

# Pest Private Eye Walkthrough

**Note: SPOILERS AHEAD!** If you do not want hints on how to proceed through the game, do not read!

This walkthrough will take you all the way through the *Pest Private Eye and the Case of IPM in Schools* game, but there are several ways to proceed (such as visiting rooms in a different order than I have listed here) once you enter the school. As long as you do everything required in each room, you can finish the game with the same results.

## General Information

Please be sure to have Adobe Flash 10 or higher installed before beginning the game.

**Using the Cell phone:** The cell phone is used as an in game hint system. You must listen thoroughly to specific room cell phone conversations, which will prompt the appropriate action within the game. General hints (not specific to certain rooms) can be played anywhere when needed. To go back to the cell phone menu, click the phone screen. This will get you out of the current conversation and back to the menu. Cell phone room messages will only work when in that room, even if they are included on the list of cell phone conversation choices.

**Gloves and Mask:** When using these items, you must turn them on, which will then display them on the screen. Click on the item you want to interact with twice (once to acknowledge you are wearing the gloves and mask, the other to clean up the item), then hit “Drop tool” to put the gloves and mask back in the tool set.

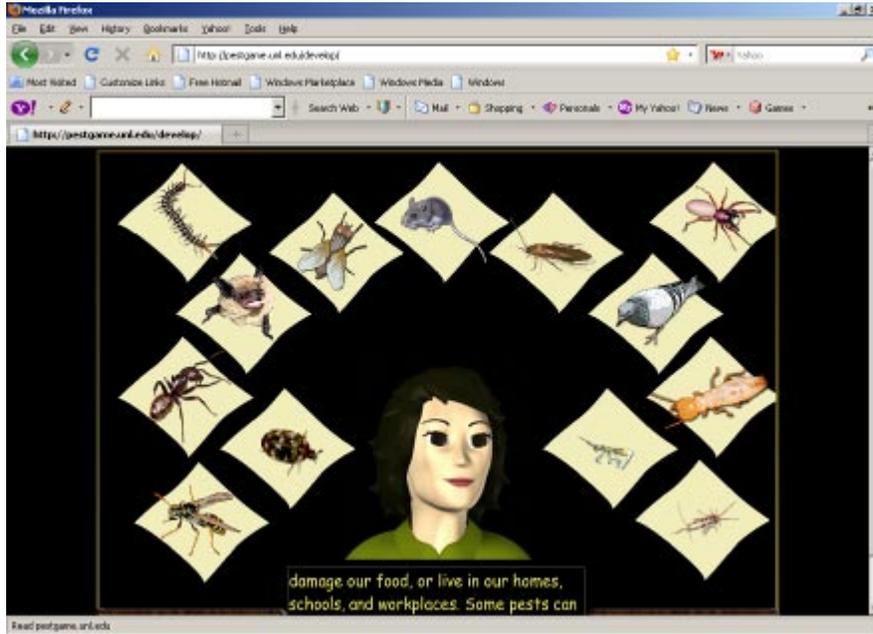
**PopUp Windows:** Many places in the game will offer popup windows with information or animated skits. A “close” button will show up at the top right hand corner either during or after the animation or information has played out. You will need to close each popup before continuing the game.

## Penny and the Pests (Optional: in Instructions Section):

Click on the “Instructions” button in the main Pest PI menu. You’ll come to a screen which has Penny Poe, who will give you an introduction, and then will be surrounded by pests. She will take you through all the information you need to know about how to play the game and what the game is about. After she is done talking, you’ll be able to click on the pest pictures surrounding her.

Click on every pest square, all of which have more than one pest tab within it. Pest squares will display a green checkmark once all pest tabs have been viewed. All pest tabs must be clicked before the play button will become active. If the play button doesn’t activate (is blue and lit up) then you have probably missed something. You should

carefully read and go through every pest tab, which will prompt the play button to activate.



## **Pest PI's Office:**

Click on "New game" in the main menu and click on Pest PI's door to enter the office. This room is meant to be a "tutorial" that helps you learn how to navigate through the rest of the game. Here you are able to pick up a few more tools and learn about Integrated Pest Management strategies you can apply in the rest of the game. There are several things to do here.



