

BLUE HEAT FULL WALKTHROUGH

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Sunday, April 1

A map of the city appears. Click on the flashing building. At the Police Station, find the announcement about Logan Collins' opening at 8 pm this evening. Pick up your ID and keys. Click on your computer and look at each of the video cassettes on your desk.

Open your PDA. Go into files and then suspects. Read all of the records on each of your current suspects. Read the autopsy reports on the murdered girls. Make note of the dates and times of death.

Choose the Map button to leave the Police Station and travel to Holly's Safe House, your apartment. Open your mailbox and get your mail. Go inside the door and look around. Turn on the VCR and select your language (English) and notice the VCR needs a Minus Code. The TV Guide from your mail is sitting on top of the VCR. Click on it, open it and notice the bottom left of the first page. Turn the VCR back on, select your language and enter in 4321 as the VCR Minus Code. Leave and go to the Titus Gallery.

At the Titus Gallery, look at Logan Collins' photography and click on some of the people standing about. In the second room, click either to the right of your screen or on the wall sign. Your first opportunity to have a conversation is now, so a game save is suggested before talking to the bartender. Remember that you need to find motives for suspects. If you hear anything that sounds like a motive for murder, go immediately to the M & A button and submit the motive.

Talk to Dermot O'Connor, the bartender, carefully. Don't blow your cover by asking point-blank questions! Tell him you'll ".try anything once." Ask him his theory on the murders and who he thinks the killer is. Prod him about his vocation, Candi's whereabouts and Logan's wife. When you give your opinion that Logan is a successful photographer, Dermot's response gives you a motive for Logan. Finish the conversation, attempting to get as much information as possible. Leave the Titus Gallery and end the day by clicking on the flashing moon.

Monday, April 2

IMPORTANT: Remember to go to your PDA immediately if you find a motive or alibi for anyone (implied or obvious).

Another girl was murdered last night, Candi Jefferson. Read her autopsy report in your PDA. Victor, your trusty lab technician, will give you valuable advice about evidence, motives and alibis. Heed what he tells you.

At Holly's Safe House, listen to the phone message from your boss about the photo shoot. At the Police Station, view the Polly Entwistle videotape. She is now on your suspect list so review her records in your PDA. According to her credit report, she was not in town when one of the girls was murdered. Therefore, you have discovered an alibi for Polly Entwistle.

Proceed to Candi's Apartment and search the crime scene very carefully. Start with the bed. Two pieces of evidence are on the floor near the bed - a romance novel and the heel of a shoe. (Right click when the "bubbling beaker" appears to add them to your evidence list.) Next to the bed is a nightstand with her phone, some drinking glasses and a postcard under the lamp. Get the glasses as evidence and listen to her phone messages. Andre' left her a threatening message, which sounds like a good motive. Click on another part of the phone to move it out of the way. Those photographs certainly establish a motive for Bruno. The table on which the phone rests is actually a chest that can be opened. Open it and pick up the roll of bills. Read the New Covenant of Enlil meeting announcement.

Move to the right of the room where another table sits. Open the jewelry box and pick up the charm as evidence. Notice the tiny piece of paper sticking out from under the table cloth? Click on it and you may hear a tone signifying the number has been added to your PDA phone list. (Note: Later in the game, there is no sound heard on some of the numbers you find.) You can dial it now from your PDA if you wish. There is something at the bottom of this small table. Clicking on the pile of clothing reveals a briefcase. The combination clue was contained on the Enlil meeting announcement. Open the briefcase with the combination 333 and look at the contents of the briefcase. Dermot O'Connor is the executor of Candi's will -- a really good motive for murder! Eddie owes Candi money (was she blackmailing him?) -- another good motive for murder! There is a box behind the briefcase. Open it and select the contents for lab analysis.

Leave Candi's Apartment and go to Logan Collins' Studio for your photo shoot.

Arriving at Logan Collins' Studio, you can freely search the area, even though Logan is watching. Search the work table in front of you.

Open the book and read the page about Enlil. The warning note written in red is signed by S.H. Select M & A and see that Sandi Hills is on your suspect list. She has a motive.

Get the scissors from the table drawer, 3 slides from the wire trash can and a tube of lipstick from the fire hydrant. Click on the trash can near the motorcycle for a response from Logan. The other things that can be done in the studio are all optional and simply add to the story line.

Save your game before talking to Logan. Make friendly conversation and, again, do not blow your cover! Try to prod him for information and coyly work on his ego. Eventually ask about the 3 murdered girls.

If you ask what he knows about Dermot O'Connor, his reply will give you a motive for Dermot.

Asking Logan about Sandi Hills and then "Which models have been involved...", is another opportunity to get a motive for Sandi.

When Logan mentions that they all went to the same gynecologist, you have another motive (Dr. Alphonse Reo).

