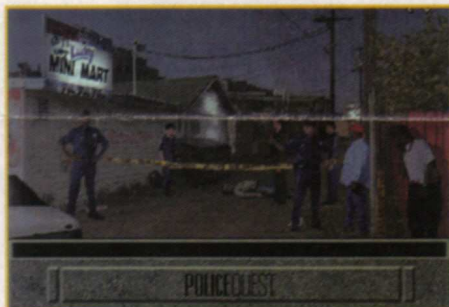


YOUR PARTNER'S DEAD. WHAT ARE YOU GONNA DO ABOUT IT?

FIND OUT FAST, OR YOU COULD BE THE NEXT VICTIM OF A BRUTAL SERIAL KILLER.

Someone's on a killing spree, and it's up to you to solve a string of seemingly random murders. You must hunt down the killer before he strikes again, following strict procedures for law enforcement. Play it by the book and you may stay alive. Make a mistake, and it could mean your life.

Daryl F. Gates, the retired police chief for the city of Los Angeles, and Tammy Dargan, producer of television's America's Most Wanted, collaborated on this latest addition to Sierra's popular Police Quest series. Police Quest 4: Open Season uses state-of-the-art digital photography to portray an intense and accurate depiction of life on the beat for a Los Angeles detective.



Question the onlookers and gather the evidence to make a complete crime report.

Police Quest 4: Open Season

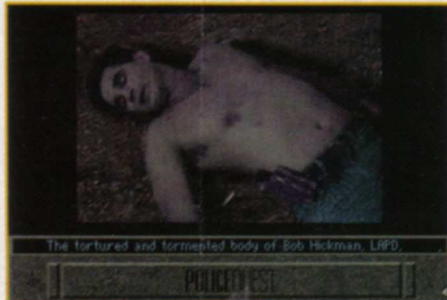
by Sierra

Game Summary

Track down a serial killer responsible for the death of your ex-partner. Use the actual rules and regulations of the LAPD in your pursuit of evidence.

Overall Rating: 77%

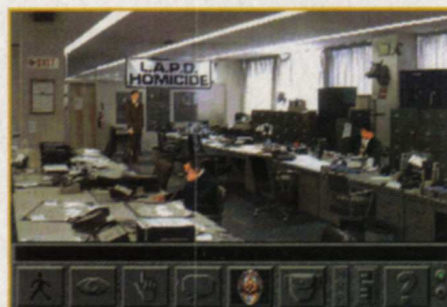
Requirements:	386, 4MB RAM, VGA, mouse, DOS 5.0
Sound Support:	SoundBlaster, AdLib, ProAudio Spectrum
Controller:	Mouse, keyboard
Available for:	PC and compatibles
Designed by:	Sierra
Distributed by:	Sierra
Retail Price:	\$69.95
Hard Drive Space:	22 Meg
No. of Players:	One player



The victim is your ex-partner, maimed and disfigured almost past recognition.

The first body was found in an alley at three in the morning, the torso naked and mutilated. Another murder in the City of Angels, but this one means more to you. The victim is your ex-partner. Offering a story pulled from today's headlines, Open Season pulls no punches in its portrayal of modern police work. Real-life procedures must be used in the pursuit of evidence, and all dimensions of this simulation are brought to life with uncensored intensity. You must not only gather oral and physical evidence, you must also notate it and file it according to the mandates of the L.A. County Police Department. Visit and revisit crime scenes, make trips to the city morgue, discuss the death of your ex-partner with his wife; the evidence you need is there, but you must be the one to make sense of it.

Included in the game is an abridged version of the manual for the Los Angeles County PD. This book lays down the rules and regulations you must follow in your pursuit of law enforcement excellence. Step outside its boundaries at your own risk.



Your home away from home, the office is where you can follow up some leads.

Interface	Playability	Graphics	Sound	Replay Value
85	75	92	85	47

PQ4 has some good animation and a near-fanatical attention to detail. It is this detail that both lifts up and cripples this game. If you are of the breed that doesn't mind not being able to leave a scene without having gleaned all the information and clues from it, you'll appreciate the police procedure you're being forced to follow. For policeophiles, this is an excellent game. You are a cop, and have to do things strictly by the book. Unfortunately, this rigid attention to detail threatens to strangle the game. In addition, the "emotional" scenes ring a little hollow. I appreciate the attempt to bring police procedural drama to silicon, but there's too little else here to drag me in.

-Kevin

Interface	Playability	Graphics	Sound	Replay Value
83	83	89	89	40

If you have any inclination to become a police officer, this game should cure you of that. It's incredibly detailed, with excellent graphics and sound, but its pace is slow and plodding. On the other hand, so is real police work. If you like painstaking research, and don't mind having to hunt for visual clues against a somewhat dark and grainy background (separating the meal from the chaff, so to speak), this game is probably for you. For those of you who prefer some action in their games, avoid this one—there doesn't seem to be any. As a concept, this game rates highly; as an actual piece of software, I can't say I really think too much of it.

-Ted

Interface	Playability	Graphics	Sound	Replay Value
93	84	92	81	26

Admittedly, I have some personal reservations about a project that has Daryl Gates' name attached to it. However, I went into PQ4 with hopes that it would live up to the other games in the series. True, the animation and graphics are excellent. The music is pretty good. The story is relatively compelling even if it's been done on just about every cop show that ever existed. I simply have no desire to really know this much about police work. I can't fault the software for this, since I really can't think of a way to improve on it dramatically. Anyone interested in joining a police force will find this game a pseudo-tutorial. Others, like myself, will get frustrated quickly.

-Steve