### Tools:

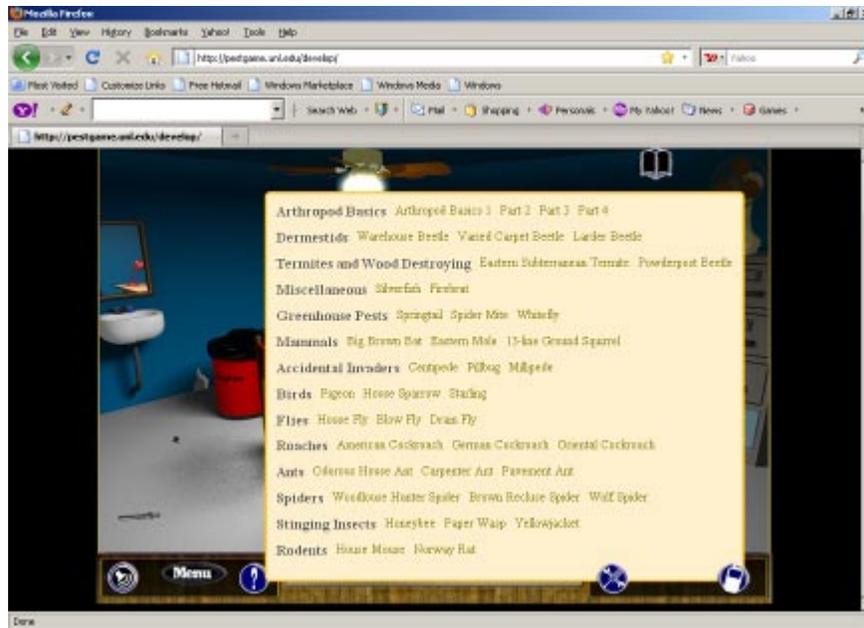
Pick up the *trash bag* by the desk, the *window screen* by the window, the *wrench* by the sink, and the *vacuum cleaner* by the wall. All of these tools are pretty easy to see.

Click on the *caulk gun*...it won't pick up! You have to do something before you can get it. Read the note on Pest PI's desk, which will talk about it. Then you are able to pick up the caulk gun.

Click on the *fan* on top of the file cabinet. It will go into your inventory for later.

Pick up the *sticky trap* in the file cabinet.

Finally, pick up the *Pest ID Book*, also from the file cabinet. Pest PI will note that this is a good resource for you to check when you need to refresh your memory about pests. You'll note that a book icon will now be available in the tool bar.



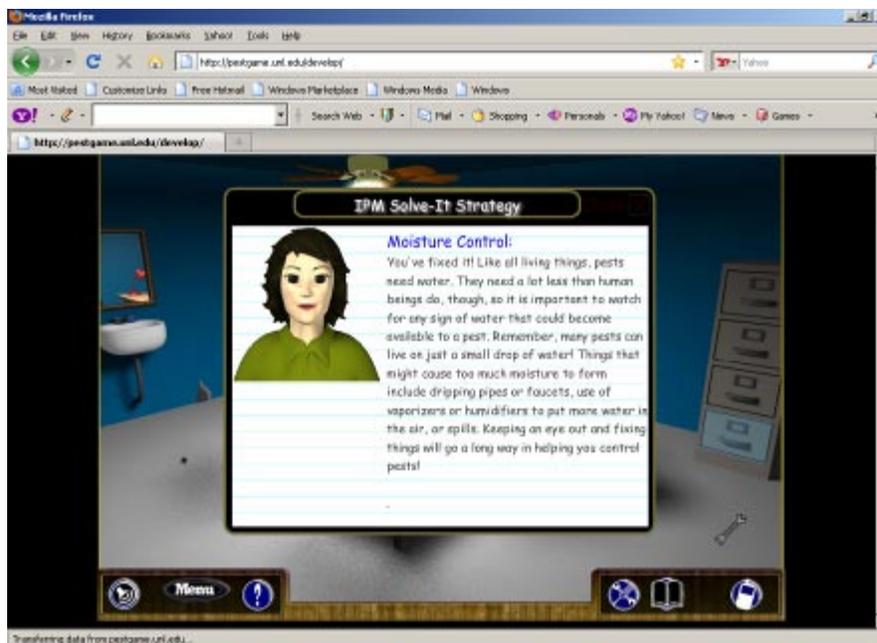
## Interactions:

Now that you have tools, you are ready to use them to solve the problems in the room.

