
Jack Orlando
A CINEMATIC ADVENTURE
Director's Cut
SOUNDTRACK
HAROLD FALTERMEYER
TopWare
INTERACTIVE

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Director's Cut

STEP-BY-STEP SOLUTION

Jack can be killed in the normal Version - in contrast to the easy Version - by diverse characters. For this reason you should save the game as often as possible. In the following Walkthrough we have added in particular disruptive situations, in which Jack can die the recommendation "**SAVE**". If Jack should die during the game, you must start a new game or load an old game.

You must solve some of the riddles only in the normal Version. If steps should not be necessary for the easy Version necessary please leave them out.

IN THE EASY VERSION JACK CAN NOT BE KILLED.

You will be conducted without revels through the game. Not extra was mentioned, that you should expand each conversation as long as possible. If the Adventure genre is new for you, we have given you at the beginning the most meaningful answers in the dialogues. After a while you get a feeling, as such conversations are to be overcome the best. To take along objects, which are important for the game, we have printed at the first mention fat. Before dangerous situations, the hint takes place to save the game.

- FIRST EPISODE -

THE MURDER SCENE

An old woman sees Jack and the major laying on the floor and calls the police. Jack is fetched back unceremoniously in the reality. Jack will be captured and brought to prison.

IN JAIL

- ✓ Speak to the other prisoner “Bernardo Mallone“.
- ✓ Hit the prisoner with your fist so that he tells you something about “Scaletti”.
- ✓ Take the spoon from the left table. A police officer opens the door and Jack will be brought to the police inspector. He sets Jack free.

JACK´S APARTMENT



- ✓ Raise the doormat in front of the right door, and take the keys
- ✓ Open the door.
- ✓ Alice – Jack’s neighbor – opens her door.
  - “Believe me Alice, today is long since the worst day."
  - "I was involved in one evilly matter."
- ✓ Enter Jack’s apartment (the right door.)
- ✓ Turn left to the bath room (Jack returns independently back).
- ✓ Take the purse from the yellow sofa. Jack takes the money.
- ✓ Take the feather duster (on the left beside the bookshelf).
- ✓ Open the left drawer of the book shelf and take the keys.
- ✓ Open with this key the chest of drawer right besides the writing desk. You will get Jack’s colt.

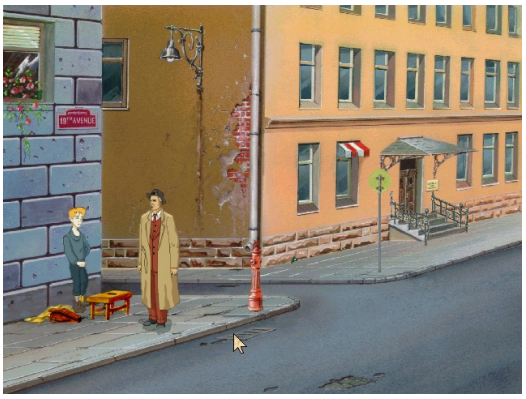
The colt won't be laid in the inventory. If you would like to use the colt, click the right mouse button and select the colt.

COFFEE TIME



- ✓ Leave the apartment and knock at Alice´ door.
  - “You know however, that I visit you gladly."
  - "At you it is so clean. Could you not also my apartment….”
- ✓ Give the spoon to Alice.
- ✓ Alice will ask for a coffee spoon. Give her the spoon you have taken from the prison cell and she will start cleaning her kitchen.
- ✓ Take the boxing gloves (they are hanging on the wall beside the kitchen).
- ✓ Take also the apple which is laying on the chest of drawer and leave Alice’s apartment.
- ✓ Take the broom in the hallway.
- ✓ Leave the house and enter the street.

JACK´S DISTRICT



- ✓ Cross the street and talk to the shoeshine boy.
- ✓ Give him the apple and he will tell you something about the murder.
- ✓ Enter the crossroad (on the right beside the shoeshine boy).
- ✓ Speak to the carriage (optional).
- ✓ With the help of the broom yank the horseshoe under the horse and take it.
- ✓ Enter the backyard of Jack's house and turn right.

