

The Complete Walkthrough of *The Pandora Directive*

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Part 1: Days 1-3



The Alien Autopsy in The Pandora Directive

Walkthrough terms defined

There are a few terms in the walkthrough that might be unfamiliar:

An FLC is a Flick, a short linear video sequence.

An AA tree is a linked series of Ask Abouts, such as that described earlier concerning Emily and Gus Leach.

If a scene or sequence is self-contained, such as days six and seven, it means that what happens in that sequence does not affect the path you are on or events in other sequences. Everything you need, such as tools or information, are included within the self-contained sequence.

The player/Tex travels by clicking on the travel button which gives him three 3-D maps: his neighborhood, San Francisco, and North America. Click on a spot and you go there.

The story stalls when you are following the wrong leads or have not accomplished key tasks. You have hit a dead end. People are not available to talk and you cannot get new information. To get unstuck, you have to follow a new line of inquiry, sometimes backtracking or moving laterally.

Options are frequently listed for the character in the Walkthrough, such as "Your options at the outset in likely order of importance are (1) find out about Malloy staying at the Ritz, (2) pay the rent to Nilo, (3) pay Rook and/or Louie, (4) go to the newsstand and talk to Chelsea, or, (5) go to the Electronics Shop." In the actual game, these options are either clear because of the situation or are made clear through the use of Tex talking in voice over. There are different versions of voice overs for the different paths.

The Pandora Directive Walkthrough

DAY ONE

After the Introduction is finished, we have met Louie, Rook, Glenda, Chelsea and Fitzpatrick. You have also seen Sandra Collins (dead) and the Black Arrow Killer (Dag Horton).

In the introductory conversation with Chelsea, you learn that she is about to turn thirty years old and is in an emotional quandary about it. After she leaves, Louie and Rook lead us to believe that Chelsea is romantically susceptible.



Gordon Fitzpatrick

In the introductory conversation with Gordon Fitzpatrick, you learn that he is looking for a Dr. Thomas Malloy, who recently stayed at the Ritz Hotel. Fitzpatrick and Malloy used to work together (where, unspecified). Fitzpatrick then says he saw a photograph of Malloy in the Bay City Mirror and found out that the photograph had

been taken at a local university (San Francisco Tech). Fitzpatrick gives Tex a copy of the photo. The only person at SFT able or willing to recognize Malloy was a grad student named Sandra (Collins). She said she had worked with the man Fitzpatrick knew as Malloy, but that she knew him as Tyson Matthews. Fitzpatrick arranged to meet Sandra later to discuss what she knew, but she didn't keep the appointment and Fitzpatrick was unable to locate her again. Fitzpatrick then saw another reference to Malloy in the Cosmic Connection, an underground paranormal journal, which mentioned an upcoming interview with Dr. Thomas Malloy. The interview never appeared in the magazine and no explanation has been given. Finally, Fitzpatrick says he was able to pay 500 dollars to get Malloy's address at the Ritz, but Malloy had already moved on.

Tex accepts the case and Fitzpatrick leaves. This initiates the first interactive portion of the game [Play TEX VO--Tex owes \$ to Rook, Louie, Nilo. Your inventory consists of the newspaper photo of Malloy, \$4000 cash, and Tex's Electronics Shop credit card (from UKM). Your options at the outset in likely order of importance are (1) find out about Malloy staying at the Ritz, (2) pay the rent to Nilo, (3) pay Rook and/or Louie, (4) go to the newsstand and talk to Chelsee, or, (5) go to the Electronics Shop.



Tex & Chelsee

Going to Rook, Louie, Chelsea or the Electronics Shop can be done in any order at any time. In order to talk to Nilo, however, you must make a date with Chelsea (Path: A/A/A/A/C). Until this is done, Nilo isn't at the front desk of the Ritz.

Note: In order to initiate the A path, you must use Path C/B/B/... In order to initiate the C path, you must use Path A/C/C/... When returning to Chelsea (after initiating one of the alternate paths), you must use Path C/A/C to make the date.

Once the date with Chelsea has been set, she is still available at the newsstand for Ask Abouts until Tex gets jumped at the Ritz. After that, she's no longer at the newsstand at any point in the game. Also, once you've set the date, Nilo becomes available at the front desk in the Ritz lobby.