Click on the desk using the trash bag, you'll get a Solve it Strategy about *Sanitation*.

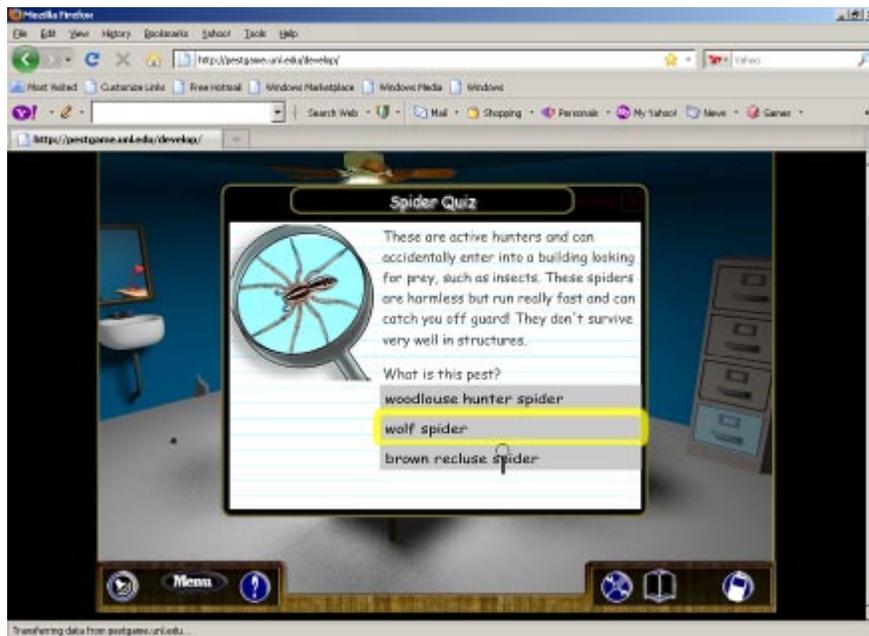
Click on the window using the screen, you'll get a Solve it Strategy about *Exclusion*.

Click on the sink using the wrench and you'll get a Solve it Strategy about *Moisture Control*.



Click on the open hole in the wall with the caulk and you will get a Solve it Strategy about *Caulking and Sealing Cracks and Holes*.

Click on the spider. Pest PI will say he needs a closer look. This is an indication that you need to identify pests before trying to control them. Use the *magnifying glass* on the spider and a photo and description will appear followed by a list of spider species you can choose from. Based on the pest ID cards you read earlier either in the Penny Poe Instructions or from the Pest ID Book Pest PI picked up from the file cabinet, you know this is a Wolf Spider. Click the Wolf Spider choice and Penny will tell you that you are correct. Remember that anytime you want to look at the pests again, you can click on the book icon in the tool bar.



Now you need to figure out how to get rid of the spider. Use the sticky trap you got from the filing cabinet for this, and a Solve it Strategy will come up for *Sticky Traps*.

After doing all of these things, the game will automatically launch into an animated sequence with Penny. When she is done talking, click on the door and enter the school.