When the conversation ends, go into the Dressing Room to get ready for the shoot. When you exit, turn around and talk to Logan again. Select all of the sets as many times as you like. When you have seen them all, you can leave anytime you wish. (Logan gives no indication that the shoot is over.)

Note: I've been told that you can go into the dark room (behind the door with the flashing red light) after the shoot and talk to Logan's wife. This supposedly establishes more motives.

Sometime during the day, Victor will advise that you must have all motives approved by the end of tomorrow. At this point you should have motives established for Andre, Bruno, Dermot, Eddie,

Logan, Dr. Alphonse Reo and Sandy Hills. Polly Entwistle is the only one on your list with an alibi so far.

Before you end the day, review your evidence list. According to what Victor advised, only 6 items per day can be sent in as evidence. You should have too many. (Items deleted from the list will return to their original location for retrieval later, if desired.) Items you think might point to the killer's identity should stay on the list. Delete the romance novel and the wad of bills from Candi's and everything except the tube of lipstick from Logan's Studio for now. End the day.

Tuesday, April 3

Victor pops in to give you the results of the evidence you sent in yesterday. Review all of the results for clues. Go to Holly's Safe House and check your mailbox. Enter your apartment and listen to your phone messages. If you haven't had a chance to review background reports on Dr. Alphonse Reo, look at those now. Vernon Breen's name may also be listed there, so read his reports too. You have three new places to visit now. They can be done in any order.

At Vernon Breen's Apartment, save your game at his front door. Immediately the conversation begins with Vernon. (Note: During my conversation with Vernon, the videos acted strangely. Clicking on the video screen, I was able to move the conversation along, although I missed some of his responses.) Establish a motive for Polly by following the path "Who was the one exception?" and then "Who was Miss February?" followed by "Where is Miss February now?".

When you end your talk he gets a phone call. Quickly search his apartment before his phone call ends. Several things will upset Vernon and end his phone call prematurely: Picking up the phone and listening to his tape recorder are at least two instances. For the best results, as soon as you are able to search the room find the manuscript of his book tucked under the bed's mattress (top right corner of the bed). This establishes a motive for Vernon. While viewing the manuscript, open M & A and enter his motive.

Proceed to the Solloway Agency. Save your game before talking to the pretty blonde in the reception area. Talk to Lakey in a friendly manner, again with the object of gaining information. While questioning her, you have another opportunity to submit a motive for Dr. Reo. After finishing with Lakey, turn to your right to find the reception desk.

Save your game again before talking with the receptionist. Talk to Dmitri. Even though he is rude to you, try and be friendly to get information from him. It is important not to irritate Dmitri.

Asking Dmitri about the "coincidence" between the murdered girls and the Solloway Agency, his response provides you another opportunity to submit a motive for Andre.

After your conversation, notice the notepad on his desk (get an important phone number). There is also an piece of evidence on the floor in front of his station (bottom left corner of the screen) -- pick up the lipstick tube. Go in for your appointment by clicking the right door.

Be nice while talking to Andre. After he leaves you alone, click on the left door to enter his private office. Luckily you can take your time so search this area thoroughly. There are quite a few things you can do here in addition to what is most important. Desk drawers can be opened. The credenza behind his desk can also be opened.

Be sure and find the tiny piece of paper tucked into the right side of his desk blotter. Notice the date for the opera tickets. He was at the opera when Candi's murder took place! Submit an alibi for Andre while viewing the opera tickets.

Also very important is the discovery of a key underneath one of the credenza snow globes.

Otherwise, find a phone number under his blotter and four phone numbers in his rolodex (credenza cabinet). Try calling his personal extension now. Listen to the voice of Lakey calling him "slave". Look at his entertainment unit and view the security tape. Pick up as many items as you can for evidence. I found an envelope with the word SLAVE (under doberman statue), a paddle (behind a picture to the left of the credenza), and some handcuffs.

Once finished at the Solloway Agency, leave and see that the Logan Collins Studio is available. Using the key you found at Andre's, unlock the door and go inside. Since Logan is not here, check out the trash can near the motorcycle for some interesting information about Logan and Audrey's marriage. Anything else you failed to pick up earlier can be gathered for evidence including the scissors, slides from the wire trashcan and the lipstick.

The red light is not flashing at the other door so you can enter there. Save your game before clicking on the door. As you start to go inside, Polly Entwistle appears. While many conversation paths will be interesting, you will be able to establish a motive for another person while talking to Polly. Ask Polly about the sinners and then who she thinks the murderer is. She implicates Jeanette (a motive).

After she leaves, go into the dark room. Here, find a phone number beneath one of the hanging photos. Move to the table top and develop two photos by clicking on the empty trays. Move further left to the paper cutter and click on it as well as a letter to Audrey about her husband. The letter can be used to establish a motive for Audrey.

