

Deja Vu FAQ

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The Deja Vu FAQ

Written and published by Above Average
For the Nintendo Entertainment System Console

I dedicate this FAQ/Walkthrough to the Lost Gamer and his Deja Vu FAQ. Their were some points of this game I simply could not do without the help for an FAQ, and The Lost Gamer's walkthrough was a great source to go to when I was stuck at some tricky points of the game. Thank you Lost Gamer, and do continue to write decent FAQs for all those unknown games (Hence your name). Also for all the hardcore Deja Vu fans out their, many of you still enjoy this gem and I am glad that is so.

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02. INTRODUCTION

I am writing an FAQ for the classic NES game, Deja Vu. The well known saga of famous private eye, Ace Harding and his bizzare adventures. This game features a unique and classic story of the man who has lost all memory. He can't remember a thing, not even who he is and where he is. Slowly through out the game Ace will start to recover his memory, but it's all up to you! Can Ace clear his name and recover his memory, or will he fail on his quest and get killed? It all up to you, the player! In any case I hope you enjoy this FAQ and if you have something to add, please email me at the address provided in the Legal Info section.

03. THE STORY

Actually, in the beginning, most of the story is pretty unknown. While playing the game, the player will start to understand the story better when reading things like notes, journals, etc. Since I don't want to ruin the mystery of the story, I will give you the basic story that the game gives you in the beginning.

"You are waking from a stupor that feels like a chronic headache after a week in Vegas. You notice your right palm is covered with dried blood, but you can neither see nor feel any wounds. You feel a sharp pain on your left forearm. Rolling up the sleeve, you find a tiny puncture on your arm. "Has a doctor injected me with a medicine?" Then you realize you can't remember who you are!! You have no idea where you are and why you're here. You have no memory... whatsoever!!"

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In this section I will write out the step by step solution to Deja Vu.

- You start in a stall, on the door you see a brown coat. Take the coat, open it and take everything out of the coat (Makes things a lot easier later on down the line, trust me). After you take the coat you will find there is a gun underneath it. Take the gun and move out of the stall. Outside you find a mirror. Look into the mirror (examine) and you will see yourself! But you can't remember who you are! Oh well, you tried. Move out of the room and into the hallway. Go through the door straight ahead of you and enter Joes Bar. Go up the stairway.

- Take a look at the posters on the walls. You will find Doghouse Riley, Mac McPuffen and...you! You will go through another Deja Vu moment, as the poster reminds you of yourself, but you don't know who you are. The name below says "Ace Harding", but it doesn't ring a bell. Oh well, you gave it your best shot. Open the door ahead and enter the next room. This room appears to be an office of some sort. Open the desk and take the envelope. Inside the envelope is a bill from the Doctor made out to Joes Bar. It lists several different medicines. Now use the key you got from your coat on the locked door next to the desk and enter the room.

- You will find a...dead body!! Open the dead man's pocket and take the key. Then open the desk and take the pencil and the key into your possession. There is a combination safe on the wall, but you don't have the code to open the safe. Instead, open the window and leave through the fire escape. Move forward to the third floor. Open the window and enter. You will wind up in a doctor's office. Open the wastebasket and take the capsules inside. Then hit the elevator button and enter the elevator. Hit the last button on the button selection. Now wait, and exit the elevator and you will be in a sewer. Go up the manhole and you will find yourself in a small brick area. Enter the room on the left and enter the casino!

- Use a few of the seven coins you got from your wallet in your coat on the slot machine. Keep playing until you hit the jackpot (Don't worry, you won't ruin out of coins, you will hit it eventually) Keep playing until you get around 30-40 coins (You will need them for cab rides in the future). Exit the casino and go down the ladder and then go right and then up the manhole. You find yourself on the street in front of Joe's Bar. Move up into an alleyway and then forward into the street. If you happen to run into a thug, just hit him (However after you run into him four times, you are forced to pay him) Then go right. You will find a girl named Sugar here (She is a hooker). She says she has something for you. Don't let her pretty fool you, just hit her and then open her handbag. Take her money and gun. She was planning on killing you, but we put a stop to that! Then go left.

- You are back in front of Joes Bar. Use Key2 to open the car and then enter the car. Don't start up the hood of the car, or you will blow up into pieces. Open the dashboard and take and examine everything in there. You will find a picture of a heavy woman. The note is Joe Siegel's car registration (Owner of Joes Bar). Now examine the map. It has instructions on how to get to Joe's Bar. It reads "Ace, follow this route. That way you'll know if you're being followed. Be careful, you don't want the cops to find Mrs. Sternwood in the trunk." After you examine the map, leave the car and go left.

