

## P. I. Cole – The Case of the Missing Doxie

### Introduction

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Thank you for playing my game and showing your support!

Unlike all other QL adventure games which suffer from the flaw of having to use exact phrases to complete the puzzles, P.I. Cole is fully menu-driven and the player doesn't have to type anything. You just select from the menu (or the using the shortcut keys) the action to perform then select from the presented list the object or character to interact with.

The detective character started as a sort of Archie Goodwin (from Rex Stout's Nero Wolfe series) mixed with Nick Charles (from Dashiell Hammet's – "A Thin Man"). The first chosen name was Goodwin - but it was too long and didn't fit on the office door. So, I changed it to Cole (in homage to Robert Crais's Elvis Cole detective) and in this process the character also received some influences of Joe Pike (Elvis Cole's associate) and Sam Spade (Dashiell Hammet's "The Maltese Falcon")

Maybe this mix is not visible in the game, but it existed in my mind as I wrote the game and it influenced the storyline and the plot - and thus there is no true "happy ending"

Jake was created loosely based on characters in Lawrence Sanders' Matthew Scudder series

The spider earrings object was borrowed from Rex Stout's "The Golden Spiders" book.

### The story

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The story starts very simple – you are the detective Cole and you have to find a missing woman. The story then gets more complex as you play 🧐

The puzzles in the game are not many, nor very complicated. The scope is not to collect objects but, as a true detective, is to collect information and to find the answers to **What really happened? Who done it?** and **Why?** See if you can answer all these questions before the final confrontation in the game, which reveals them all!

### Loading the game

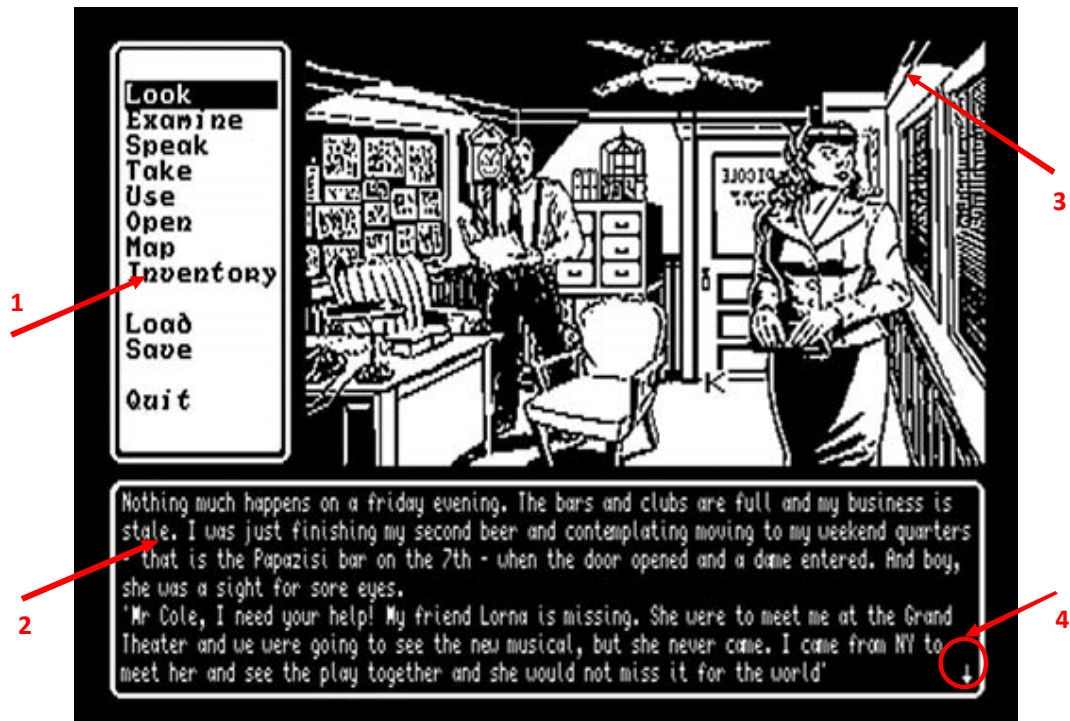
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To run the game you need to have Toolkit 2 loaded on your system.

P.I. Cole was released in the following formats:

Game Format	How to Run the game
Flp image	Mount the flp image as flp1_ and then use LRUN flp1_ boot If you want to mount the image to another floppy drive then edit the boot file and replace the flp1_ with the name of the drive
Win image	Mount the win image as win1_ and then use LRUN win1_ boot If you want to mount the image to another win drive then edit the boot file and replace the win1_ with the name of the drive
MDV image	This is only for use with vDrive QL. There are 4 mdv images named Picole1.mdv, Picole2.mdv, Picole3.mdv and Picole4.mdv. Mount them as mdv2 to mdv5 in order and then use Lrun mdv2_ boot
Zip file	Create a directory on your storage device and unzip the archive into it, then run the game, passing the full path as a parameter: Exec_W DevX_FullPathToGame_Picole_obj;" DevX_FullPathToGame_"

## Playing the game



- 1 – Game Menu    2 – Text Window    3 – Image window  
4 – If shown then the game is waiting for a keypress to show more text

To navigate the menu use cursor keys UP and DOWN. Use ENTER to select the command. Alternatively, you can use the shortcut keys.

Command	Shortcut	Description
LOOK	L l	Shows location description
EXAMINE	E e	Shows more details about the object. A list of objects available in the location is presented. First element of the list is the Inventory - select it and press enter to examine inventory objects
SPEAK	S s	Speak with whoever is in the location
TAKE	T t	Take object. A list of objects available in the location is presented, navigate with cursor keys and select with Enter
USE	U u	Use object1 with Object2 or Use Object. A list of objects available in the location is presented. First element of the list is the Inventory - select it and press enter to use inventory objects. Navigate with cursor keys and select with Enter. As there are not many verbs in the game Use can be also used as manipulate, interact with etc.
OPEN	O o	Open object - select object in the same way as for Examine

MAP	M m	Show the map and you can select the location where you want to go
INVENTORY	I i	Shows your current inventory
LOAD		Loads the last saved game
SAVE		Save the game. There is only 1 save slot as the game is fairly simple and I feel that there is no need for more.
QUIT		Quit the game. You should SAVE before quitting!

### **Game Testers**

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Thank you Rob Heaton, Tobias Fröschle and Peter Scott