



```
,=====,
| I. INTRODUCTION |
,=====,
```

Hello and welcome to my Deja Vu Deaths FAQ! This FAQ will explain (hopefully) all the possible ways of dying and failing your quest in this game, how to do them, and what the game tells you when you die.

Since this is an In-Depth FAQ, some general knowledge of the game Deja Vu is expected. But I try to be as clear as I can, even for you gamers who never played the game before. See section "3.2." for more info of the game. Also, you might want to read section "3.1." for some of my thoughts concerning the deaths.

The death chart in this FAQ will look like this:

```
,=====,
| (number), (The actual death event that occurs) |
| |
| Location: (where to find this specific death) |
| How to do it: (how to pull off this specific death) |
| Game message: |
| (the exact message the game gives you when you die) |
,=====,
```

If you find any error in my FAQ, or a death that is missing, you must send me a mail directly and inform me about it, so that I can put it in. You will get full credit, of course.

-----  
Okay! Let's go to the fun stuff!

```
,=====,
| II. DEATHS |
,=====,
,=====,
| 2.1. Basic death message |
,=====,
```

This is the basic death message the game gives you after giving you the message for the specific way you died. For example, if you shoot yourself in the head, the game first gives you a message describing that particular kind of death, then goes to the game over-screen and gives you the basic death message. It looks like this:

"From the beginning, the odds were against you. It was only a matter of time until you reached the end. You're history!!"

After this message, you can choose to continue from your save point or to restart the game.

NOTE: Some specific deaths ignore the basic death message and instead only gives you the detailed death message. This includes all police station arrests as well as some others. At the moment, I haven't made details of which deaths ignore the basic death message. This will be a project for the future. :)

,=====,  
| 2.2. Type A: Accidental deaths |  
,=====,

1. Get eaten by a huge sewer alligator.

Location: In the sewers of Peoria.

How to do it: MOVE left when standing below the ladder that leads up to the casino, in the sewers. When meeting the alligator, do anything but shooting it with your gun.

Game message:

"Crunch!! You've just been snapped in two by the powerful jaws of the alligator."

2. Get shot by the street mugger (version 1).

Location: Somewhere in the streets of Peoria.

How to do it: Do anything but HITTING the mugger or giving him your "20\$-bill" (USE "20\$-bill" on mugger), or giving him your "coins" (USE "coin" on mugger).

Game message:

"The mugger's got an itchy trigger finger and lets you have it."

3. Get shot by the street mugger (version 2). (thanks to Moreno C for showing me this one!)

Location: Somewhere in the streets of Peoria.

How to do it: Give the mugger your "coins" instead of a "20\$-bill" (USE "coins" on mugger).

Game message:

"'You're holding out on me!!' he says as he fills you full of lead."

4. Fall down in the pit at the construction site.

Location: In Peoria, right of the police building.

How to do it: MOVE right when you stand outside the police building.

Game message:

"Whoops!! You've just fallen into a deep construction pit. You should watch where you are going!!"

5. Get blown into pieces in the exploding car (version 1).

Location: Inside the car parked outside Joe's Bar.

How to do it: USE the little button to the lower left in the car.

Game message:

"You've released the hood. It pops wide open. The car explodes with a loud " Kaboom!!". You just fell for the oldest trick in the book!! You've been blown into little bits."

6. Get blown into pieces in the exploding car (version 2).

Location: Inside the car parked outside Joe's Bar.

How to do it: USE "Key 2" in the keyhole next to the steering wheel.

Game message:

"You just fell for the oldest trick in the book!! You've been blown into little bits. You just fell for the oldest trick in the book!! You've been blown into little bits."

\*\*\*AUTHOR'S COMMENT: I have no idea why the game says this twice, but it does. See section "3.1." for further discussion\*\*\*

7. Get shot by the woman outside the police station.

Location: Outside the police station.

How to do it: Do anything but HITTING the woman.

