

Deja Vu Walkthrough

by The Lost Gamer

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Deja Vu Walkthrough
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001-General Information

This is a walkthrough for the NES game Deja Vu. I've also written a guide on how to beat Deja Vu 2. If you want to use part of this guide for something, it is customary to ask first. You can contact me at ilovecartoonssomuch@yahoo.com but make the subject blank if you do.

002-Story

This game is sort of a mystery, and you don't start off with much of a story. However, when you start the game, you get this:

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!!

What's going on? That's part of the game! Figure it out as you go along!

003-Controls

These ICOM games have strange set ups for the NES. You use the arrows to do actions to objects on the screen. The actions you can do are:

Examine	Examine something
Open	Open something
Speak	Used to speak to someone
Take	Take something
Hit	Hit something (preferably someone)
Leave	Leave through an exit
Close	Close something
Use	Use something on something
Move	Move to a certain place
Self	Dealing with yourself (Use something on self)

004-Walkthrough

Strange, isn't it? You don't know who you are or what's going on? From the looks of the place, you're in a bathroom stall (the roll of toilet paper is a dead giveaway.)

Strange, there's a light brown trench coat hanging on the stall door. It appears to match your trousers. Take it to get a closer look.

Woah, there's a gun underneath! Isn't this strange? You don't know who you are, where you are, and a gun is close by. Better take the gun.

Maybe this coat can give you some clues. Look inside the coat and take everything inside it except the sunglasses (they're useless). You can put the coat back if you want to now.

Use the gum on yourself, which means you eat it. If you examine the handkerchief and the lighter, you'll notice both have the initials J.S. on them. This must be a clue. If you examine the wallet, you notice that it is expensive. This makes some sense, as personalized handkerchiefs and lighters are not cheap.

Open the wallet and check what's inside. You find some money (a 20 dollar bill-that could come in handy), a key with the word office written on it (must be an office key), and a card. The card appears to be hole-punched, and it says, "Private access card, penthouse, Siegel".

So, what do we know so far? There's a JS person who is rich and a person named Siegel who has a private access to a

penthouse (how naughty). Oh, and you're in a bathroom. Strange. Open the stall door and leave.

You're in a dirty bathroom. If you look in the mirror, you get freaked out because you see yourself, but you don't know who you are. You must find out a way to stop this Deja Vu. You must find out a way to stop this Deja Vu.

There isn't much to do here. Open the door and exit. You end up in a dirty hallway. You can go to the women's washroom from here (you find that a toilet is broken and water is leaking everywhere), or you can go through a second door. Go through the second door.

You're in a bar. Let's hope your Deja Vu is due to the fact that you got extremely drunk (it's not, unfortunately). There is no one in sight. The bar is either closed, or everyone is scared.

You can drink some seltzer on the counter (it's rather pointless, though). The bar exit appears to be locked. Go up the stairs and you get another Deja Vu attack. Look at the posters of fighters on the wall. One of them is you! It appears your name is Ace Harding. You must not be the rich JS guy.

Open the door and enter the room. You're in a secretaries' room. Open the desk and take the envelope. Inside the envelope is a bill from Dr. Brody made out to Joe's Bar (is that the bar you're in now?). It's a list of medicines. Strange, isn't it?

Use the office key you got from the wallet to open the door that leads to the office. Enter the office. HOLY CRAP!!! You've found a dead body!

Open the dead man's pocket and take the key for his Mercedes Benz. He won't be needing it. Also, open the drawer in the desk the dead man is lying on. Take the pencil and the key that are inside.

There is a combination safe on the wall. You can't open it because you don't know the combination. Open the window and exit through it. You're on the fire escape. Move forward to get to the third floor. Open the window and enter the building.

Jeesh, this certainly is a strange bar. It looks like a torture room. Take the capsules in the wastebasket. From here, it would be safe to conclude that whoever ordered the medicine used it on someone. Could it be...you? Perhaps the medicine is what caused you to lose your memory...and the chair would indicate that you didn't take it willingly. Hmmm...

Use the elevator button and enter the elevator. Press the third button from the bottom and exit. You're back in the office with the dead body. The elevator closes behind you. Aha! A secret passage!

Go back down to the bar. Open the basement door and enter

it. You're in a wine cellar, with a big wine casket and a lot of wine bottles.

Examine the bottles. All of them are dusty, save one. Hit the one that is not dusty. A secret passageway opens. Boy, this bar is really mysterious; how many buildings have a secret passage and a secret elevator?

