

## **24 FAQ**

### **The DVD doesn't seem to be playing? What should I do?**

Try playing the DVD on another set top player or on a computer that has a DVD-ROM drive. Unfortunately not all set top players will play all DVDs.

### **Do I have to play the days in order?**

No, you do not. We actually recommend playing days 1 and 3 first and then day 2, which is considered to have the trickiest of the games.

### **How many players are needed for the game?**

You should always play with at least 2 players.

### **In the avoid the camera games, I can hit any of the arrow keys or the enter key on my remote to move, but the cursor always goes in the same direction. Why?**

In order to make the game as accessible as possible to the largest amount of people, and to make the best possible use of DVD technology, the camera games are time based, with any of those keys being read as "move".

### **I can't figure out when to move on the avoid the camera or avoid the laser game. I keep dying.**

The first piece of advice is: watch the animation. Everything will loop through, so you should be able to see when to move.

### **In Day 2 I can't get past the lasers in Warwick's Art Gallery. Help!**

As with the avoid the camera games, you should start by watching at least one rep of the each loop. For the first two levels there is a move about every 2-5 seconds. For the final level, there are no clear moves for the first 17 seconds, so just wait it out, then there is a move every two seconds to the end of the loop.

### **I am on a decryption game and don't know how to enter the letters or numbers.**

The letters on the keyboard on screen will highlight as you press the arrow keys on your remote. Use the arrow keys to navigate to the key you want to enter, then press the enter button on your DVD remote.

### **What do I use the board for?**

Most players find the board helpful for tracking where they have just visited and keeping track of open sites. Also if you play all three days successfully and have the pass code you unlock extended play, where you will race around the board to win.

### **How can I skip the game intros?**

If you have already heard the intro and instructions to the mini-game that you are playing again, you can fast forward by pressing either >>| or enter on your DVD remote. But be sure you listened closely to the instructions for cues and clues for the game. Some mini-games will give you a short intro if you don't win the first time.

The following is a quick walk through to help you through any other questions regarding the game.

## **Day 1**

*Omnidyne Laboratories Maze* – The following is the correct sequence of arrow buttons on your remote to navigate through the maze:

Right

Up

Right

Left

Up

Up

*CTU Flash Drive Decryption* – After a player successfully navigates through the Omnidyne Laboratories, one of the items they uncover is flash drive that needs to be taken to CTU. The player will learn about a boat that has turned up with all the passengers dead. The flash drive is now ready to be decrypted, and per Nicole’s narration, it looks like a code where numbers equal vowels. Wherever you see a number in the code (S5BM1R3N2), it corresponds with either AEIOU. Also notice the numbers are in a different font given the clue that they should be replaced. So if A is the first vowel in the alphabet and corresponds with 1, then 5 corresponds to U. Once all the correct vowels are entered it should spell the word “Submarine.”

This game unlocks clues leading to the Industrial Park, Airplane Cargo Hold and Parking Structure. The Cargo Hold and Parking Structure are red herrings. Go to the Industrial Park.

*Industrial Park Avoid The Camera* – Watch the camera through at least one cycle and choose the correct time to move. Don’t worry about direction; just worry about timing. Getting past the camera will open up Ion Systems and the Train Station. Where as the train station has a shooting game, there is no information there, head to Ion Systems.

*Ion Systems Decryption* – For this game listen to Nicole’s hint – there is sub-text that about a nuclear unit. By looking at the letters you should guess that the password is ATOM. When the correct letter hits the bottom press enter on your remote. Because of how DVD’s work, you can only enter the letters in the correct order, you can not jump around, so press enter when A is in the bottom position first, and then so on. This will unlock City Streets for you to search for Ronald Harlan.

*City Streets Simon Game* – Following Ronald in his car is a Simon type game. Press the arrow keys in the order that you saw Ronald’s car go. A cheat is as follows:

### Level 1

Up

Left

Up

Left

### Level 2

Down

Left

Down

Right

Up

Left

### Level 3

Left

Down

Right

Up

Right

Down

Right

Once all three levels are complete, Ronald's location is narrowed to either the Airport or the Parking Structure. The Airport is a red herring – go to the Parking Structure.

*Parking Structure Shoot Out* – Hit enter on your remote when the cursor is over Ronald. He will be wounded, which in turn means he will be at the Hospital where you can try and question him.

*Hospital Questioning Game* – In this game you need to keep the right balance between the two drugs to that Ronald stays conscious, but is uncomfortable enough to give you the info you need. Notice the numbers along the bottom of the monitor, you want to try to counter balance any move the cursor makes by pressing the arrow key for the opposite direction that many times, thus bringing the level back to 0. The quick answers are as follows. You can start entering these numbers in as soon as the animation starts.