Game message:

"Blam!! You're too late pal, she used a gun from her purse to plug you full of holes."

8. Shoot the woman outside the police station, after you have knocked her down, and get arrested by the police.

Location: Outside the police station, after knocking down the woman.

How to do it: USE "Gun 1, 2 or 3" on the woman.

Game message:

"You decide to shoot her. The cops are right around the corner and show up immediately. It doesn't take the jury long to convict you of first degree murder and sentence you to death. It's too bad. This is the end of the line for you!!"

9. Shoot the mugger in the alley, and get arrested by the police.

Location: The alley in Peoria.

How to do it: USE "Gun 1, 2 or 3" on the mugger.

Game message:

"You shoot the guy only to have the cops show up moments later. You plead self-defense but that's hard to sell when the guy didn't have a weapon on him. It doesn't take the jury long to convict you of first degree murder and sentence you to death. It's too bad. This is the end of the line for you!!"

10. Shoot the bum, and get arrested by the police.

Location: Somewhere in the streets of Peoria.

How to do it: USE "Gun 1, 2 or 3" on the bum.

Game message:

"You take a shot at the bum and hear a woman begin to scream. Immediately you hear the sound of sirens!! Before you can make a quick getaway, the cops come and haul you off. You're on trial for attempted murder. It doesn't look good for you. They have eyewitnesses. The sentence was ten years in prison. A barred cell is waiting for you."

\*\*\*AUTHOR'S COMMENT: Isn't it strange that your punishment for shooting a criminal is death, and your punishment for shooting an innocent bum is just ten years? A mysterious hierarchy in their society, I say. See section "3.1." for further discussion\*\*\*

11. Get shot by the clerk of the weapons shop.

Location: The weapon shop.

How to do it: HIT or USE "Gun 1, 2 or 3" on the clerk.

Game message:

"Ka-boom!! The clerk reacts fast. A shotgun blast from under the counter has just turned you into shreds!!"

12. Shoot the taxi drivers, and get arrested by the police.

Location: Inside any of the two taxi cars.

How to do it: USE "Gun 1, 2 or 3" on the taxi drivers.

Game message:

"You have managed to shoot the bulletproof screen between you and the cabbie. You hear him calling the police on his radio. You're on trial for attempted murder. It doesn't look good for you. They have eyewitnesses. The sentence was ten years in prison. A barred cell is waiting for you."

13. Try to sneak out of the taxi without paying, and get arrested by the police.

Location: Inside any of the two taxi cars.

How to do it: Ride with the taxi anywhere, and MOVE out of the taxi twice without paying.

Game message:

"This day started out bad and is getting progressively worse!! You were supposed to pay the cabbie and didn't. The cops make sure that you're going to pay. A brief trial is all that's needed to convict you."

14. Get shot by the goon in your office.

Location: Ace's office in Sherman.

How to do it: MOVE into the office without shooting the goon through the glass first.

Game message:

"It's a man pointing his gun this way!! You've been ambushed!! He blows you away. He was probably hired to do so."

15. Collapse because of the memory loss.

Location: Ace's office in Sherman.

How to do it: Shoot the goon through the glass, but MOVE into the office before you have recovered your memory.

Game message:

"You have a momentary bout of dizziness!! Your head is really pounding. Suddenly, the world begins spinning... You're passing out...Your luck has run out. Your memory seemed to be at such a low point that you simply blacked out. Whatever was causing the memory loss to begin with has turned you into a vegetable."

16. Shoot the fat lady in the car's trunk, and get arrested by the police. (thanks to Chris Cobb for showing me this one!)

Location: The car's trunk in Peoria, outside the bar.

How to do it: USE "Gun 1, 2 or 3" on the woman.

Game message:

"You decide to shoot her. The cops are right around the corner and show up immediately. It doesn't take the jury long to convict you of first degree murder and sentence you to death. It's too bad. This is the end of the line for you!!"