!! SAVE !!



- ✓ Prepare the boxing gloves with the horseshoe (in the inventory list click the horseshoe and pull it with the mouse over the boxing gloves).
- ✓ Try to grasp to the crank, which lays on the scrappy car. The old woman will shout for her neighbor Biff. (Biff is coming).
  "I need your crank."
  "You must often be hit if you know it very well!" (Jack puts Biff down).
- ✓ Put in the crank.

If Jack has not prepared the boxing gloves, he will be overcome by Biff, and the game ends.

ON THE ROOF

- ✓ Enter the courtyard, in which the murder happened.
- ✓ Take the cigar butts and the newspaper, which are laying on the floor of the crime scene.
- ✓ Use the crank to pull down the ladder.
- ✓ Climb on the roof.
- ✓ Take the matchbox which lays beside of the roof window and climb down.

(Inspector Rogers appears and gives Jack his car keys back.)

- ✓ Lay them in your inventory.
- ✓ Turn back to the main street.

(Jack is put down by Biff and wakes up in the evening.)

- ✓ Go to the car which is parked on the main street and use the car keys with the car.
- ✓ Get in the car and drive to the city center.
- ✓ Get in the car, which is parked on the main street.
- ✓ Drive to the city center.

- SECOND EPISODE -

NIGHTLY STREETS



- ✓ Pass the “Cotton Club“ and turn left.
- ✓ Speak to the man standing in front of the club. Hit him with the fist and he will tell you everything you would like to hear.

[The man tells Jack that the casino is in the restaurant.]

- ✓ Go back to Jack’s car.
- ✓ Follow the street and pass the scene with the flower seller.

HOTEL „PARADISE“ – FIRST PART



- ✓ Enter the Hotel “Paradise“
- ✓ Take the cigarette box laying in front of the reception.
- ✓ Leave the hotel and give the cigarette box to the porter.

[Jack will hear something about the “Small Talk“.]

- ✓ Enter the “Hotel Paradise“ a second time.
- ✓ Give the newspaper, which you have taken from the scene of the crime to the liftboy.

[Jack will hear about the Chinese laundry.]

- ✓ Leave the hotel and cross the street.



CHARLES SHOP

- ✓ Turn right to the next scene.
- ✓ Enter “Charles Shop".
- ✓ Speak to Charles to get five Dollars and a “Today News“ (take it from the newsstand).
- ✓ Leave “Charles Shop“.

SMALL TALK



- ✓ Go forward until you are standing in front of the “Small Talk“.
- ✓ Enter the “Small Talk“.
- ✓ Take the vase, which is standing next to the piano.
- ✓ Leave the “Small Talk“.

COTTON CLUB

- ✓ Cross the street and go back to the “Cotton Club” where Jack’s car is parked.
- ✓ Give the vase to the flowers seller.
- ✓ You will get a Chinese manuscript.

CHINATOWN



- ✓ Go back to the Chinese street seller. Cross the street to get to him.
- ✓ Now you are standing in front of the Chinese laundry.
- ✓ First enter the backyard next to the Chinese laundry.
- ✓ Take the fan, which is laying under the stairs on the floor.
- ✓ Leave the backyard and go to the Chinese man.
- ✓ First give him the fan and then the Chinese manuscript.
- ✓ The Chinese man will tell you how to enter the ”Night O’Granis“ and will give you the ”Book of Wisdom“.

!! SAVE !!

THE DUMPED HOUSE



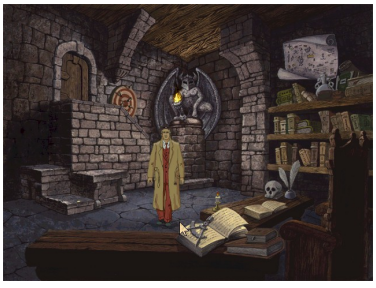
- ✓ Use the fist to smash the lower board at the entrance of the green house.
- ✓ Enter the house and first turn in the right and then in the left room. Take the baseball bat.
- ✓ Leave this room and enter the right room at the end of the corridor.
- ✓ Sock the beggar lying on the sofa with the baseball bat.
- ✓ Take the rope, which is laying on the right of the sofa.

