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PRINTED IN JAPAN

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GAME BOY COLOR

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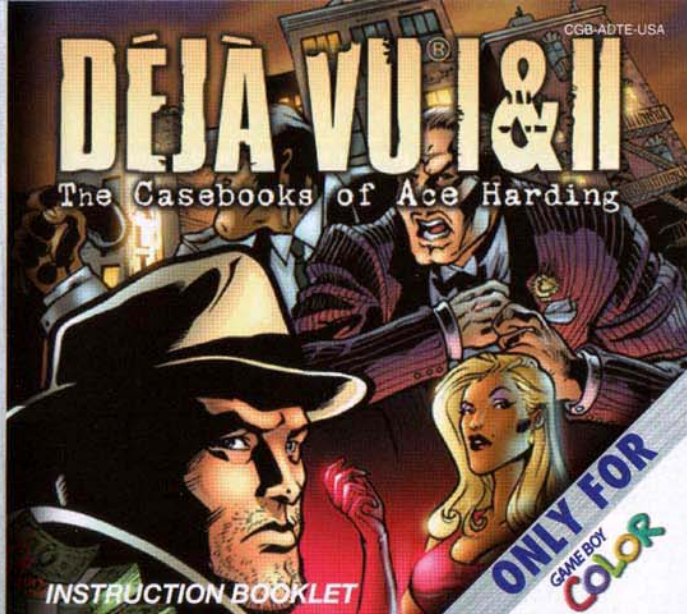
DÉJÀ VU® I & II

The Casebooks of Ace Harding



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ONLY FOR GAME BOY COLOR

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ANIMATED VIOLENCE

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Infinite Ventures

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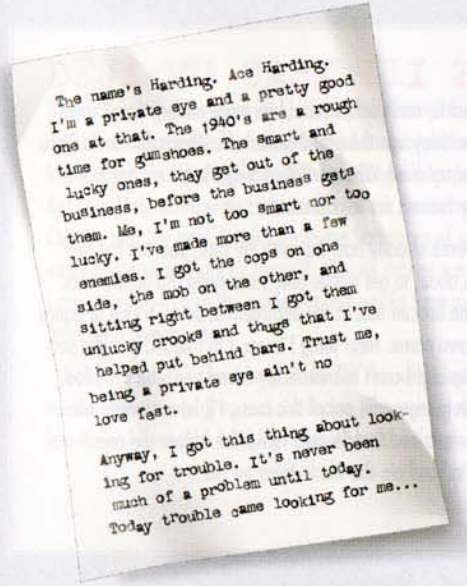

DÉJÀ VU I & II
The Casebooks of Ace Harding

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DÉJÀ VU CASE I

His name was Joey Siegel — my bookie, and yeah, I owed him more money than I could pay back in this or any other lifetime. Joey was the proud owner of a dive called Joe's Place until he turned up dead. Whoever killed Siegel has it out for me, because they framed me for his murder.

Things were already bad, but with my luck, you can bet that it was about to get worse. See, I was lying flat on my back on the broken tiles in the bathroom at Joe's, trying to figure out my own name. Next thing I know, I'm trapped in some sort of set up and I can't tell who's my friend and who's my foe. If I'm going to get out of this mess, I'll have to cure this amnesia and find Siegel's real killer before the cops find and pin the whole thing on me...

DÉJÀ VU CASE II

After solving the Siegel murder, I figured I was entitled to a little R&R. Okay, I hung around a little for the back slappin' and congratulations, but that was because nobody knew about the missing $112,000 from Siegel's books. Nobody except mob boss Anthony Malone. How do I know about this? 'Cause one minute I'm in my office in Chicago and the next, I wake up in the bathroom of some casino in Las Vegas with a nasty concussion. Before I know it, Malone makes me a deal I can't refuse — find the money in one weeks time or get fitted with cement shoes.

Now, I'm not the smartest gumshoe in the world but it didn't take me long to make a choice. The only problem is — I have absolutely no idea where the dough is...

CHARACTERS

Ace Harding
You are Ace Harding, a one-time boxer turned Chicago-based private eye. You're accused of murder in Déjà Vu Case I. Two weeks later you'll need to recover $120,000 of the mob's money in Déjà Vu Case II.

Joey Siegel
Even if he was a low-life, Siegel always tolerated Ace's bad credit and gambling habits. Siegel ran Joe's Place in Chicago until he was brutally murdered by an unknown assailant.

Anthony Malone
Underworld boss who runs operations around the country. Tony is grooming Danny Ventini to one day take over "the family business."

Danny Ventini
In the mob, Danny is called a "made" man. Informants suggest that this up-and-rising young gun is being groomed as Malone's successor, but others view Ventini as an impatient understudy.

Stogie Martin
Stogie is Malone's hit man. Word on the street is that Stogie is too dumb to be made as a wise guy, but Malone will give him a chance if he can successfully shadow Ace.

Thomas Bondwell
Bondwell was on to something big involving Ventini and the rackets in Chicago. Now he's a stiff on a slab in the city's morgue.

Sgt. McMurphy
Most folks figured that McMurphy was a crooked cop, but very few guessed that he was taking orders from someone higher in the precinct ranks.

Sugar Shack
Sugar is certainly no sweetie. Fresh out of the big house, she'll gladly return to prison if she has a chance to settle an old score.

Captain Carlston
Underworld bosses would love to have a private meeting with Carlston, but word is that this man only can be reached through a secret intermediary.

CONTROLLER FUNCTIONS

Control Pad: Choose a command or move the **POINTER.**

A Button: Select a command or object on the game screen.