17. Shoot the butler and get arrested by the police.

Location: The doorway to mr. Sternwood's mansion.

How to do it: USE "Gun 1, 2 or 3" on the butler.

Game message:

"You shoot the butler as the cleaning servants look on with horror. Stupid move!! It doesn't take long before the cops nab you. You're on trial for attempted murder. It doesn't look good for you. They have eyewitnesses. The sentence was ten years in prison. A barred cell is waiting for you."

18. Shoot Vickers while she is sleeping and get arrested.

Location: Vicker's bedroom in mr. Sternwood's mansion.

How to do it: USE "Gun 1, 2 or 3" on Vickers.

Game message:

"You shoot the gun. A passerby heard it and called the cops. You were quickly arrested. It doesn't take the jury long to convict you of first degree murder and sentence you to death. It's too bad. This is the end of the line for you!!"

19. Shoot mr. Sternwood while he is sleeping and get arrested.

Location: Mr. Sternwood's bedroom in his mansion.

How to do it: USE "Gun 1, 2 or 3" on mr. Sternwood.

Game message:

"You shoot the gun. A passerby heard it and called the cops. You were quickly arrested. It doesn't take the jury long to convict you of first degree murder and sentence you to death. It's too bad. This is the end of the line for you!!"

,=====,  
| 2.3. Type B: Suicides |  
,=====,

20. Comit suicide shooting yourself in the head with a gun.

Location: Anywhere.

How to do it: USE "Gun 1, 2 or 3" on SELF.

Game message:

"...Good job. That's a great way to go out with a bang. ...So much for your dreams and aspirations."

21. Comit suicide using deadly medication.

Location: Anywhere.

How to do it: USE "Medic.2" on "Capsules", and then USE "Capsules" on SELF.

Game message:

"Medrezine comes in handy when you've been given a dose of nerve gas. In your case, it's unhealthy!! You begin to feel very, very sick and you quickly lose consciousness!!"

,=====,  
| 2.4. Type C: Police station arrests |  
,=====,

22. Move into the police station and get arrested. (version 1)

Location: The police station.

How to do it: MOVE into the police station  
- without your memory recovered

Game message:

"Click!! The cops cuffed you. You were questioned over and over. But your memory is completely gone. You're eventually linked to a murder and a kidnapping. Because you didn't find the antidote, you spend the rest of your life in an institution."

23. Move into the police station and get arrested. (version 2)

Location: The police station.

How to do it: MOVE into the police station  
+ with your memory recovered  
- without throwing away "Gun 1" first

Game message:

"Click!! Cuffed by the cops. Your story interests them so they investigate the murder and the kidnapping. Various facts were brought to light. Unluckily, they found your gun. Your fingerprints were all over it. The bullets were the same as the slugs pulled from Siegel's body. Though your story makes Sternwood and Vickers seem guilty. The gun was the proof that you were the killer. You're out of luck, buddy!!"

24. Move into the police station and get arrested. (version 3)

Location: The police station.

How to do it: MOVE into the police station  
+ with your memory recovered  
+ with "Gun 1" thrown away  
- without any evidence against mr. Sternwood and Vickers  
- without having destroyed the evidence that points you out

Game message:

"You're in a police station. They are pleased to see you. They want to hear your story. But there was too little evidence for Sternwood and Vickers to be suspected. If Sternwood and Vickers didn't kill Siegel and kidnap mrs. Sternwood, you're the best suspect. The cops knew of the bad blood between you and Siegel. You were brought to trial. The sentence was ten years in prison. A barred cell is waiting for you."

\*\*\*AUTHOR'S COMMENT: This message actually fits in better on version 4 than version 3. The game acts like the police never found any real evidence against you, but took you in anyway since you were more suspicious than Vickers and Sternwood, even though all the evidence is still there. I suppose that the game scripts were mixed up for these two versions. See section "3.1." for further discussion\*\*\*

25. Move into the police station and get arrested. (version 4)

Location: The police station.



