**P.I. Cole – The Invisible Case**

**WALKTHROUGH**

The game is not linear so this walkthrough presents just one of the multiple ways to complete the game. You can perform the actions almost in any order you want or it feels more logical for you.

Do not forget that in all locations you should **LOOK**, **EXAMINE** everything and **SPEAK**, otherwise you will lose most of the fun of the game.

The words written in uppercase bold are the actions you need to perform **LOOK. TAKE, USE, EXAMINE, OPEN, SPEAK, PUNCH, WAIT, MAP**

The words written in bold-italic are the locations: e.g. ***Office***

When the game starts, you are in in your ***Office***

## OFFICE

**EXAMINE** Blackboard.

**EXAMINE** Photo.

**EXAMINE** Markers. You cannot take the Photo or the Markers but keep in mind that you have them in Office.

**OPEN** Drawer and **TAKE** Gun and Bullets.

Then **OPEN** Door and you will be on the Street.

## STREET

**EXAMINE** Dog and **TAKE** Dog. The dog is not friendly and you cannot take it.

**EXAMINE** Car. You will learn that you have lost the keys.

**OPEN** Car – cannot do it, because you have no keys.

**EXAMINE** Bamboo. You will find a wire and a stick

**TAKE** Wire

**TAKE** Stick.

Then Use **MAP** and go to ***Butcher Bar***.

## BUTCHER BAR

**SPEAK** to Butcher. Two new locations will appear on map – ***Motel*** and ***Insurance***

Use **MAP** and go to ***Insurance***

## INSURANCE

**SPEAK** to man

**EXAMINE** Badge

**TAKE** Badge.

Then use **MAP** and go to ***Motel***

## MOTEL

**OPEN** Door 101

**TAKE** Robe

**TAKE** Pliers

**OPEN** Door

**OPEN** Door 102

**SPEAK** to Woman Nothing to do here, but it is nice to speak to women 😊

**OPEN** Door

**OPEN** Door 103

**OPEN** Drawer

**TAKE** Silk Stockings

**OPEN** Door

**OPEN** Door 104

**SPEAK** to Woman Nothing to do here, but she’s nice 😊

**OPEN** Door

**OPEN** Door 105. The door is locked so you cannot open it. You will need a key. Or a skeleton key…

Use **MAP** and go to ***Hair of the Dog Bar***

## HAIR OF THE DOG BAR

**SPEAK** to Jake You’ll find that he works again and is not so willing to give you information, unless you have a story for him to print. Use **MAP** and go to ***Butcher***

## BUTCHER

***T*AKE** Meat

**TAKE** Fork

Use **MAP** and go to **Street**

## STREET

**USE** Meat with Dog

**Take** Dog. The dog is not friendly and you cannot take it. You have to feed him meat at least 3 times before you can take it. So repeat the process until you get the dog. After you get it you will take the dog home and you will be in ***Office***

## OFFICE

Use **MAP** and go to Chinese Store

## CHINESE STORE

**EXAMINE** Skeleton

**TAKE** Ointment **-** Chan will go to search for ointment in the back room and will leave you alone for a short while.

**PUNCH** Skeleton Chan will return and will be angry, so he will throw you out in the ***Street***

## STREET

Use **MAP** and go to Chinese Store

## CHINESE STORE

**EXAMINE** Pile of Bones

**Examine** Bone

**TAKE** Ointment - Chan will go to search for ointment in the back room and will leave you alone for a short while.

**TAKE** Bone - Chan will return and will inform you that he is out of ointment. You will once again be out in the ***Street***

## STREET

**USE** Wire with Pliers

**USE** Bent Wire with Car

**OPEN** Car

**OPEN** Glovebox

**EXAMINE** Glovebox   
**TAKE** File

Then use **MAP** and go to ***Motel***

## MOTEL

**USE** File with Bone

**USE** Skeleton Key with Door 105

**Open** Door  
OK, now you found Dixon – dead and a bit crispy  
**EXAMINE** Magazines

**TAKE** Fish Magazine

**EXAMINE** Fish Magazine  
You will notice something written on the cover of the magazine – and location ***57th Street*** will become available on the map. But first let’s go back and inform Butcher about Dixon. So use **MAP** and go to ***Butcher’s Bar***

## BUTCHER BAR

When you get there you will notice that there is kid with Butcher**.**

**SPEAK** to Butcher - You will be told about a missing kid. New locations will be available on the map – ***Cat’s Slum*** and ***Back Alley.***   
Again **SPEAK** to Butcher

Then use Map and go to ***57th Street***

## 57th STREET

**OPEN** Bookstore Door

**SPEAK** to Man - He will throw you out of the shop. Nothing to do here now.

**OPEN** Petshop Door

**USE** Fish Magazine with Girl

You will find about mr. Wallace and his address – and new location Wallace House will become available on the map.