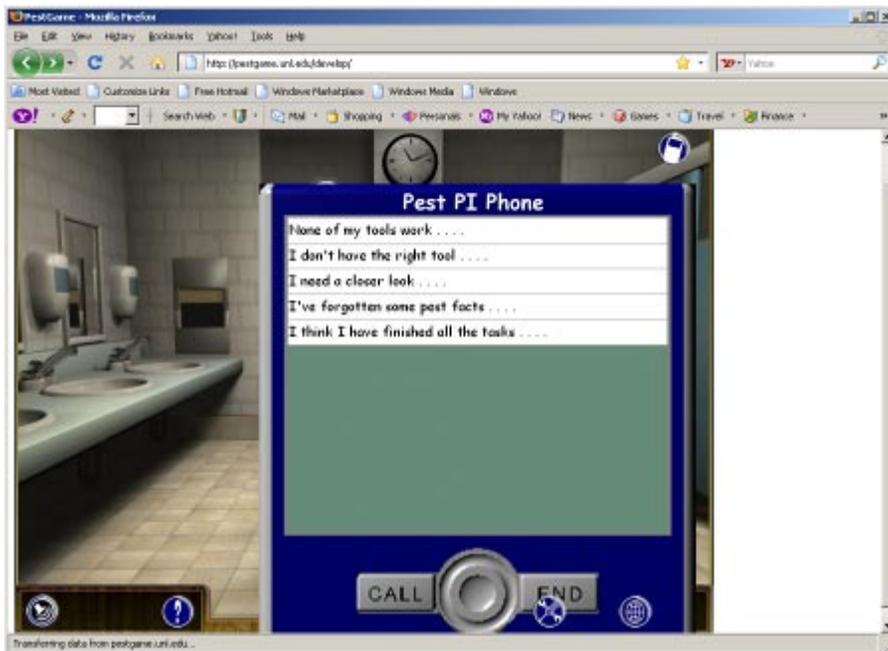
### **Principal Smith's Office (1<sup>st</sup> visit):**

After entering the school, you'll get an animated sequence between Pest PI and Principal Smith. There is nothing you can do here. Just watch and enjoy, but take note of things that are being said, they do give you good background before trying to solve pest problems in the school. After this sequence, the map of the school will become available with many active rooms to explore!



### Hallway/Bathroom (1<sup>st</sup> visit):

Click on the Hallway/Bathroom and you will see the Pest Management Professional inspecting under the sink. Click on him and you will launch into a skit about what he does for the school and IPM methods that might be useful to try. After this conversation, he will give you his phone number so you can call him for hints. This makes the *cell phone* active, which you can use for general tips as well as for specific room information.



## Nurse's Office:

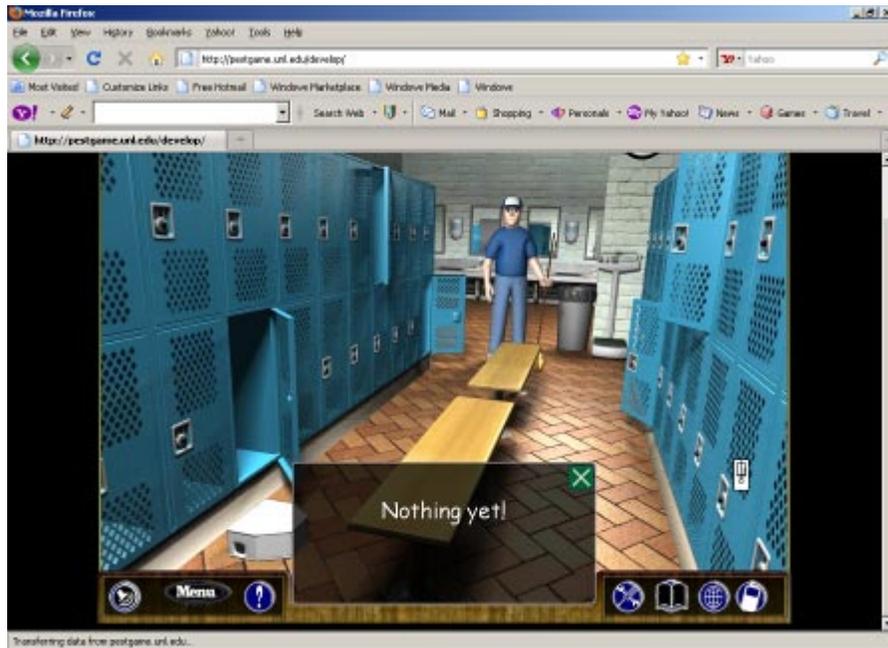
Click on the Nurse's door. A skit will launch between Pest PI and the Nurse. Sit back and enjoy the animated sequence, and in the end the nurse will give you a *face mask and gloves*, which will be useful later.

## Locker Room:

It's helpful to visit the Locker Room early in the game, but it's not essential. Click on the Custodian and a skit will launch. He will give you a *key to the Janitor's closet*. This is a very important part of the game!