How to do it: MOVE into the police station  
+ with your memory recovered  
+ with "Gun 1" thrown away  
- without any evidence against mr. Sternwood  
and Vickers  
+ with the evidence that points you out  
thrown away

Game message:

"You're in a police station. They are pleased to see you. They want to hear your story. But there was too little evidence for Sternwood and Vickers to be suspected. The cops found some evidence and they suspect you committed Joey Siegel's murder and kidnapped mrs. Sternwood. The bad blood between you and Siegel was well known. It doesn't take them long to bring you before the judge. You're given three consecutive lifetime sentences. Good job!!"

\*\*\*AUTHOR'S COMMENT: This message actually fits in better on version 3 than version 4. The game claims the police found the evidence against you, even though you threw it away. I suppose that the game scripts were mixed up for these two versions. See section "3.1." for further discussion\*\*\*

26. Move into the police station and get arrested. (version 5)

Location: The police station.

How to do it: MOVE into the police station  
+ with your memory recovered  
+ with "Gun 1" thrown away  
+ with evidence against mr. Sternwood and  
Vickers  
- without having destroyed the evidence that  
points you out

Game message:

"You're in a police station. They are pleased to see you. They want to hear your story. Your story and the three pieces of evidence made Sternwood and Vickers look suspicious. But you can't be certain of that. The cops found some evidence and they suspect you committed Joey Siegel's murder and kidnapped mrs. Sternwood. The bad blood between you and Siegel was well known. It doesn't take them long to bring you before the judge. The sentence was ten years in prison. A barred cell is waiting for you."

```
,=====,  
| III. IN CLOSING |  
,=====,  
,=====,  
| 3.1. FAQ discussion |  
,=====,
```

QUESTION: "Why did you write a FAQ like this?"

ANSWER:

Yeah, why would people be interested in a FAQ concerning deaths? Well, the truth is, this is a very popular subject for discussion over

the net: the different deaths in adventure games. In fact, almost all adventure games that include many different deaths (games like King's Quest, the Larry adventures and even modern games like Fahrenheit) sooner or later get their own Deaths FAQ. And people always love to read them (this author is no exception).

I decided to write this guide after I had seen that both "sister games" of Deja Vu (Shadowgate and Uninvited) had got covered on this point, and I thought it was not fair that Deja Vu should be left out in the cold. Especially since it contains many interesting and well-developed ways of dying and failing the quest.

QUESTION: "What about those weird deaths?"

ANSWER:

There are some deaths that actually give you very weird messages. I commented on these deaths in the deaths section, and I will develop the comments further here.

When getting blown up in the car parked outside Joe's bar, the game types the same message twice. This seems to be a script error, because it only happens if you blow up the car by using the car keys. If you pop the hood, then a full message is displayed. I guess the developers put in two sentences by mistake in the second death too, and didn't alter them.

Sometimes the game has funny ways on giving you different punishments for crimes. If you shoot a criminal, you get sentenced to death, if you shoot an innocent bum, you get ten years in prison.

UPDATE: I got a mail from Andy Zelonis (reversecausality@gmail.com) about this part. His direct quote:

"I was reading through your FAQ for the Deja Vu game, and I have a theory for why shooting the mugger gets you life and shooting the bum gets you ten years. It says for the end message for the bum that you get charged with Attempted murder, so maybe you shot at him but didn't manage to actually kill him. Whereas you do end up killing the mugger and thus get the full sentence.

Just a thought for your Appendix area."

Good point. Thanks, Andy!

Also, if you destroy all the evidence pointing you out, you get three consecutive lifetime sentences, but you only get ten years if you leave all the evidence as it is. I guess this is not because of a script error, but that the developers were lazy, and copied the same message over and over again, and didn't do a double-check on all the deaths when the game was done.