Open the door to the left and enter. It's a casino! This thing is getting more and more mysterious, isn't it?

Use a coin on the slot machine on the right. Keep on playing the slot machines until you get a bunch of money. You only need 15 coins, but you should aim for more in case something unexpected happens (you can get robbed by a thug).

Leave the casino (go back to the place you entered the casino from. Now you have to brave a sort of underground maze. Go down, right, and up. Open the manhole, and go up. You make it onto a dingy alleyway. Go forward into the street.

A thug occupies the streets here. If you run into him, he holds you up. Punch him instead of paying up. You can do this for four times, but if you meet him again after that, then you have to pay up. Don't worry, you shouldn't have to meet him that many times.

Go right to meet a girl. Her name is Sugar; her job is quite inappropriate. She says she's got something for you. You do, too. Punch her, open her handbag, and take the money and the gun. She was planning on killing you, but luckily you stopped that.

Go left, and you're in front of Joe's Bar, the bar you woke up in. Use key2 to open the car, and enter it.

Hmm, nice looking car. If you remember, Sugar said she left a little surprise under the hood of the car. If you start it up, you get blown to bits. Open the dashboard (glove compartment), take what's inside, and start examining it.

The snapshot is of a four-hundred pound woman. The note is Joe (with the optional "Y") Siegel's car registration. He's the JS person, and also owns Joe's bar.

Examine the map. It has instructions on how to get to Joe's Bar. Written on the map is, "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." Wow, that's strange.

Leave the car. You could examine the car trunk, but it's locked. Perhaps Mrs. Sternwood is inside...go left.

A bum is somewhere around here. If you meet him, ignore him and go left again.

You're at a newspaper stand. The paper headlines read "JAPANESE BOMB PEARL HARBOR". If you buy one, you can read an article that says some strange things are going on in

Joe's Bar. Don't buy a paper, just go left again.

Just keep going left until you can't go left anymore. Enter the cab. Talk to the cabby, and tell him you want to go to West End (Joe Siegel's place). Use your coins on the box that says "pay here" and exit the cab.

Open the door and enter the expensive-looking hotel. Use the card in the slot, and enter the elevator. Use the card in the slot here, and exit when the elevator stops moving.

Hmm, you're in Joe Siegel's penthouse. He must be rich. Take the photo on the fireplace. It has an address to go with it. Go back to the cab, and have the cabby take you to that place.

None of your keys work in the lock. Shoot the lock off instead. Now you can enter the house easily. Take the two pieces of paper on the nightstand (they have safe-combinations, perhaps one opens the safe you saw earlier). Open the drawer and take the key and diary inside of it.

If you open the diary, you find a JS bookmark inside. Read (examine) the diary, and you read a strange entry. This Martha, whoever she is, doesn't like Joe Siegel, and has her eye on the married Mr. Sternwood. Strange, isn't it?

Go back to the cab and go to the West Sherman place. Open the door and enter. Go through the hallway on your left, and use key5 (the last key you got) to enter Dr. Brody's office.

Use the gun on the file cabinet and read the files inside. One says that Ace Harding (that's you) was strongly urged to quit smoking after his last physical. The second one is a receipt which says Martha Vickers, Joe Siegel's secretary, wants the medicine delivered to Joe's Bar. The third one talks about how a patient is developing pneumonia. The fourth one talks about various medicines.

Ofreeall is used to cure patients with heart murmurs. Medrezine is used to treat patients exposed to nerve gas. Diethanol trimene is used to induce memory loss. Sodium bicarbonate is used to counteract the pains of overeating. Chemopapain is used to induce euphoria. Sodium pentathol is used to make someone unconscious and tell the truth. Bisodiumitis helps counteract diethanol trimene.

Examine the medicines. Take all of the sodium pentathol and the bisodiumitis. Use the bisodiumitis on the capsules, and use the capsules on yourself. Your memory returns! You remember a priest from a boarding school.

Take another dose of the bisodiumitis. You remember playing with your dog Taco, who ended up sending you to the hospital. Take a third dose, and your memory returns fully. You remember Suzy Q., the first girl you kissed. More importantly, you remember that you're Ace Harding, Private Eye.

You used to be a boxer, and your manager was Joey Siegel.

You two were good friends. He's the dead guy. It appears that his secretary, Martha Vickers, was involved in a plot to kill Joey, and then frame you for it. It almost worked too, but now that your memory is back, you can find some way to get the right people to jail.