Click on the pile of gym clothes using the trash bag to clean them up. A large pop up window will show that there is a rodent underneath! Close the popup window and then use the magnifying glass to identify it (Norway rat). Once you do that, it runs away! You will just see its droppings there, but you need to find a way to control it. There is nothing in your tool set that will work. You have to visit the Janitor's closet to find the right tools.

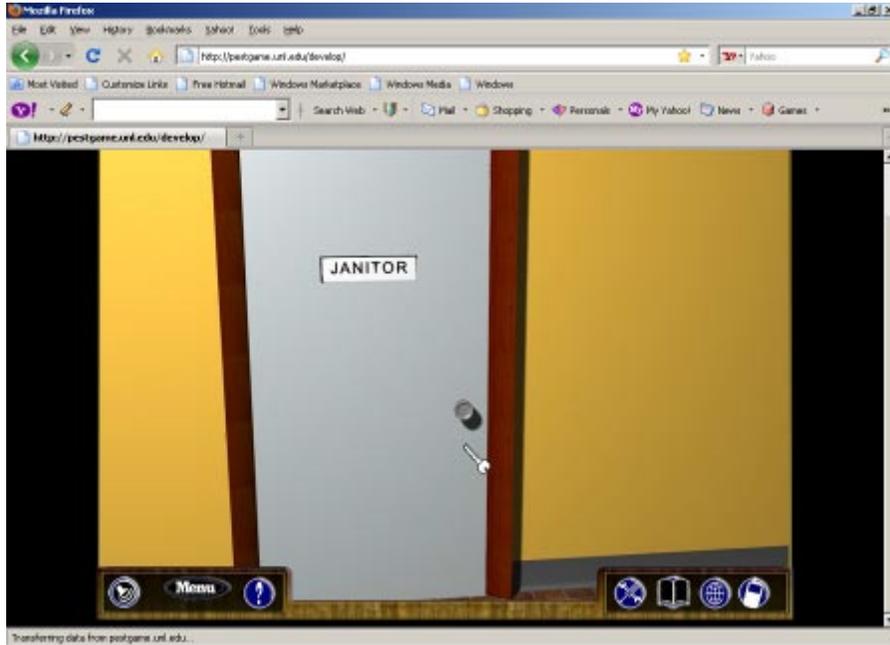
After visiting the Janitor's closet, come back and set a snap trap where the droppings are. The trap will go into a plastic station and Penny will tell you to come back later to check the trap. Try clicking on the station and Pest PI will say "Nothing yet."



Leave the room and come back twice, each time clicking on the station. The second time you come back Pest PI should say "I've caught something." The room will then launch into a final skit and be solved.

## Janitor's Closet:

Go downstairs to the basement and go to the Janitor's closet. You'll see a door there. When you try to click on it, you'll hear "It's locked." Use the *key* the custodian gave you while in the locker room on the door and you can get in.

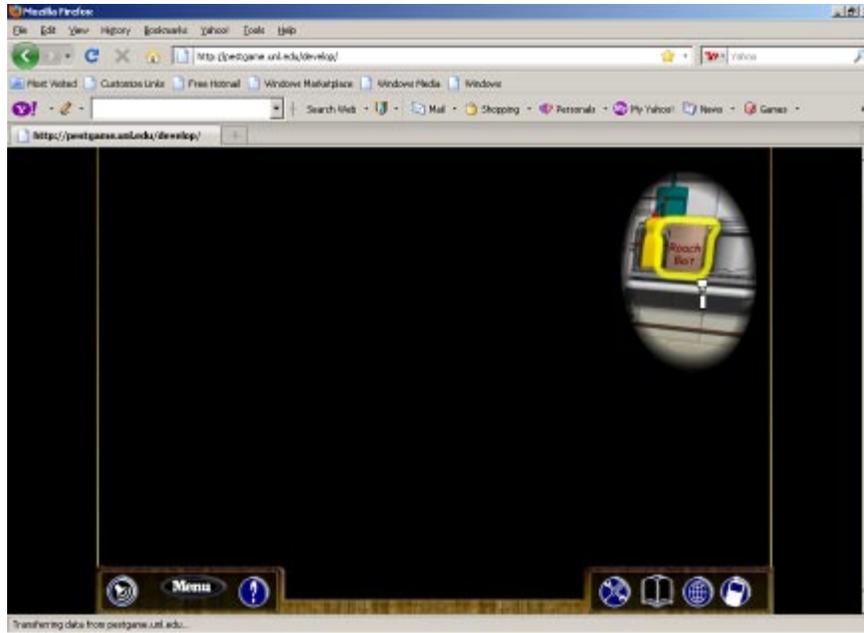


Pick up the *ant bait*, *cleaner*, *wasp trap*, and *snap traps*. These are now in your inventory and will be important for later.