Use Map and go to ***Cat’s Slum***

## CAT’S SLUM

**SPEAK** to boy - He will tell you about the connection between the missing child and Marvin, the bookshop owner

Then use MAP and go to ***Back Alley***

## BACK ALLEY

**SPEAK** to Hector - He will tell you about a man and a woman and also about Maria, the social worker – she was also looking for the kid . A new location will appear on the map – ***Tanner’s Alley***   
**TAKE** Hector (you will need him later, to find the pearls)  
use **MAP** and go to ***Tanner’s Alley***

## TANNER’S ALLEY

You found Maria – she was murdered.  
**EXAMINE** Newspapers - you’ll read about a string of murders. All victims were kids and were last seen in the company of a man and a woman  
**EXAMINE** Woman Bag

**TAKE** Postcard

**EXAMINE** POSTCARD - Now you know Maria’s address and a new location is available on the Map – ***Maria House***  
Maybe it’s time to work more on the pearls’ case, so use **Map** and go to **Wallace’s house**

## WALLACE HOUSE

**SPEAK** to Maid – She will tell you that, as result of a robbery, Wallace is in hospital. New location appears on Map : ***Hopital***.

Use **MAP** and go to ***Hospital***

## HOSPITAL

**OPEN** Door

**SPEAK** to Nurse - Visiting hours are over, so she will throw you out of the hospital.  
Use **MAP** to go to ***OFFICE***

## OFFICE

As you arrive at your office, a man will attack you. At this point in the game, if you do not already have the dog, you will be beaten and will end up in hospital. This also means that you just lost 3 precious days and Dixon’s murderer will find the pearls before you do and kill Sykes.

If you have the dog then **SPEAK** and the dog will attack the bushwhacker and you will be able to interrogate him.

Now, in order to enter the Hospital and meet Wallace you have to pass as a doctor. So …

**USE** Badge with Photo

**USE** Badge with Markers - You will create a doctor’s badge with your photo and your name  
**USE** Badge with Robe – attach the badge to the Robe  
**USE** Robe – and wear the robe. Now you are ready to go back to hospital  
Use **MAP** and select Hospital

## HOSPITAL

**OPEN** Door

**SPEAK** to Nurse - She will tell you where to find Wallace  
**SPEAK** to Wallace   
and use **MAP** go back to Wallace House

## WALLACE HOUSE

**SPEAK** to Maid … and notice that she is afraid of dark

**EXAMINE** House

**EAMINE** Panel - this is the electricity panel.

**OPEN** Panel – you cannot, because it is secured with screws. So you need a screwdriver

**USE** Fork with File to create a crude screwdriver

**USE** Screwdriver with Panel

**TAKE** Fuse - the house goes dark and the maid leaves the house

**USE** Skeleton Key with Door

**OPEN** Safe - you can’t, it asks for a password

**MAP** and select Office

## OFFICE

**USE** Lamp - you turn on the light

**USE** Fish Magazine with Lamp - in the light you can read better what’s on the cover of the magazine. It’s a password !!

So use **MAP** and go back to ***Wallace House***

## WALLACE HOUSE

**OPEN** Safe

Enter password

**EXAMINE** Files - and you found Sykes address and ***Sykes House*** will appear on map

Use **MAP** and select Sykes House

## SYKES HOUSE

**EXAMINE** House - Sykes is not at home

**WAIT** - you do not have time to wait. You need a sidekick to do house surveillance, so …

**USE** Hector with House

Now you can see about that missing child, so use **MAP** and go to ***Maria’s house***

## MARIA HOUSE

**EXAMINE** Shelves

**Open** Chestbox - it has a password lock

**EXAMINE** Postcard - notice that the postcard date is 11.20.2019 and it says that Maria’s birthday will be 9 days. So Maria’s birthday is on 11.29 !