Go back through the building and go up the stairway. It appears someone is waiting for you in your office. Shoot whoever it is. Use key5 on the door and enter.

Well, you've killed the man in your office. Open the desk drawer, open the ammocase inside it, and then take the ammo. Take the file5 and read the other two files for some information on Sugar Shack, the girl you punched out.

Read the file5. Sounds like you're doing something bad. That's got to be a fake letter, planted to make you look guilty. Probably from the same person who wrote the message on the map.

Go back to the cab and have the cabby take you back to Joe's Bar (South Peoria Street). Go right until you reach the bar. Use key3 on the bar door. Enter, and go to the room with the dead man.

Use a combination you found in Martha Vicker's house on the safe in here (note3). Open the folder in the safe and take the note. Open the box in the safe and take the key there as well.

Read the note. It says you owe Joey Siegel money. Most likely another fake piece of evidence, locked away in the safe to keep it safe. Since Martha Vickers was the one with the combination, she most likely is the person who planted it.

Go back outside the bar. Remember the note about Mrs. Sternwood in the trunk? Go in front of the trunk and use the key you just got to open it (key4).

Inside is the four hundred pound woman from the snap shot. She's tied up and unconscious. Take the gag off her face. Use the sodium pentathol on the capsules, and the capsules on her. She comes conscious just long enough to tell you where she lives.

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. It's a ransom note. Somebody's stolen Mrs. Sternwood and is holding her captive.

Let's recap on everything that's happened so there's no confusion. You're Ace Harding, Private Eye. You used to be a boxer. Your old manager was Joey Siegel, a guy you didn't like too much. Joey runs a bar called Joe's Bar, and some illegal things (like a hidden casino) happen there. Joey was rich.

Joey's secretary is Martha Vickers. She has her eye on Mr. Sternwood, husband of Mrs. Sternwood, a really fat woman. Martha ordered a bunch of medicines under Joey's name.

Martha and Mr. Sternwood killed Joey. They kidnapped Mrs. Sternwood, knocked her out, and put her in the trunk of Siegel's car. They used medicine on you so you'd lose your memory, and planted evidence in places to make it seem that you killed Joey and kidnapped Mrs. Sternwood. To ensure you wouldn't figure out their plan, they hired a goon to wait for you in your office.

Also, some broad named Sugar Shack was sent to jail for five years on account of prostitution. You're the person who caught her, and she tried to kill you, but failed. She also tried to kill Joey, but was too late, and she doesn't know it.

Now you're at Sternwood's house. Hopefully, you can find some more incriminating evidence against Sternwood and Martha. Use the knocker.

A butler shows up and says that no one is allowed, as the master of the house (Sternwood) is asleep. You're an ex-boxer. Hit the butler and he gets knocked out in one punch.

Go upstairs (you can fool around in the kitchen if you'd like to. Enter the room closest to you. Martha Vickers is inside, and she's sleeping. Open the door and open the nightstand. Take the memo inside it.

Use the pencil you got early in the game on the memo. Now you can read it. It's a timetable which discusses the plans Martha and Sternwood used. Boy, what a good set-up they had!

You can shoot the mirror in this room if you want. Martha keeps on sleeping if you do. What a heavy sleeper! Open the door and enter the next room.

This must be Mr. Sternwood. Take the envelope. Inside is a threatening letter, telling Sternwood to leave Martha alone.

Leave Sternwood's house and go back to Joe's Bar (South Peoria). Open the manhole and enter the sewer. Go down three times, and you enter the deepest part of the sewer. If not, explore a bit until you find it. Save your game here in case you make a mistake.

Make sure to open all you envelopes and all those other things you can open, and take the stuff inside them. Leave everything you can in the sewer. Namely, gun1, wallet (it should be empty, hanky, sunglasses, envell, bill, snapshot, map, note2, photo, file5, notel, gag, envel2, and envel3. Don't forget that all the envelopes should be empty before you get rid of them.

Move straight up three times. Right of Joe's Bar is a police station. Enter the police station. You get arrested and taken to court. If you got rid off all the fake evidence and you have all the evidence against Sternwood and Martha, your name gets cleared and you end up being known as a famous

private eye! Good job!

But of course, that's not the end of all the bad things that happen to Ace Harding...check out my Deja Vu 2 guide for help on the events that happen to Ace next.

005-Credits

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