## Boiler Room:

It is helpful to go into the boiler room while you are still downstairs. Most of the tools you will need, if not in the Janitor's closet, are in the boiler room.

The room is dark when you go in. If you click on it Pest PI will tell you he needs light. Use the *flashlight* and you will be able to look around the room.



Pick up the roach bait and mop.

Click on the insects on the floor. Using the magnifying glass, identify them as oriental cockroaches. Use the sticky trap first and then the roach bait on them.

Click on the puddle of water. Use the mop to clean it up.

Click on termite tube. Identify it as Eastern Subterranean termite. You have to call the PMP, who will negotiate a deal to have the problem taken care of.

### **Computer Room (1<sup>st</sup> visit):**

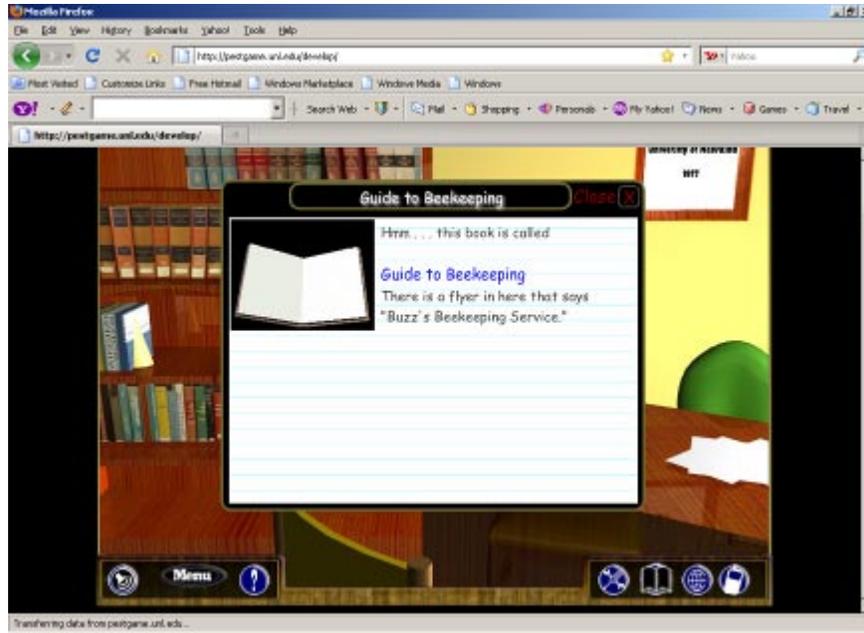
Enter the computer room and speak with the student. You will note that she is playing the Pest Private Eye game on her computer. She will refer you to Mr. Usher, the computer teacher.

Upon talking to Mr. Usher, he tells you that you can look at the computer lab later when he's at a meeting, and gives you a key to the computer lab. Leave the lab.

### **Principal Smith's Office (2<sup>nd</sup> visit):**

After the animated sequence, the principal's office will become available for you to explore. You need to do a few things here.

Go to the bookshelf. Many books will be active such as "Poe's Guide to the Macabre" or the "IPM Manual." Click on these just for fun and to see what happens. Ultimately you will need to find the "Guide to Beekeeping" book and inside will be the beekeeper's phone number. This will become active in the cell phone and can be used later.