Louie at the Brew & Stew

If you go to the Brew & Stew and talk to Louie, you can choose A, in which case, you lose \$20 from inventory, otherwise, you don't lose any money. Once the Ask Abouts start, you can also offer \$200 to pay your tab to Louie. This is totally optional, though it will earn you points. At the pawnshop, you must pay Rook \$300 in order to get him to answer Ask Abouts. At the Electronics Shop, you must pay Zack \$1230 in order to make a purchase.

Once you've made a date with Chelsea, you're free to talk to Nilo. You must pay Nilo

\$2100 for rent before doing anything else. After paying the rent, Nilo will ask for more money in order to get to the Ask Abouts. You must pay either \$300 (choice A or B after 'no comprende') or \$100 (choice C after 'no comprende'). Offering the photo of Malloy will get Nilo to tell you that Malloy stayed in Apartment A, but is no longer there. [TEX VO--Probably no one else has been there since Malloy left].

When you go to Apartment A, you'll find the door locked. There is a security panel on the wall by the door, which requires a number code in order to enter [TEX VO--Nilo keeps notebook on desk.] You now have two ways to get into the apartment: (1) Go back to Nilo and asking for the code, or, (2) Set off the fire alarm, getting Nilo to leave the front desk and allowing you to get his notebook. If you ask Nilo for the code, he'll ask for another \$500. Using Path C/C will get you the code for free. Any other path will cost you \$500. In order to find the fire alarm, locate the painting on the wall in the second floor hallway of the Ritz and move it. Get the screwdriver from Tex's office, and use it on the face of the fire alarm. This will initiate the fire alarm puzzle. Click the top left nodule, then the top right nodule. Next, click the second nodule from the top on the left, then click the bottom nodule on the right. Next, click the second nodule from the bottom on the left, then click the second nodule from the top on the right. Finally, click the bottom nodule on the left, then the second nodule from the bottom on the right. This will start the fire alarm. Go to the front desk in the lobby and get Nilo's notebook. Examine the notebook and find the code to Apartment A (4827). Go to the apartment and enter the code on the security panel, then enter the apartment.

A movie sequence is initiated. Tex is jumped and knocked unconscious

DAY TWO

Day two starts with a FLC of Tex waking up after an uncertain length of time in Apartment A. [TEX VO--Chelsee, need to search Malloy's apartment.] The VO will prompt you to continue searching the apartment, but you can also do any of the things referred to in Day One (Louie, Rook, Clint, Electronics Shop, etc.), except talk to Chelsee, who is unavailable until after Tex talks to Gus Leach. All the alleys, as well as the sewer are accessible. In order to move on in the story, however, you must find the scarf under the bed in Apartment A.



The Sewers Are Accessible to the User/Text

Also in Apartment A, you can find items that will be necessary later on, including a pawnshop receipt and a letter written in Yucatec. With the scarf, receipt and letter in Inventory, you can follow up on any of these items in any order. In order to redeem the pawnshop receipt, you will have to pay off the initial debt of \$300 to Rook, then it will cost \$250 to get Malloy's object (a Sound Stone or a Dagger) out of hock. In order to translate the Yucatec letter, you must go to the Brew & Stew and offer the letter to Louie, who will give you the Yucatec Ask About and a reference to Clint. You can go to Clint and offer him the letter to get bonus points, or you can go straight to the pawnshop and ask Rook about Yucatec. If you've paid your initial debt, he will mention that he has a Yucatec Made Easy book, which will cost you \$30. Combining the book and the letter will give you the translated letter.

In regards to the scarf, you must go to the Brew & Stew and offer the scarf to Louie, who will tell you about a young blonde girl. Ask him about the young blonde girl and he will give you the Emily Ask About. Go to Clint at Coit Tower and ask him about Emily and he'll give you the Gus Leach Ask About. Ask Clint about Gus Leach and he'll give you the Leach's key Ask About. Ask Clint about Leach's key to get the key. Leach is now available at the Fuchsia Flamingo. You now know that the scarf belongs to the girl who sings at the Fuchsia Flamingo and that her name is Emily. You also know that the Flamingo is run by Gus Leach. Because the scarf was found in Malloy's apartment, it would seem that Emily and Malloy have some kind of relationship.