### Level 1

Left Arrow 1 press

Right Arrow 3 presses

Right Arrow 3 presses

Right Arrow 4 presses

Left 1 press

### Level 2

Left Arrow 1 press

Right Arrow 1 press

Left Arrow 4 presses

Right Arrow 2 presses

Now that you have broken Ronald he gives up a mysterious code, but he doesn't tell you where to enter it. Nicole narrows down where the computer controlling the nuclear submarine is to one of three possible places: Ion Systems, Omnidyne Laboratories or the Harbor. We suggest you head straight to the harbor.

*Harbor Defuse the Bomb Game* – Jack gives you the order to select the wires. You will move the cursor over to red wire and press enter on your DVD remote. Then move the cursor so that it is over the blue wire and press enter on your DVD remote. Do the same over the yellow wire, and finally the green wire. This will transition you to the Harbor computer.

*Harbor Computer Decryption* - Now that you are past that pesky bomb you are faced with a computer with numbers and letters. Nicole recommends you look for a repeating pattern. If you are having a hard time decoding this, the answer is 4T36N. You navigate among the cursors on the keyboard, pressing enter when the key you wish to select is highlighted.

Jack will congratulate you on this portion being done, but prompt you to enter the code Harlan gave you earlier. Use the keyboard cursors in the same way and enter the number to save Los Angeles from the nuclear disaster.

## **Day 2**

*Military Barrack's Search* – In the opening for Day 2 you are told to search the Military Barracks. Select the cell phone that will give you a clue to visit Warwick's art gallery. You can also select one other item at random. All of those are ultimately red herrings.

*Warwick's Art Gallery* – You need to get through the lasers. As with the camera games you should watch at least one complete round. There are times when the lasers are completely clear. For the final level about every 2 seconds you can press enter and move forward. You will find a computer that Nicole tells you take to CTU.

*CTU Hard Drive Decryption* – This is a Morse Code game. If you are going to play it, the best thing to do is get paper and a pen and write down the code, as it appears. You will then use the decoding information around the frame of the screen. If you don't have the patience for that, the answer is SK23T1R. Three locations will be unlocked from here. You should go to the Office Park.

*Office Park Sniper Game/Cell Phone Game* – The sniper game is very easy. Just press enter when the site is over the suspect. He will take a pill before giving you any information, but his cell phone will ring taking you straight into the cell phone game. You need to select the correct answer to the text message on the cell phone. The answers are: 3, 2, and 3. From there you will learn that the message may have come from an Industrial Park or Warwick's. Go to the Industrial Park.

*Industrial Park Avoid the Camera Game* – Same as all other Avoid the Camera Games. When you succeed, you will hear a gunshot and a marine in causal dress who has been wounded will come out. Jack will instruct you to get him medical attention. This opens up the Hospital and CTU. If you select the hospital you will learn it is full and the suspect was taken to CTU – just go straight to CTU. Going to CTU will give you a lead (no game involved) to go to a Safe House.

*Safe House Search* – You will need to select two items in the search. Be sure that one is the rolled up Schematics. The selection of the Schematics opens up the Airport where you need to go for the final round.

*Airport Hanger Shootout* – Another shooting game. Straightforward: use the arrows to site over the villains. If you win this mini-game you will save the world from a deadly virus. Congratulations.

### **Day 3**

*Apartment Search* – From the options given in the intro, you should go to Rodell's apartment. There select the notebook as one of your two search items you need to select to complete this game. In the notebook you will open the lead to the warehouse where Rodell use to work.

*Warehouse Computer Decryption* – Another straight forward replace numbers for vowels. The word should spell out Corruption so choose in this order O, U, I, O. You learn from the computer that a Hollywood Residence, a Hospital, and Harbor Office are involved. Go to the Hollywood Residence.

*Hollywood Residence* – In this search game you will need to select at two items as usual. Be sure to select the photographs on the coffee table. From this you will learn that Rodell had an associate named Nadia Sharuk who works at an office park. Head over to the Office Park.

*Office Park Shootout* – You have tracked Sharuk to an office park. You see her returning from a meeting, but she sees you first and runs into an empty office. You follow her and have a simple shooting game, where you should use the cursors to move the site over her and hit enter on your DVD remote to fire. Once you take her down, Jack congratulates and tells you to go to CTU for her interrogation or follow up on a lead from her phone to the Train Station. Go to CTU.

*Sharuk Interrogation/Call Analysis* – Sharuk isn't giving anything up, when her cell phone goes off. CTU and you listen in on the call. CTU has managed to narrow it down to six locations. By listening to the call in the different modes, you learn that the caller was either at the Gerard Hotel or a Courier Office. You should go to the Courier Office.

*Courier Office Avoid The Camera Game* – As with the other avoid the camera game there are three levels. It is recommended that you watch at least one loop of each camera

sweep to determine when to move. When you enter the office you see dead couriers. Nicole suggests you hit the streets while CTU does some analysis. Select City Streets on your next turn.

*City Streets Lead* – Nicole tells you that the terrorists are targeting district, and that you should head there as soon as you can.

*District Basement Shoot Out* – Very easy shooting game. Just press enter when the site is over the terrorist. Once they are taken out, Jack will congratulate you on stopping them from blowing-up District and all the lives you have saved.