There also seems to be one huge script flip in the deaths at the police stations. In Version 4, where you have destroyed all the evidence that points you out as the killer, the game says the cops actually found some evidence. But when you leave it as it is (in version 3), then the game says "If Sternwood and Vickers didn't do it, you're the best suspect", as if they took you only because you were more suspicious, even though they found no clear piece of evidence.

I guess this was easy to miss by the developers, since the messages are somewhat acceptable in both cases, and very similiar to eachother. In fact, the message for version 3 works for both version 3 and 4, while the message for version 4 only works for version 3.

QUESTION: "What about the three types of deaths?"

ANSWER:

I decided to split the deaths into three different sections, depending on how the death can be made. These sections are: Accidental deaths, suicides and police station arrests.

\* Accidental deaths are all deaths that are made by the mistake of the main character (not the player! many times, the player DOES want to kill the main character!). The major point for these deaths is that they can normally only be made at just one specific place in the game.

\* Suicides are all the deaths that were made with the main characters own wish, like shooting himself or taking a deadly dose of medicine. The major point for these deaths is that they can normally be made anywhere in the game.

\* Police station arrests can only be made at the police station in Peoria. The arrest message and the punishment that follows differ depending on what actions you have made in the game so far.

Many deaths that are placed into the section "Accidental deaths" includes you to be arrested by the police, but these deaths do not qualify as "Police station arrests" because they are not caused by walking willingly into the police station.

QUESTION: "Why do you call all failures 'deaths'? In some of them, the main character never dies!"

ANSWER:

In this FAQ, the word "death" actually also includes the endings that only get you arrested. Not killed. The word "death" is more simple to use, so I decided to stick with it. I'm sure you won't have any problem with that. ;-)

QUESTION: "Why are the game messages full of typos, weird stuff and doubled characters? Can't you spell?!"

ANSWER:

Please be aware that I put in the message from the game exactly as it is, meaning that any typos, weird line breaks or choice of words were mistakes by the game developers, not me. In Deja Vu, the game always uses two "!!" instead of one at the end of a sentence. I don't know why. The only change I have made from the game to this FAQ is that I put all the messages into normal fonts. The game uses capitals only. I changed it because it gets easier to read that way.

,=====,  
| 3.1.1. Differences between the NES version |  
| and other versions |  
,=====,

Welcome to the new section of this FAQ! In earlier versions, I mentioned some of the differences between the numerous versions of DeJa Vu that I knew of. However, that was just speculation taken from my memory. A quite vague memory too, it seems. This new information has now been thoroughly researched, tested and put into this brand new section. Enjoy!

Note: This FAQ will only list the differences in the deaths between the NES version and other versions. Other differences will not be discussed.

Death differences  
=====

1. Collapse because of the memory loss. (See death #15)

In all versions, you can die because of the progressive worsening condition the main character's memory loss causes. However, the NES version treats this death a bit differently than the other versions. In the NES version, you will only collapse and die if you enter Ace's office in Sherman without your memory recovered. In all other versions though, this specific location is instead located in the Sternwood mansion. This means, you can enter Ace's office as much as you want anytime without dying (that is, as long as that assassin isn't still there!), but if you try to go up to the second floor in Sternwood's mansion, you will collapse directly and die.

In my opinion, letting the character die in the Sternwood mansion is a much better idea than to let him die in his own office. After all, although the office holds some important evidence, isn't it cooler just to prevent the player from seeing the faces of the true criminals unless he has recovered his memory first? I mean, the bedrooms of ms. Vickers and mr. Sternwood is where you find the final evidence that they were trying to frame you for the murder and the kidnapping!

Furthermore, there is another aspect of this death. In the other versions of DeJa Vu, the player can also collapse if too much time passes. In other words, the game has a time limit. This was taken out of the NES version, and only the different game messages where the player experiences various sensations of pain and confusion were left intact, put into various places in the game. This means, that in the other versions, those specific messages were instead given to you as the time limit decreased, eventually killing you off and giving you the death message similar to the one you get when you die in that specific place (Ace's office or Sternwood mansion, respectively).