**Open** Chestbox and enter 1129

**TAKE** Small key

**EXAMINE** File Cabinet

**USE** Small key with File Cabinet

**OPEN** File Cabinet

**TAKE** Film Device - as it is too heavy to carry you will place it on the desk

Use **MAP** and go to ***57th Street***

## 57th STREET

Do you remember that one of the kids told you about the connection between Marvin and the missing kid?

**OPEN** Bookstore Door

**SPEAK** to Man – he will throw you out again

**WAIT** …. and **WAIT** … and **WAIT** - Marvin will exit the bookstore

**EXAMINE** Man - Marvin is going towards the garage. New location on the map – ***Garage***

Wait till Marvin disappears from the street and then use **MAP** and go to ***Garage***

## GARAGE

**SPEAK** to Marvin – he will not stop. So …

**PUNCH** Marvin - he will drop a parcel

**OPEN** Parcel - you will find a book and a tape reel

**EXAMINE** Book

**SPEAK** to Man - he will now tell you that he sent Bill to meet with a man and a woman, those you also deal in porn books

Use **MAP** and go back to ***Maria House***

## MARIA HOUSE

**USE** Tape reel with Video Device – after you see the movie, you will find a scrap of paper with the name Speakeasy Club on it. Location ***Speakeasy*** will appear on the map

Use **MAP** to go to ***Speakeasy Club***

## SPEAKEASY CLUB

***PUNCH*** Door

You don’t know the password – but who might know it?

Use **MAP** and go back to ***Sykes House***

## SYKES HOUSE

At this point in the game, if Hector is not already watching the house than you will try to enter using the front door and you will get shot and end in hospital. You will lose the pearls and any chance to find the missing kid alive. The game will continue, but you will find him dead.

If Hector is watching the house, he will warn you about 2 things: the murderer is here and the front door creaks, so do not use it.

**OPEN** Window

**USE** Loaded Gun with Gunman - the gunman will notice you, but Mrs. Sykes will kill the gunmen, but not before he kills Sykes.

**SPEAK** to Ms Sykes

**TAKE** Knife

**EXAMINE** Fish Tank

**EXAMINE** Silver Fish

**EXAMINE** Black Fish

**TAKE** Silver Fish - you cannot catch them, so you need a net

**USE** Bent Wire with Pliers - to create a looped wire

**USE** Looped Wire with Silk Stockings – to create a fishnet

**USE** FISHNET with Silver Fish

**USE** Knife with Silver Fish - nothing here

**USE** Fishnet with Black Fish - and notice that the fishnet is too short

**USE** Fishnet with Stick - and create a longer fishnet

**USE** Fishnet with Black Fish

**USE** Knife with Black Fish - Great, you found the pearls !!!

And you get back to ***Office***

## OFFICE

Use **MAP** and go to ***Insurance***

**USE** Pearls with Man - he will pay you the reward ad you get back to your office

Use **MAP** and go to ***Butcher’s Bar***

## BUTCHER BAR

**USE** Money with Butcher

And now let’s get back to missing child. Who might know the password to enter Speakeasy Club?

Use **MAP** and select ***Hair of the Dog Bar***

## HAIR OF THE DOG BAR

**SPEAK** to Jake – he doesn’t know the password but he will tell you that password changes often and is published somewhere. Does it ring any bells?

Use **MAP** and go to ***Garage***

## GARAGE

Notice that there is some graffiti on the wall. The graffiti will change every time you visit the location, but all have some numbers. The number shown is the password for Speakeasy

Use **MAP** and go to Speakeasy

**Punch** Door

Enter password

**Speak** to Man – he will direct you to the man and the woman

**Speak** to Man – he will dismiss you and leave

**EXAMINE** Matches – and notice the Reno Rent logo

Use **MAP** and select ***Hair of the Dog Bar***

## HAIR OF THE DOG BAR

**SPEAK** to Jake - do it several times if needed. You will give him the Leander Pearls story and he will tell you about Reno Rent. The location ***Reno Rent*** will become available on the map.

Use **MAP** and go to ***Reno Rent***

You will find the missing child and Cole will take him to Butcher

## BUTCHER BAR

**SPEAK** to Butcher – he has a plan and you will meet him at his warehouse

Use **MAP** and select ***Warehouse***

## WAREHUSE

**SPEAK**

And watch the ending ….