Go to the side door at the Flamingo and use the key to unlock it. Entering will initiate Leach's Interactive Conversation.

Note: If you've started the C path and want to continue on it, use Path B/C/C/...Tex gives the scarf to Leach, no matter which path is taken in the conversation. Chelsea is now available. [TEX VO--Leach, Emily, have to get in to see Emily somehow, maybe it's time to talk to Chelsea...] At this point, the only new move is to Chelsea's apartment. Going there will start Chelsea's post-knockout conversation (C5).

Note: If you've started the C path and want to continue on it, use Path A/C/... If you've started the A path and want to continue on it, Use Path B/A/C/C/...



The Fuchsia Flamingo

If you are on the B or C paths, Chelsea will accept your offer to go to the Flamingo for a drink. If you're on the A path, she'll refuse, but loan you her membership card so you can get in. Either way, you go to the Flamingo and see Emily on-stage. [TEX VO--Emily, have to talk to her.] If you're on the B path, you and Chelsea have a tiff and she walks out. If you're on the C path, you break up with her and, after she leaves, you get stinky drunk. [Tex VO--Women!] After Emily's dance number, Tex finds an opportunity to sneak up to her room [TEX VO--Leach not looking...]. At this point,

the first conversation with Emily takes place(different versions for A/B and C). In the conversation, Tex learns that Emily is being stalked and has a note she received from the stalker. Tex takes the note and agrees to look into the matter on the condition that Emily tell him what she knows about Malloy at a later time. As the conversation ends, Leach bursts in and kicks Tex out, warning him to never come into the club again. Crazy Gary is now available and Chelsea is unavailable.

DAY THREE

[TEX V0] You now know that Emily has a relationship of some kind with Malloy and that Leach is acting as Emily's bodyguard and/or jailkeeper. If you can find out who is stalking Emily and gain her trust, she'll hopefully give you the lead you need to locate Malloy.

In order to find out who the stalker is, you must begin by assembling the torn note Emily gave you. Other options at this point include going around the neighborhood and asking around about the Stalker. Once the note is assembled, you must go see Mac Malden at the Police Station. Offering the note to Mac will start an Ask About tree in which Mac tells you about the Black Arrow Killer.

You are now on the trail of the Black Arrow Killer. Go to the Brew & Stew and ask Louie about the BAK. He will remember reading about the BAK in the Bay City Mirror. Asking Louie about the Bay City Mirror will get you the information that Rook saves newspapers for recycling in the alley behind the pawnshop. The issue of the Bay City Mirror is now available in the alley. Go to the alley and find the newspaper, then examine it. The name of Lucia Pernell will come up on the Ask About list, Provided that you have paid your initial debt to Rook, he will give you Lucia Pernell's business card when you ask about her.

Return to Tex's office and call Pernell on the vid-phone. Use Path B/B/B/A to arrange a meeting at the Brew & Stew. At the Brew & Stew, Pernell fills you in on the Black Arrow Killer. The BAK was arrested some time ago after committing several murders in Arizona and Nevada. The man they arrested was named LeRoy Kettler and hung himself in his cell under suspicious circumstances. Suddenly, the BAK struck again, this time in San Francisco. Pernell suspects that the NSA killed Kettler and is now killing people for their own purposes under the guise of the Black Arrow Killer. Pernell goes on to say that the most recent victim was Sandra Collins. Pernell also relays a cryptic reference to a place called Autotech. [TEX VO about BAK, Sandra Collins and Autotech.]

Go back to Tex's office and you'll find an envelope has been slid under the door to

your office. Examine the envelope to get a note from Emily and a photograph. She says that she just received the photo, which is a picture taken of her from the vantage point of Rusty's roof. This gives you the Rusty's Roof Ask About. [TEX VO--getting onto Rusty's roof, Sandra Collins.] If you're on the B path, there is also a message on the vid-phone machine from Chelsea, saying that she's in Phoenix and will call later.