Note: To check someone else's messages you must first dial the phone number, then their personal extension and immediately their voice code number.

Go to Dr. Alphonse Reo's Office where, again, you should save your game at his door. You have limited time to search while the doctor finishes with his other patient. Try to find at least one piece of evidence to send to the lab. Don't worry that you cannot get it all now. You will be back again later for a more thorough search.

During your conversation with the good doctor, be sure and ask him about "blow". Also ask him who he thinks is responsible for the Cover Girl Murders. When he gives you the proper reply you will be able to establish a motive for Lakey Snow.

If you earlier asked Dmitri about his girlfriend, Dmitri and Jeanette's Apartment should be available for a visit. Going there, again save your game before knocking on the door. (Notice the mat can be moved in front of the door.) This can be a tricky conversation. Start with "Is Dmitri Home?" and follow with "My name is Dee. ..". Follow the question about "breaking into the modelling scene" can lead to a motive for Vernon Breen. Ask her who she thinks is responsible, and then "What's spooky about it?" to get there.

If you tell her you would like to meet her photographer, followed by the fact that you don't feel comfortable around Logan Collins, her reply here that she "hates them all" is a motive for Jeanette.

If you followed my directions carefully up until now, you should have a motive for everyone on your list (except Dmitri), and alibis for both Andre and Polly. Cull down your evidence list to 6 pieces that you feel are most important. If you haven't reviewed the records on new suspects, do that now. End the day.

Wednesday, April 4

As your day begins, read the results of the evidence you sent in yesterday. Travel to Holly's Safe House. You have mail in your mailbox from Dmitri inviting you to his apartment. (I believe this is another chance to visit Jeanette if you made a mistake talking to Dmitri earlier.)

Save before going inside your apartment because you have visitors - Lakey and Brandi. You can say a variety of things to Brandi, but don't upset her by pushing a subject she objects to. Be sure and ask her about Lakey. If you have not established a motive for Lakey by this time, this is another opportunity by following the "psychopath" line of questioning. Once they leave, check your phone messages.

Go to Dmitri and Jeanette's Apartment. Knock on the door. Hmm, no one home and the door is locked. Look under the mat for their key. (If you noticed Andre's calendar and remember what Jeanette told you, they are on vacation today.) Go inside and snoop around. Several pieces of evidence can be gathered here including a wig (wardrobe shelf) and glue (chair cushion). On the left side of the wardrobe look at the small phone book (a number for Eddie). Look inside the desk and notice that only one person purchased an airplane ticket. Listen to their phone messages. The most important item to get from here is inside the chest of drawers. Get Vernon's key from the top drawer.

Back in Vernon's Apartment, you can search more thoroughly now that he is not home. He has four files on the models hidden in various places around his apartment. Check under the phone table, on the stereo at the foot of the bed, inside the wall kitchen cabinet and in the oven. Listen to the tape player on top of the filing cabinet and search the filing cabinet. Look inside his freezer.

You start your job at Pandora's tonight. There is a lot to see and do at Pandora's. Save your game before talking to Eddie. Ask him again about your pay and eventually get around to inquiring about Logan Collins' involvement with the murders. This is another place you can submit Logan's motive. Although he gives you his opinion of Dmitri, you cannot get a motive or alibi approved for him here, nor for Jeanette. And if you ask Eddie where he was when Candi was killed, his alibi is not concrete enough to be approved.

Two other doors lead to other areas of the club. Through the black door is the shower booth. Go now through the red door toward the dressing room, another booth and restrooms. Save your game. Inside the star dressing room you finally meet Sandi Hills. As you talk to her, the opportunity for several more motives can be established if you still need them. You can submit motives for Audrey and Andre if you ask the right questions.

You find Bruno inside the men's room. While talking with Bruno, you eventually get around to asking him who you should watch out for at the club. Asking him "Anyone else..." and he will give you his opinion of Brandi. Put in a motive for Brandi now.

Go back to the main part of the club and enter the black door to perform your act. Once finished, leave the club. Victor will advise you it is time to select some suspects for surveillance. You can choose only three - and those three must have approved motives. Choose carefully. I had success choosing Bruno, Sandi and Vernon. Click on the Finish button to process your request.

Note: Once processed, you cannot change the surveillance requests until Victor tells you to.

Before ending today, review your evidence list. You can travel to any of the other locations to pick up items you have not submitted thus far. End the day.

Thursday, April 5

At Holly's Safe House, check your mail and phone messages. Look at the results of yesterday's evidence.

Travel to Pandora's and go to the back rooms.

Inside the star dressing room, watch the fight between Lakey and Brandi.

Inside the men's room, watch Dr. Reo and Bruno. After the two men leave the men's room, go back in. On top of the towel dispenser is Eddie's voice code. Under the plunger find a note with a key which unlocks Dr. Reo's office.