2. Get arrested by the police while walking on the streets.

In the other versions of DeJa Vu, you can get arrested by the police just by walking on the streets of Peoria. While walking around, you sometimes hear sirens, and the game gives you a warning that the police is drawing near. Unless you retreat inside a building or take a taxi to another location in town, the police will eventually find you and take you to the police station, where you meet your doom. The death message there is the same as if you would have walked inside the police station by yourself.

### 3. Commit suicide using deadly medication. (See death #21)

In all versions, you can kill yourself by taking a dose of the medicine called "Medrezine". But in the other versions, you can achieve this result also with the medicine "Offreal". If you inject yourself with a dose of Offreal, you will get a message that you are in a terrible pain, and then die. It is extremely strange that this was taken out of the NES version, since the game actually tells you that taking Offreal unless you need it is extremely deadly, and the message you get when you take the medicine clearly reads as if you were dying. Perhaps this was just a programming error? Perhaps they left the message as it was, but removed the code string for dying, by mistake?

### 4. Execute people with medication and get arrested by the police.

Now this is an interesting one! In the other versions of DeJa Vu, you can actually use the deadly medics (Medrezine or Offreal) on sleeping people (the fat lady, Ms. Vickers or Mr. Sternwood) and kill them! This was taken out of the NES version. What happens if you kill them is that game proceeds like normal, until you meet the police. They will then arrest you and put you on trial for murder. This means that if you kill someone with medics, you cannot win the game regardless if you have fulfilled all the other tasks and collected evidence that prove you are innocent. The police will relieve you from charges of the murder of Siegel and kidnapping of Mrs. Sternwood, but instead frame you for the murder of the other people!

### 5. Drown in the sewer.

This one is quite obvious. If you go down to the lowest part of the sewer in Peoria, you can jump into the whirlpool and drown. I can't understand why they took away such a cool and amusing death scene in the NES version!

### 6. Get shot when trying to steal in the weapon shop.

In the NES version, you cannot steal in the weapon shop. If you try, the game simply tells you that you have not enough money. However, in the other versions, the shop clerk will shoot you with his shotgun, just as he will if you try to punch him or shoot him with your gun.

### 7. Shoot the newspaper boy and get arrested.

In all other versions, the rule of killing a person and get arrested also applies to the newspaper boy in Peoria. For some reason, the ability to kill him and get arrested was taken out of the NES

version. If you kill him in the other versions, you get the same result as when you try to kill the muscular robber, the drunk etc.

Other things to notice

=====

An interesting thing is that there is actually a death in the NES version that is NOT in the other versions! Usually, the NES version cuts out many of the deaths from the other versions, but there is one that is actually unique to the NES version. It is in fact the only version where you can get arrested by leaving the taxi without paying. In the other versions, the taxi driver will simply yell at you if you leave, and then the only thing that happens is that you cannot ride with him again until you pay back what you owe him. Of course, this can mean that you get stuck, if you ride to a place other than Peoria without any coins, leave without paying and then have no more cash to pay him back. But it doesn't qualify as a proper death. In the NES version, you will get arrested by the police (see death #13).

Lastly, there is one death that is very mysterious. There is a death in the PC version of Deja Vu that I can SWEAR I have experienced, but when I did my research for this FAQ and played the PC version again, I couldn't find it anywhere! It is possible that it is just my imagination, but I am very sure that I once got this specific death.

The death occurred while riding the elevator in Joe's bar. There, pressing the lowest button on the panel actually opened a trap door in the floor, and dropped you straight down into the sewers (that's why you can't get back into the elevator again. this actually happens in all versions, but the actual trap door message was removed in the NES version). The thing was, that in my PC-version, dropping down from a high floor resulted in the main character dying of the high fall, while dropping down from a lower floor resulted in no harm. In the NES-version, this never happened to me.