At this point, you can either try to find a way onto Rusty's roof or try to track down information about Sandra Collins. You can call Pernell on the vid-phone and ask her about Sandra Collins to get the address. Searching Sandra Collins' bedroom will get you a security card to Autotech. This can be done either before or after getting onto Rusty's roof. In order to get onto Rusty's roof, you must go to Rusty's and either look at the front door or try to open it. Rusty's is locked up and is now sealed off as a police crime scene. Go to Mac and ask about Rusty's to get the key to Rusty's. Ask Mac about Rusty's roof to get the reference to the secret door in Rusty's.

Go to Rusty's and use the key on the door. Inside, find the secret entrance and go in. Climb to the roof and find the jacket. Examine the jacket to get the cut up photo and the cuff links--D.H.). Examine the cut up photo and assemble it. The photo shows the exterior of Autotech and will give you the address if you can magnify and analyze the photo. At this point, you must go to the Electronics Shop and settle your bill, if you haven't done so already. Once your debt is paid off, you can find and look at the Visual Analyzing Apparatus. Ask Zack about the VAA, then buy it. In your Inventory, combine the VAA and the assembled photo, then analyze quadrants ??? and ???. This will add Autotech to your travel list. Provided you have the Autotech security card, you can now enter Autotech. [TEX VO--Autotech, tie-in to Black Arrow Killer.]

If you have the Autotech destination, but haven't found the security card, a TEX VO comes up when you try to travel. If you have the security card, travel to Autotech and walk to the end of the hallway. Looking through the window, you'll see a receptionist. Wait for her to leave her station, then open the door. In the Autotech lobby, there is a secured door with an access panel beside it which you must get past. Find the curtain cord and the hairbrush and combine them. Look inside the receptionist's station at the clipboard. Use the combined hairbrush and curtain cord on the clipboard. Look in the wastebasket for the Visitor's Pass. Examine the Visitor's Pass to get the number(14). Check the code beside the number 14 on the clipboard(8338). Go to the access panel and enter the number 8338. Go to the office with Dag Horton's name on it, look at the door (to get the Dag Horton Ask About) and open the door. In Horton's office, open the disc player and get the key. Use the key on the bottom drawer of the file cabinet. Get the matchbook tin and examine it to get photos of Emily and Sandra. Get the padlock key. Move the telephone and get the sticky note. Examine the sticky note to

get Gary Lee's name. You can also get the Dag Horton Ask About by looking at the nameplate on the desk.

If you leave Horton's office without the sticky note or the padlock key, the action stalls. Nothing new will happen until you've gotten and examined the sticky note with Gary Lee's name on it. Once you've done this, go to the Brew & Stew and ask Louie about Gary Lee. This will give you the reference to Crazy Gary. Crazy Gary is available once Tex has talked to Emily. In order to get him to cooperate, you must first talk to him, then find the bottle of scotch in the secret passage hallway behind the Slice O'Heaven and offer it to him. Once he has the scotch, ask Crazy Gary about Dag Horton. At this point, if you get into the water tower on Rusty's roof and look through the viewing device, you will see the BAK waiting to attack Emily. If you go to the water tower without asking Crazy Gary about Dag Horton, the BAK won't be in Emily's apartment. Of course, you need the padlock key in order to access the water tower anyway.

Once all the conditions have been met, you look through the viewing device and a FLC is initiated. On all paths, Tex will run to the Flamingo and be confronted by Gus Leach. If you're on the A or B path, Leach will let Tex by in time to save Emily from being killed. If you're on the C path, Leach and Tex tussle while Emily is strangled to death. Either way, Tex eventually gets by Leach and gets to Emily's apartment just in time to catch a glimpse of the BAK escaping down the street below. You also see that the BAK is carrying a box of some kind. [TEX VO--Looks like I interrupted his plans, he's not sure where to go, maybe I can still catch up to him.]

At this point, you take over again and search the street for the BAK. Go to the pawnshop and ask Rook about the Stalker. He will tell you that he heard something on the roof. Go to Rusty's roof and carefully approach the BAK, keeping low. When he turns, creep over the wall down to the lower section. Hurry across to the wall, picking up the baseball on the way. When the BAK turns and waves to the approaching speeder, throw the baseball at the skylight. This initiates a FLC of Tex and the BAK fighting. Eventually, the BAK falls off the roof to his death.