Jack can also reach for the rope first. If so, he must use the racket in time before the wakened up man stings him. You should save the game before.

THE CATACOMBS







- ✓ Leave the room and go downstairs.
- ✓ Use the matches to light the torch.
- ✓ Walk through this scene until you enter the next scene (with the well.
- ✓ Leave also this scene at the back.
- ✓ Press the standing out wall-stone to cause about the stairway-mechanism.
- ✓ Cross the stairs.
- ✓ Press also the stone in front of the taciturn gate.
- ✓ Put the book of the Chinese into the shelf right from the pharaohs mask.
- ✓ The next area becomes visible.

As soon as Jack goes downstairs he walks across a stone, which lets the door shut again – Jack is captured.

- ✓ Take the chip left from the stairway-wall.
- ✓ Take the skull and put this on the right of the two increases at the stairway-wall. The door opens again.
- ✓ Leave the catacombs.

You can either go back the whole way to leave the house. Or you can go forward to enter a wine cellar to reach a leaved house directly next to “Charles Shop”. Cross the street and you are standing in front of the dumped house again.



- ✓ Turn in the first back street on the right side.
- ✓ Now you find yourself in a backyard.
- ✓ Speak to “Jerry Cooper“, who is also called “The bottle“ to find out how to get whiskey the fastest way.

[Jack will hear something about the distillery.]



NIGHT O'GRANIS – FIRST PART

- ✓ Go to the “Night O’Granis“.
- ✓ Speak particularly to the taxi driver.

[He will tell Jack the address of “Frank’s Garage“ and that Frank will repair a car for a bottle of whiskey.]



- ✓ Speak to the security man standing in front of the club and give him five dollars.
- ✓ Enter the club and go to the bar. Here Jack meets a blonde.
- ✓ Give Gabrielle five dollars and interrogate her for “August Bellinger”
- ✓ She will tell you his address.

At the first visit in the “,Night O'Granis" Jack can beat the man with the white shirt, who’s sitting beside the call girl. This looks funny, but it has no consequences.

HOTEL “PARADISE“ – SECOND PART

- ✓ Go back to the “Hotel Paradise“.
- ✓ Ask for the room number of “Bellinger“ (room no. 101) at the reception.
- ✓ Turn right next to the reception.
- ✓ Look at the door in the corridor and take the key no. 101.
- ✓ Take the lift to get to the first floor.

Jack can also visit the other rooms of the floor. He will meet other guests and can be entangled in harmless conversations.

!! SAVE !!



- ✓ Open the door opposite the lift.
- ✓ Use the magnifying glass to have a look at the case laying under the bed.
- ✓ Use the magnifying glass again to have a look at the green notebook laying on the beside table.
- ✓ Leave the room as quick as possible.

Jack must leave the room very fast. If “Bellinger” draws near, what becomes clear through an inserted animation, only the escape remains through the window; otherwise Jack will be shot.

NIGHT O'GRANIS – SECOND PART

✓ Go back to the “Night O'Granis".

From the courtyard of the hotel there is a curtailment to the restaurant: Jack must go several screens right and arrives over the ladder at the courtyard of the “,Night O'Granis". From there he can go (also without first bribery of the security man) in the restaurant.

✓ Go to the first table.



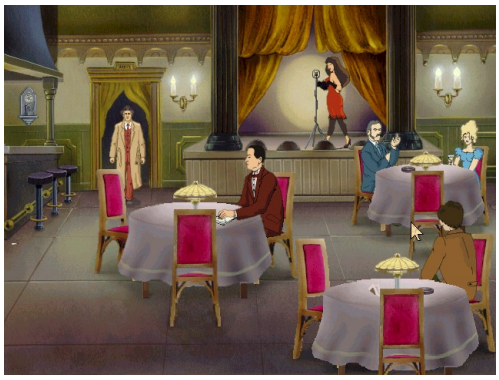
!! SAVE !!

