you've completed the initial conversation with Ellis and seen his recorded interview with Malloy, you can ask him about Item #186 (if you've opened Regan's puzzle box). Offering it will get you the Roswell Ask About. Ask Ellis about Roswell to get the Roswell Security Clearance Ask About. Call Fitzpatrick and ask him about Roswell to get the coordinates. After the conversation with Fitzpatrick, Regan calls (R7b--A/B path), or shows up (R7c--C path). [TEX VO--Getting ready to go to Roswell].

## **DAYS SIX & SEVEN**

Roswell is totally self-contained, with the exception of the Robco Battery Pack, which must be bought at the Electronics Shop. Roswell takes up both Day Six and Day Seven. When you return, you have the Power Cell (Item #186).



*The Power Cell*

## **DAY EIGHT**

At the start of Day Eight, check your vid-phone for messages. There is one from Pernell, saying that your list of anagrams is ready (unless you haven't yet recovered the Operation Euphoria file). There is also a message from Fitzpatrick(?), and one from Chelsea (CI 1--A path, C13--B path). [TEX VO--Regan vs. Chelsea, etc.] Call Pernell to make the trade. The list of anagrams appears on your fax machine and the Operation Euphoria file is taken out of your Inventory.

Note: On Day Eight, you can save Archie Ellis' life by going to visit him. [TEX VO--No one home at the Cosmic Connection, but Tex spots an NSA Black Avatar casing the joint.] If you go back to your office and call Archie, you can leave a warning message for him.

At this point, the only lead to follow up on is Elijah Witt. In order to find him, you must get the list of anagrams from the fax machine and examine it. Turn on Tex's computer, then insert Malloy's disk. Enter the password (FOUR RARE CASES?) to

read the contents of Malloy's encrypted disk, which are comprised of a message to Elijah Witt and Witt's vid-phone number. [TEX VO--This number is my only link to Witt. Maybe I can trace him...] Go to the Electronics Shop and buy the Robco Call Tracer from Zack. Return to the office and use the Call Tracer on the vid-phone. Call Witt and use Path B/A/B/C/C/C/C/C. This will keep Witt on the line long enough for you to trace the call, and it will send him off to the Imperial Lounge to meet you. In the meantime, you'll be ransacking his house.

Travel to Witt's Home and look at the alarm panel by the door. Find and move the death mask on the wall [to reveal alarm switch #1]. Turn off the switch behind the death mask. Find and move the tree behind the table and chairs. Move the trap door under the tree [to reveal alarm switch #2]. Turn of the switch under the trap door. Find and look at the alarm switch high on the wall behind the fireplace. Find and get a bamboo pole from the pot beside the fireplace. Use the bamboo pole on the alarm switch to turn it off. Climb the stairs to the bedroom loft. Move the plant on top of the dresser to the right of the bed [to reveal alarm switch #4]. Turn off the alarm switch. The alarm is now deactivated.



*The Alarm*

Look at the stone statue by the stairs. Find and look at the keyhole on the stone statue. Go to the fireplace and drop all the way down to the floor. Look at the heat-resistant foil packet on the floor behind the fire. Press the diamond design on the wall behind

the fireplace [to turn off the fire]. Climb the stairs to the bedroom loft and open the drawer to the nightstand. Find and get the tweezers. Go to the fireplace and use the tweezers on the foil packet. Examine the foil packet [to get COPPER KEY--to stone statue]. Use the copper key on the stone statue. Look at the Slider Puzzle. Go to the right of the sofa, find and get the scrapbook. Examine the scrapbook [to get the photograph of the stone statue]. Examine the photo of the stone statue [to get numbers written on back]. Find and look at the chart on the wall. Arrange the slider puzzle so it looks like this: [77, 61, 44, 26]. Go to the open bookcase and find and get Witt's puzzle box. Arrange the dials on Witt's puzzle box ????. Doing this will open Witt's puzzle box. Examine Witt's unlocked puzzle box to get Device piece #3 and the onyx pieces.

Travel to the Garden House and get the package. Examine the package to get the letter and Edsen's puzzle box. Combine letter w/Yucatec book--Edsen dead? Combine the onyx pieces with Edsen's puzzle box. Insert the onyx pieces to open Edsen's puzzlebox. Examine Edsen's unlocked puzzle box to get Pandora Device piece #4. Assemble the Pandora Device. [TEX VO--Still doesn't work-better contact Fitzpatrick, etc.]

Go to Tex's office and call Fitzpatrick. Doing this will initiate the Pandora Device Scene in Tex's office with Fitzpatrick, Witt and Regan.

Note: If you're on the C path, there is a scene between Regan and Tex before Fitzpatrick and Witt arrive.

The Pandora Device scene consists of Fitzpatrick, Witt, Tex and Regan bantering, then Fitzpatrick produces the final piece of the Pandora Device. A holographic projection of Malloy appears, telling those assembled that there is another spacecraft, and he goes on to give directions on how to get there. Regan gets upset because Fitzpatrick and Witt decide that the ship must be destroyed before it falls into the hands of the government, and storms out of Tex's apartment. [TEX VO--(after the scene finishes) Fitzpatrick and Witt had been dropped off by a taxi, so I volunteered to give them a lift back to the Savoy, etc.] When Tex arrives back at his office, Regan is waiting in his bedroom. The Seduction scene runs as a movie scene until you have to make a choice(Yes, No, Maybe).



*Sultry Regan*

## **DAY NINE**

Day Nine begins with [TEX VO--Making arrangements to fly to Mexico, the flight down, getting dropped off, etc.]. The Mayan Labyrinth is totally self-contained, except for needing the Sound Stone/Dagger from the pawnshop. Game play is the same, regardless of which path you're on.

After escaping from the Ascension Chamber, the A and B paths continue on, with Regan and Cross getting trapped by Fitzpatrick Fitzpatrick dying, and Tex having to solve the final puzzle on the ship before escaping safely.

On the B- path (you've played the C path throughout the game, but said NO to Regan), you get the B path ending, except Tex is wounded and sent limping off the ship by Fitzpatrick.

On the C+ path (you've played the game on the A or B path, then said YES to Regan), Regan's friendly, Cross isn't, then you get the B- ending.

On the C path, you get the choice of shooting Fitzpatrick, shooting Cross, or dropping the gun. If you try to shoot Fitzpatrick, you get trapped alongside Regan and Cross, then everybody dies, safely away from Earth. If you try to shoot Cross, he kills you

before you ever get into the ship. If you drop the gun, you get the B- ending, except you're killed in the spacecraft

## **DAY TEN**

If you end up with either the A, B, B- or C+ endings, there is an epilogue.

On the A path, there's a romantic dinner scene with Chelsee.

On the B path, you meet Chelsee at the Brew & Stew, where she dumps you for a Hole-date. Tex goes back to his office and sets up an appointment with the Hole-dating service.

On the B- and C+ paths, Tex ends up quitting the PI business and goes to work as a rodeo clown.

**Note:** If you left a warning for Archie Ellis on Day Eight, you get a vid-phone message from him in Bermuda. [TEX VO tone for each path) leads into each epilogue].

THE END.