However, as I said before, when playing the PC version again, this never happened a second time. If anyone else has experienced this specific death too, please contact me immediately.

UPDATE: Since I first posted this, I have received several e-mails from various gamers who tell that they too have found this specific death at least once in the PC version. However, no one of them were able to recreate the death when asked. This seems to confirm that this particular death indeed DOES exist, but as for how it actually plays out and how to make it occur still remains a mystery.

Also, please contact me if there are many mistakes in this section, or if I have missed a death that is in the other versions of Deja Vu, but not in the NES version.

,=====,  
| 3.2. About the game |  
,=====,

Some info on the game Deja Vu might be requested. Deja Vu was a game made by ICOM Simulations in 1987, originally for computers, but because of its success, it got ported to many platforms, including Nintendo's NES console. Funny enough, it seems to be the NES versions of Deja Vu (and the two other games Shadowgate and Uninvited) that people love and remember the most. The NES versions had music, and much more special drawing style, which gave it a very special atmosphere, that the early computer versions lacked. This FAQ is made for the NES version only. I believe that the deaths are the same in both versions, but I am not 100% sure of that. No matter what, this FAQ should cover all the deaths in the NES version.

The plot line of Deja Vu goes (without giving away too much) like this: You are a famous detective, with an earlier career as a professional boxer. One day, you suddenly wake up totally confused in a toilet stall, with your memory completely gone! As you begin to explore the surroundings, you find a dead body in an office. As you investigate further, you soon realize that the criminals are trying to frame you for the murder of the man, and kidnapping of his wife! You now need to recover your memory, and solve this riddle very quickly, before the cops track you down!

Maybe not the coolest plot line, but Deja Vu does it in a very nice style. When the game begins, you don't know anything of the story or the happenings, but as the game proceeds, you learn more and more about the events of the murder, and who you are, and who are your enemies. The cool thing is that the story develops slowly, with pieces of memory coming back to you. This makes the game get a very personal and creepy feeling. The music and the graphic style of the game is also very nice, giving it a great atmosphere. Deja Vu is a game every gamer who loves adventure games should play.

```
,=====,  
| 3.3. FAQ revision history |  
,=====,
```

18 July 2011:

Fixed some minor issues. I decided to move this FAQ revision history section to the very end of the FAQ, as it is beginning to grow very long. I don't think people want to scroll through such a huge block of text just to get to the actual core of the FAQ, so to make you all happy, all the boring bits are put at the end of this document.

I also updated the section of the mysterious "elevator death" in chapter 3.1.1., and corrected some false information about who the original developer of the game is and who was responsible for converting it to the NES.

5 November 2009:

After getting numerous mails from various people, I decided to put in the basic death message the game gives you after giving you the specific death message for that actual death. When I was starting this FAQ, I felt that displaying the basic death message would be a waste of space and time and that people wouldn't be interested in it, but apparently, many of you thought this FAQ was incomplete without it,

so now it's in here! Thank you all for notifying me!

25 Juny 2009:

At last I've done it! I have finally documented and added a section in "FAQ discussion" where I discuss the differences between the NES version and the other versions of Deja Vu! Death-wise, so to say :). All the speculation that was in the older versions of this FAQ has now been replaced by factual research. Enjoy!

22 February 2008:

Seems like there are still a couple of stones unturned in this old game. I recently got a mail from a guy named Moreno C (playas1975@yahoo.com). He pointed out yet one more death that I hadn't noticed. However, this one wasn't so obvious, so I won't feel any shame or guilt this time. The death is an alternative version of the death where you get shot by the street mugger. If you try to give him just a bunch of quarters instead of a big fat 20\$ dollar bill, he'll get so mad that he shoots you. Quite fancy. It's up there now, thanks to you, Moreno C! My best regards to you!