✓ Give the “Today News“ to the man in the brown suite.(Mr. Smith).

[After a conversation Jack and Smith are leaving the restaurant.]

✓ Use the colt to knock out Mr. Smith (don’t hesitate too long!).
✓ Use the rope that you’ve found in the dumped house to tie up Mr. Smith.

Here are two dangerous situations: If Jack doesn't “Smith” knock down immediately, he will be shot by him. If Jack forgets to bind “Smith”, he later will be recognized in “Scalettis” office and will be murdered.



✓ Go back to the restaurant.
✓ Give the “Today News“ to „Bellinger“, who is sitting at the same table as “Smith” before.

[After a short discussion Jack und “Bellinger“ are on their way to the „Cotton Club”].

A MURDER AGAIN

[Jack and „Bellinger“ are leaving the restaurant. “Bellinger” will be dejected. The owner of the “Cotton Club“ appears. The police arrives. Jack will be prompted to wait for the inspector.]

✓ Leave the scene quickly (down).

If Jack don't move away after the conversation with the police officer from the scene of the crime immediately, he will be arrest and negative game end will be threaten. Jack must move away almost two screens before he can go back to the “Cotton Club” again.

✓ Go to “Frank’s Garage“.

FRANK´S GARAGE



✓ Enter the terrain of “,Frank's Garage".
✓ Go to the backyard to have a look at the car.
✓ Pull the awning laying over the car down.
✓ Use the magnifying glass to have a look at the car.
✓ Take the casino invitation out of the car.
✓ Enter the garage.
✓ Take the wrench laying on the spare wheel next to Jack’s car.
✓ Leave the terrain.

THE CASINO



- ✓ Go to the green building which has the superscription "Restaurant"
- ✓ Enter this restaurant.
- ✓ Show the security man the casino invitation.
- ✓ Interrogate the gamblers inside the casino about the casino boss as long as the bodyguard will be attentive.

[Jack will be brought to "Don Scaletti". Following the conversation Jack finds himself in the cellar.]

If "Smith" was not bound by Jack, there is an unpleasant end of the game.

ESCAPE FROM THE CASINO

[After the dialogue Elizabeth comes and gives Jack crowbar.]

- ✓ Take the crowbar and break up the door.

Besides, Jack can allow to, divergent from other scenes of the game, quietly time: Also after hours nobody comes to see after him.



- ✓ Go upstairs.
- ✓ Enter "Scalettis" office (the right door in the corridor).
- ✓ Take the colt laying at the writing desk and the briefcase.
- ✓ Leave the office.
- ✓ Walk through the iron door at the end of the corridor and leave this place.

!! SAVE !!

- ✓ When Jack arrives at the backyard open the valve at the iron pipe. (the gangster falls down the fire ladder.)

If Jack enters the yard without knocking out the gangster he will be shot.



- ✓ Pick up the cartridges laying on the floor.
- ✓ Leave the screen the right way
- ✓ Shoot up the lock at the iron door (behind) and leave the Backyard.

A SMALL ROBBERY



- ✓ Turn left until you can see the distillery (red building).
- ✓ Enter the backyard by using the small iron door.
- ✓ Take the crank laying on the chest and go to the truck.
- ✓ Start the truck with help of the crank.
- ✓ Enter the distillery by using the two-winged door.
- ✓ Take the whiskey bottle, which stands next to the distillery machine.

Jack can enter the distillery without having started the motor of the truck and speak to the workers. But he gets the bottle however he has enticed out the working through the crank-trick.

- ✓ Leave the distillery and go to "Frank's Garage" again.
- ✓ Give the whiskey bottle to the mechanics and take along your car.
- ✓ Drive to the harbor.

[Scroll the map; the harbor is in the north]

- THIRD EPISODE -

THE HARBOR



- ✓ Cross the road to enter the harbor entrance.
- ✓ Pick up the 5-cent-coin, which lays on the footpath.
- ✓ Enter the “Bloody Shark".
- ✓ Give the 5-cent-piece to the host – you will get a beer.
- ✓ Give the beer to the sailor and take the sausage of the plate.
- ✓ Leave the “Bloody Shark“.
- ✓ Cross the street and turn left in the back street next to the “,Golden Fish".