B Button: Cancel a selected command.

SELECT: Not used.

START Button: Quickly repositions **POINTER** to the middle of the game screen.

SCREEN FUNCTION

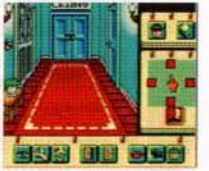
MAIN Screen: What the action looks like from Ace's perspective.

POINTER: Use the **POINTER** to select Ace's actions. Select an action in one of the illustrated boxes by moving the arrow to the desired address or object. Press the **A** Button to use the object in connection with the selected command.. (Details on page 11) Note: To read

extensive inventory lists, use the Pointer to scroll through the menu. (Details in page 13)

SELF: Use the **SELF** Icon in conjunction with a selected command to use an item or command on Ace. (Details in Page 11)

SAVE: This option saves your current location in the game. After you save, you can begin a game where you left off instead of back at the beginning. (Details in page 11)



MAP Window: The red boxes on the Map Window show the locations of doors and other exits. If you can't open a door, you'll probably need to use a key or a special item. Use the Map Window to use exits you wouldn't normally see on the Main Screen.

TEXT Window: This window displays important dialogue, notes or descriptions of selected objects in your inventory.

COMMAND FUNCTION

EXAMINE: Select this command to examine objects or to review your notes.

USE: This command lets you use an item in your possession. Before you can use an item, you must have it in your hand. Use the **TAKE** command to pick up an item or an object. To take an item from your wallet or pocket, use the **OPEN** command before you select the **TAKE** command.

TAKE: Pick up an item or an object on the Main Screen.

OPEN: Open drawers and other objects, including doors, your wallet, or pockets.

CLOSE: Close an open drawer or door that is ajar.

SPEAK: Talk to the person you are pointing at on the Main Screen.

HIT: Hit an item or an object selected on the Main Screen. Use this command to knock someone out.

LEAVE: Remove items or incriminating evidence from your inventory.

MOVE: Move to other locations. Position the arrow on an exit on the Main Screen or Map Window, then press the **A** Button.

SELF FUNCTION/SAVE FUNCTION

SELF: The **SELF** command allows you to use an item on Ace. For example, after you take the coat, select it from the list in your Inventory, and then use the **SELF** command to put it on.

SAVE: The **SAVE** command records your current location in the game. To begin the game where you left off, choose the file you were playing and select **CONTINUE.** Select **NEW GAME** to start the game over from the beginning. If you start a new game in an old file, the old information will be lost.

GAME OVER

If you're defeated and you see a tombstone etched with Ace's name, you can choose the **CONTINUE** or **END** commands. **CONTINUE** allows you to begin the game a couple of steps before you died. Chose **END** and then restart the game to start the game from your last saved location in the save file.

NOTEBOOK FUNCTIONS

Use the arrow cursor to scroll down the lists and display items in your inventory. If you tap the **A** Button while the cursor is over a right or left arrow, you'll turn the page to other inventory or address listings that you have found throughout the game.

ADDRESS: The addresses you find in the game will take you to new locations. You'll have to take a taxi to reach an address.

PROPERTY: An inventory list of the items in your possession.

OTHER: Wallets, pockets and articles of clothing often conceal important items. Use the **OPEN** command to open a compartment, then select the **TAKE** command to transfer the items to accessible places in your inventory.

HINTS

Always remember that you are the victim of a set up. Trust no one and question anything that anyone tells you.

Use the **EXAMINE** command to look at all the objects, no matter how ordinary, in every room and around every street corner. Remember to open all doors and drawers. Overlooking the smallest clues might eventually lead to a dead end.

Keep your wits about you in tense situations. This isn't the Wild West and you don't have the fastest draw or best aim. Know your limitations and use force as a last resort.

Information is your best weapon for surviving on these tough streets. Talk to as many people as possible, but beware of red herrings while you're fishing for clues.

Improvise and think of ways to overcome seemingly insurmountable obstacles. If you don't have a key to open a door, consider other objects that might serve as a key.

Remember that some buildings and rooms have more than one entrance.

If you find yourself at a dead end, retrace your steps back to other places that you have already explored. If you keep searching, you'll eventually stumble across a clue that you overlooked earlier in the game.

If you're still stuck after you've exhausted every alternative, visit our website at **www.aceharding.com/gbc** for clues and hints on how to win the game.

BLACKJACK

The dealer will explain the rules to Blackjack when you talk to him. If you missed his instructions, he'll gladly repeat it again for you here:

"The object is for your cards to add up to 21, without going over. First, I'll deal 2 cards. One face down, the other face up. Decide how much you want to bet, place your bet, then turn over your other card. If you think you can get closer to 21, you may ask for another card. This is called a "hit." You may "hit" up to 4 times. Be careful though, if you go over 21 you "Bust" and lose. If you hit 21, you win!

If you have less than 21 when you stop, you can still win if you beat my total, or if I bust. King, Queen and Jack cards- we call them "faces"- are always worth 10, and Aces can be worth 1 or 11. If you get a face card and an Ace, it's called Blackjack and you win 1.5 times your bet. Good luck!"

If you examine the dealer closely, you might recognize him from your boxing days. If you can jog his memory about who you are, you will find that the odds of winning will tilt heavily in your favor. If you run out of money, try searching the sands outside the casino, you never know what you may find blowing about in the wind! If you still find yourself down on your luck and penniless, try saving your game whenever you win and shutting it off if you lose. Keep returning to your saved game and accumulating cash until you think you have enough.

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