You will be taking Lakey's place tonight, who was on pole duty. Find an empty pole and click on it to dance.

Travel to Dr. Alphonse Reo's Office and pick up as much evidence as you can find (including champagne glasses, drugs from all of his desk drawers and doctor's bag and test tubes).

Review your evidence list to send in no more than six items. End the day.

Friday, April 6

This is the day to find alibis for everyone you can.

Your PDA pops up showing the results of the stake-outs last night. (NOTE: If Victor does not appear and your PDA does not open automatically, you have done something wrong and cannot complete the game! Restore an earlier game and replay, making sure you follow the walkthrough from at least April 4 forward.) Immediately read Brandi's autopsy report. Notice that her time of death was 10:00 p.m. and that Lakey found her at 1:30 a.m. Now return to the surveillance results and begin reviewing them one by one. As you find alibis, immediately go to the Motive & Alibi list and submit them.

The results you have depend entirely upon your earlier instructions on surveillance. Audio tapes of phone conversations may lead you to the phone records of various suspects to determine the date and time of the phone calls. Video tapes have the date and time shown. Look for anything with the date of April 5 and the time of around 10:00 p.m. Submit any alibis you can.

Listen carefully to the taped phone message from Dmitri to Vernon. By now you should have come to the conclusion that Dmitri and Jeanette are the same person. This establishes an alibi for "Jeanette". So far so good. You should only need one more alibi.

Victor will ask you if you want to change your stake out selections. Change them to new people. This time select Andre, Audrey and Dr. Reo. Choose Finish and exit your PDA.

Go to Brandi and Lakey's Apartment. More surveillance tapes dump in while you are inside their apartment! Open up your PDA once again and review them the same way you did yesterday.

With the information you have now, you should be able to prove that:

Andre and Lakey were together

Logan and Sandi were together

Jeanette called Vernon

Audrey was at the Solloway Agency. (See below if you cannot get this one.)

Polly was out of town (You may have submitted this earlier.)

Brandi is no longer a suspect.

Searching the apartment will reveal quite a few pieces of evidence. You will find a blonde wig, a red wig, cigarettes in two separate ashtrays, and a tray with vegetables.

Most importantly, find a tape player on their shelf unit. Listen to the tape. Doesn't that music sound familiar? Confirm your suspicions by opening up your PDA and listening again to the surveillance tape of Dmitri's phone call to Vernon. The music is the same! Look at Brandi's phone records. Someone used her phone to call Vernon on April 5th at 10:04 pm -- only 4 minutes after her death -- her murderer! With the music playing in the background to simulate Club Nylon, Dmitri called Vernon from Brandi's phone. Vernon's answer machine message tells where Vernon has gone.

Dmitri was simply trying to give himself an alibi. (Other evidence pointing to Dmitri -- the lipstick found on the glasses from Candi's apartment matches the tube found near Dmitri's reception desk.) Once you have listened to the tape, remove it for lab analysis.

Find a security card in a purse in the kitchen and listen to the phone messages. Go to the Solloway Agency. Click on the security panel slot to open the door. Review the security tape from April 5th. This also establishes an alibi for Audrey if you need it.

Before ending the day, review your evidence list to narrow it down to only 6 pieces. Go to Day 7.

Saturday, April 7

Lakey comes to you very upset and needing a friend. It would make sense to let her stay with you as any good friend would. But, due to a possible game bug, I could not get past the ending scene. (Each time the game dumped back to my desktop!) If this happens to you too, work around the problem by making Lakey mad. She will leave and you can go on with the game.

Look at yesterday's evidence and any new surveillance tapes. You can go to your apartment, if you wish, and check your mail and see if you have any messages. (By the way, I never figured out a way to watch the show I taped on the VCR. I think the police will find it after this case has been solved.) Leave and go to the Library, which is flashing on the map screen.

You leave the library automatically. **SAVE YOUR GAME HERE!** This is your **LAST** save opportunity. If you have successfully established alibis for **ALL BUT 6 SUSPECTS**, you can now go to Pandora's.

Once inside the booth, all 6 of your suspects will appear one by one (the order in which they appear changes with each game): Bruno, Dermot, Dmitri, Eddie, Dr. Reo and Vernon. If you do not choose, your boss will tell you that you must. When Dmitri dressed as Jeanette appears, press the panic button!

Once you are alone with Dmitri, your conversation choices are critical. If you choose incorrectly, you will die. Several conversation paths will work. Just remember that he has been a very bad boy and needs to be punished. Here is what worked for me:

Lie

Keep Lying

I'm not a cop! ..

Please I'll do anything you ask!

You look beautiful in this light.

You're pretty stunning yourself.

They made you angry and jealous.

You didn't really want to kill them, did you?

Offer to tie him up.

Punish

Punish him more

THE END

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