- ✓ Enter the backyard and give the sausage to the dog.
- ✓ Take the iron scissor of the floor.
- ✓ Leave the court and alley and cross the street.
- ✓ Try to open the iron door with the iron scissor. You will notice that the lock sticks.
- ✓ Cross the back street again and turn again in the small back street.
- ✓ Take the can of grease and go back to the harbor entrance.
- ✓ Use the grease with the hinge of the door and enter the harbor.
- ✓ Leave the harbor as quick as possible and go back to the back street.
- ✓ Take the bottle from the now sleeping beggar.
- ✓ Now you can enter the harbor.



!! SAVE !!

Jack can anytime be shot in this area. A gangster walks regularly around the building. He takes for this approximately one minute. Jack should wait from the distance until the guard has walked by exactly at the right gate, and then dares the next steps.



- ✓ If the guard pasts the right gate past, pass the gap between chest stack and the car.
- ✓ Leave the next two pictures, before which hall quickly to the left.
- ✓ Leave the scene (chests) to the left
- ✓ Give the bottle to the fisherman and you will get a rope.
- ✓ Turn right to the chest-stacks.
- ✓ Enter the right of the two alleys between the chests and leave the screen left to the back.
- ✓ Leave the screen left in the middle (I) through the back street.

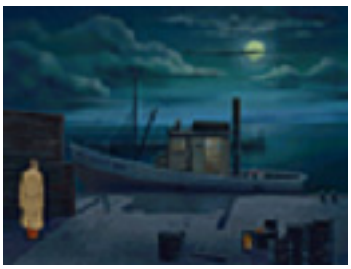
!! SAVE !!



- ✓ Click of the shadow of the chests.
- ✓ Shoot at the young hooligans appearing on the place until they run away.

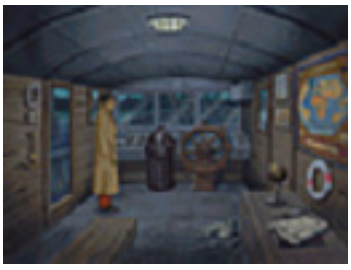
If Jack is not able to take his revolver in time, he will be knocked down and the game ends.

- ✓ Pick up the crowbar lying on the left side and break up the board beside the tire.



- ✓ Leave the actual scene at the back.
- ✓ Enter the “Mary Ann” with the help of the board.
- ✓ Take the anchor, which hangs beside the door, with the help of the screwdriver.
- ✓ Leave the “Mary Ann”.
- ✓ Leave the screen on the left.
- ✓ Leave the screen (chests).

GANGSTERS UNDER THEMSELVES



!! SAVE !!

- ✓ Leave the screen (dock) on the right and enter the hall.

If Jack will be discovered on the way to the hall by the gangster the last score must be loaded. Jack must wait approximately 20 seconds until the gangster pasts before he leaves the quay. Now, the way should be free.

- ✓ Take the hammer on the right besides the ladder and climb up.
- ✓ Go right through the door above.

[Jack hears a conversation between two gangsters.]

!! SAVE !!



- ✓ Use the lever in the middle of the screen.
- ✓ Climb at the roof by using the ladder.
- ✓ Knock down the gangster with the colt.
- ✓ Unite the anchor and the rope.
- ✓ Put the anchor at the roof’s side.
- ✓ Jack can only climb down when the gangster is not in the scene, otherwise he will be shot.

Several deadly dangers turn in these scenes:

- ➢ As long as the gangsters walk through this scene Jack mustn’t turn left. If so, he will be killed by the coming back gangster
- ➢ If Jack is on the roof, he can’t go back over the ladder into the hall. Also here, he will be killed by the gangsters.
- ➢ This happens also if Jack tries to climb up the roof without having knocked out the gangster before.