25 October 2007:

What do you know? There was STILL one death missing! How embaressing for me! A fellow Deja Vu-fan named Chris Cobb (chris.cobb@gmail.com) pointed out to me that you can also shoot the fat lady in the car's trunk in Peoria to achieve another arrest by the police (death number 16). I can't believe I failed to discover this one, especially since it is very identical to the death I added just a couple of months ago (the one where you shoot the woman outside the police station). Anyway, it's now in the list. Thanks for helping me out, Chris!

21 August 2007:

After more than 18 months of being online, I discovered that this FAQ was incomplete! One death was missing, so today I added it. I am stunned that no one commented on this, and most of all, I am very ashamed I missed it myself. How on earth could I forget such an easy one? It was the death when you shoot the woman outside the police station in Peoria after knocking her down, if you have to know (death number 8). It's fixed now. Oh yeah, and I decided to put number tags on the deaths to make it easier to navigate.

9 January 2006:

The initial release of this FAQ.

,=====,  
| 3.4. Legal info |  
,=====,

Deja Vu and all its trademarks, names and logotypes etc. are copyrighted properties of its owners, and are used here in this FAQ for non-profit means only.



This FAQ is copyrighted, and ripping, stealing or imitating any piece of information from this FAQ is not allowed! If you want to borrow some ideas or info from this FAQ, mail me and ask for permission, and I will allow you to do so on condition that you make it clear that you got the information from this FAQ, and that I made it. Also make sure my e-mail is displayed.

This FAQ is made for freeware usage only. No money affairs should be included at either sides, neither for the creator of this FAQ, the distributors of it, or the readers. Hiring, selling, paying people money for reading it etc. is strictly prohibited. The FAQ is intended as a simple guide for individual gamers around the world, that want to get some help with this game, and not for any mass-production business.

Only the following sites have got the permission to host this FAQ:

GameFaqs [http://www.gamefaqs.com]  
NeoSeeker [https://www.neoseeker.com]  
HonestGamers [http://www.honestgamers.com]

If you find this FAQ on any other site, you must immediately report this to me via a mail! The mail address is: [Linuso@hotmail.com](mailto:Linuso@hotmail.com)

If another site wants to host this FAQ, send me a mail, asking me politely, and give me the URL of the site, and I am very willing to give you the permission. The only important condition for this is that the FAQ is not to be a changed in any single way, on any single part! All of its content must remain unchanged, as it was. If you wish to change anything in this FAQ, give me an e-mail about it, and we will discuss it. If I find your suggestions intelligent and important, I will update the FAQ.

,=====,  
| 3.5. FAQ epilogue |  
,=====,

Thank you for reading through my Deja Vu FAQ. I hope you found use for it, and liked it. If you find any errors or things you dislike, feel free to contact me via mail to discuss them with me. I am very open to criticism, but please make it constructive. Flames, hate letters, pointless suggestions or messages without any logic won't be accepted. Remember to put in "Deja Vu FAQ" or something similar in the subject line, so I know what the mail is about.

Mail to: [Linuso@hotmail.com](mailto:Linuso@hotmail.com)

Finally, my big thanks to the following people/organizations:

\* GameFaqs:

For being the universal database for all gamers in the world, and for hosting this FAQ.

\* Neoseeker:

For hosting my FAQ.

\* Honest Gamers:

For hosting my FAQ.

\* ICOM Simulations:

For creating DeJa Vu, one of the coolest games ever.

\* Kemco/Seika:

For porting the game to the NES. You guys rule! You even enhanced the game to make it better than the original!

\* Nintendo:

For making the NES (Famicom), one of the best consoles ever, and the home of this game.

\* Andy Zelonis:

For sending me his thoughts on the problem with the mugger vs the bum.

\* Chris Cobb:

For adding a death that was missing in the list.

\* Moreno C:

For adding a death that was missing in the list.

\* Opeth:

For delivering the perfect feel with your music for me while writing this FAQ. Your new album "Ghost Reveries" really ROCK!

This document is copyright Celtic Forest and hosted by VGM with permission.