- If you find a person around here that say some stuff about saving your life, just ignore him and go left again. You will find a newstand with newspaper headlines reading "Japanese Bomb Pearl Harbor". Don't waste your money, go left again. Keep going left until you can't go left anymore. You will find a cab, then enter it. Tell the cab driver to take you to West End. Use your coins to pay him on the "Pay here" slot and then exit the cab. Open the door and enter the expensive looking hotel that stands before you. Use the card in the slot and then enter the elevator. Then use the card in the slot and exit when the elevator stops moving. You will find yourself in Joe Siegel's penthouse. Take the photo on the fireplace and examine it. Then go back to the cab and tell the cab driver to take you to the address you found on the photo.

- Since none of the keys work on the door, shoot the lock off instead. Now you can enter easily. Take the two pieces on the nightstand and open the drawer and take everything thats inside. If you open the diary in the drawer, you will find the JS bookmark. This Martha character doesn't like Joe Siegel, but seems to like the married Mr. Sternwood. Go back to the cab and go back to West Sherman. Open the door and enter. Go through the hallway and use key5 to enter the Doctors office. Use the gun on the file cabinet and read the four documents inside.

Now here's the tricky part of the game--the correct medicines. Examine all of the medicines and take all of the sodium pentathol and the bisodiumitis. Use the bisodiumitis on thecapsules, and use the capsules on yourself. Your memory will slowly begin to return! You will remember a priest from your boarding school. Take another dose of the bisodiumitis. You will remember your pet dog! Take a third dose and you will remember Suzy Q, the first girl you kissed. Now, most of your memory will be revived and will feel great!

- You used to be a professional boxer and Joe Siegel was your manager. His secretary, Martha, was involved in the killing of Joe (Remember the dead man in the beginning of the game? That was Joe Siegel!) and then planned to convict you of it. Anyway, exit the room and go into the hallway up the stairway. It appears their is someone waiting for you in your office. Shoot whoever it is from outside the door with Gun2, just to be careful. Then use Key5 on the door and enter. Then open the desk, open the ammocase, and take the ammo. Then take file5. It claims that you have done something bad, and is making you look guilty as charged. Could it be the same person who wrote on the map?

- Go back to the cab and tell him to take you back to Joes Bar area (South Peoria Street) and head right until you get to Joes Bar. Then use key3 on the bar door. Enter the room with the dead Joe Siegel and use note3 on the safe and open the folder in the safe and take the note. Open the box in the safe and take the key in their. Now read the note. It claims you owe Joe Siegel money. It seems like another piece of fake evidence. Exit the bar and use Key4 on the car trunk in front of the bar. Inside is the heavy woman you saw in the photo earlier. Shes tied up and unconscience. Remove the gag from her mouth. Use the sodium pentharol on the capsules, and the capsules on her. She will tell you where she lives and then slips back into an unconscience state of being.

- Go back to the cab and go to the address she gave you. Open the mailbox and take the envelope inside. Read the letter inside the envelope. You will find a ransom note. Someone kidnapped Mrs. Sternwood! Go to her door and use the knocker. A butler shows up and says your not allowed in the house. Don't take this, punch him out! Instant KO! Go upstairs and enter the room closest to you. Martha is inside, sleeping. Open the door and open the nightstand and take the memo inside. Use the pencil you got earlier on the memo. Now read it. It's Martha and Sternwoods plans! Then open the door and enter the next room. Here you will find Mr. Sternwood. Take the envelope you find. Inside is a

letter telling Sternwood to leave Martha alone.

- Now go back to the front of Joe's Bar and open the manhole. Go down to the lowest part of the sewer. This is the most important part of the game. Here, you will have to throw out all of the evidence that the game allows you to. Don't forget to empty things out (Such as envelopes, boxes, etc) After you throw out everything, head back up the manhole. From the front of Joe's bar, go right and up to the police station. You get arrested and taken to court. If you threw out everything you were suppose to, you have all the evidence against Sternwood and Martha and your name gets cleared and you are free! Enjoy the neat ending of the words were Ace Harding!

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05. L E G A L I N F O

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Okay, I have a new addition to my legal info section, it's actually a list of sites that can not post my FAQ. I have seen this list in many FAQs and decided to use it in mine. From what I here, these sites have cruelly ripped FAQs from others in which they didn't even ask for permission. Here is the message seen in many other FAQs, and now in mine.

The following are sites that can not use my work. If you see these sites using any of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarized myself or others in the past, or simply taken our works without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not promote such sites that partake in these actions.

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9 Lives	http://www.9lives.ru/eng/
Bean's PSX Dimension	http://www.bean.dk/psx/index.htm
Cheat Code Central	http://www.cheatcc.com
Cheat Index	http://cheatindex.com
Cheat Matrix	http://cheatmatrix.com
Cheat Search	http://cheatsearch.com
Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
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Game Express	http://www.gameexpress.com
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