- FOURTH EPISODE -

THE HALL



- ✓ Open the tool box, which is fastened under the truck.
- ✓ Take the axe and open the door of the hall with the help of the axe.

The edge of the axe must be placed on the left beside the lock, otherwise it does not work.

- ✓ Leave the hall.
- ✓ Leave the screen right.
- ✓ Pick up the wire, which lies on the floor (in front) and return to the hall no.2.
- ✓ Prepare the wire at the workbench to a picklock and leave the hall.
- ✓ Leave the screen after on the left.
- ✓ Open the Door of the annex with the picklock and enter the building.

CONSCRIPTION

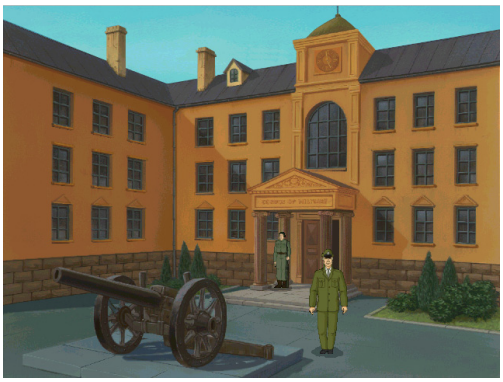
- ✓ Take the uniform of the desk. (Jack changes clothes independently and leaves the building.).

If Jack should inspect the terrain without uniform, he doesn't get the wished information. He can be found in civilian clothes-clothing at the barrier or before the administration-building, the arrest takes place and with it the end of the game. In order to experience this scene, Jack needs to cross only the street 2 before hall.)

- ✓ After changing the clothes and leaving the building he notice that he forgot his whole inventory in this building.
- ✓ Leave the screen after on the left.
- ✓ Take the dipper which lays in front of the window.
- ✓ Give the dipper to the cook inside the canteen.
- ✓ Jack gets a key.
- ✓ Use the key with the house, in which the uniform was and go right.
- ✓ Take the Inventory again and take also the dog marks lying on the boxes.
- ✓ Leave this building again and cross the street.
- ✓ Enter the “Officer's Canteen“.
- ✓ Speak to the officer and give him the dog marks.
- ✓ Jack will get a cross card.
- ✓ Leave the “Officer’s Canteen“.

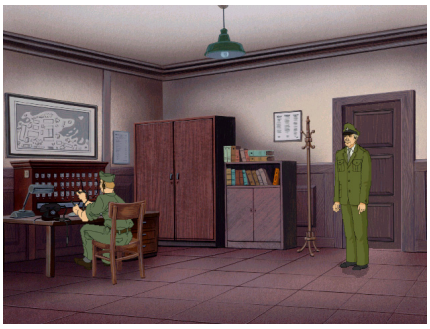


THE ADMINISTRATION BUILDING



- ✓ Go to the administration building.
- ✓ Speak to the guard standing in front of the administration building and show him the cross card.
- ✓ Enter the building and then the door at the end of the stairs.

- ✓ Speak to the operator. He will leave his office to check the telephone.
- ✓ Stick the plug in the socket stick.



[Jack notices that he has forgotten his notebook in which he wrote Tom's telephone number at home.]

- ✓ Take the phone book out of the shelf and use it with the telephone.
- ✓ Click at the telephone to call to Inspector Rogers.
  "Tomi? Hallo, this is Max speaking."
- ✓ During the conversation Jack invites the inspector to come to the barracks. Leave this room.
- ✓ Go to the end of the corridor and enter the room.
- ✓ Speak to the secretary and authorize her, to instruct major Stewart by the break-in in warehouse no. 2.
- ✓ Leave this room and enter the room at the end of the corridor.

SHOWDOWN



- ✓ Inform the colonel about the incidents.
- ✓ At the beginning he won't believe you.
- ✓ Show him the map including the documents you've taken from "Scalettis" office...

The colonel orders two armed soldiers by telephone. Rogers and Stewart enter the room and threaten Jack and the colonel. They were overcome however from the arriving policeman. After that the showdown follows....