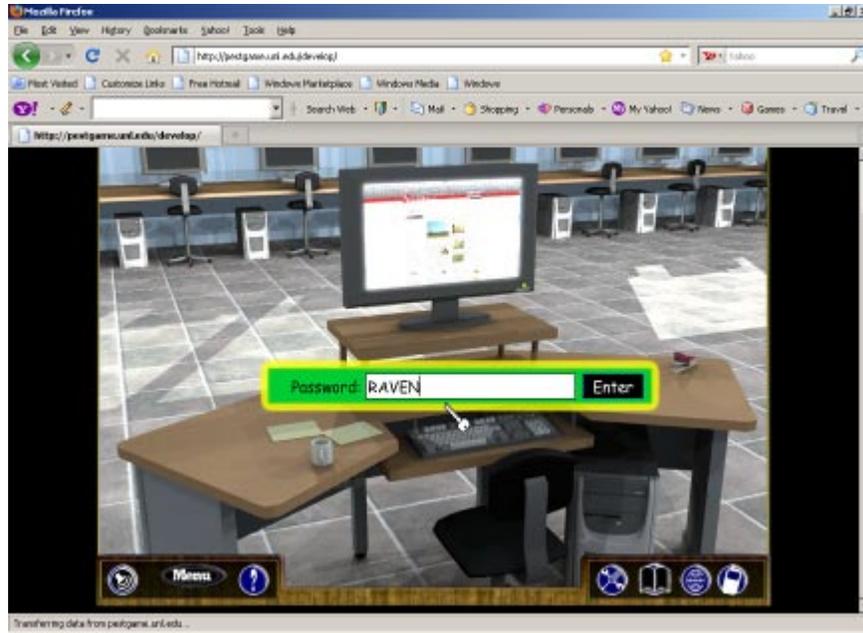


Find the envelope Principal Smith left on her desk with the computer password (RAVEN) needed to get onto Mr. Usher's computer.



## Computer Room (2nd visit)

The door to the computer lab is locked! Use the key Mr. Usher gave you to unlock the door, then go to Mr. Usher's computer and click on the monitor screen. A password prompt will come up; type in RAVEN and hit Enter.

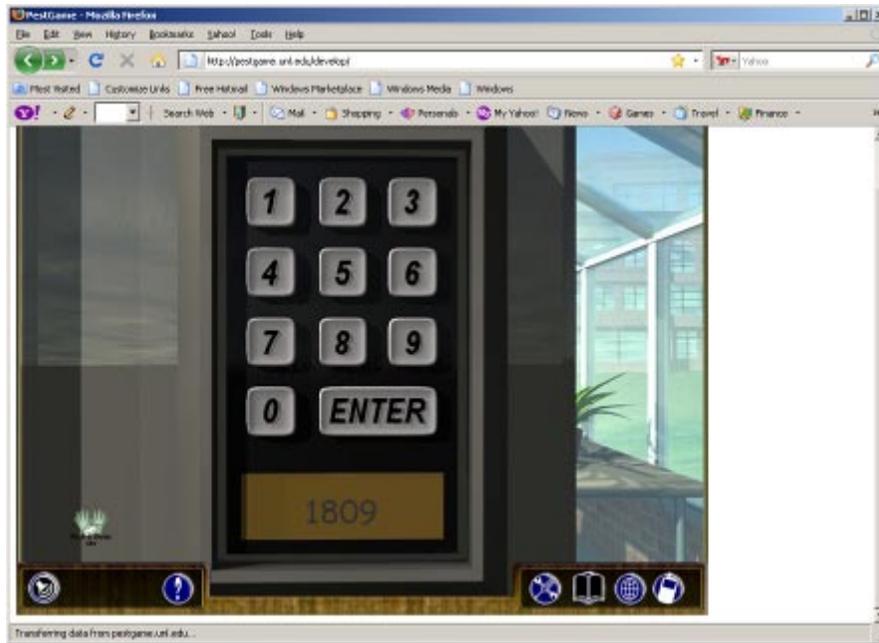


You will see an email come up that gives the code for staff wanting to use the school's greenhouse (1809).



## Greenhouse

The door of the greenhouse has a keypad that requires an access code. If you haven't already gotten this, return to the computer lab and check Mr. Usher's computer to get it. Type in 1809 and enter the greenhouse.



Click on the Greenhouse teacher: He will explain the pest problems he's seen in the greenhouse.

Click on the *insecticidal soap* and *hose* to put them into inventory.

Click on the ficus plant. The pest here is a springtail. Plug the fan in and turn it on, this will dry out the plant's soil so that the springtails will go away.

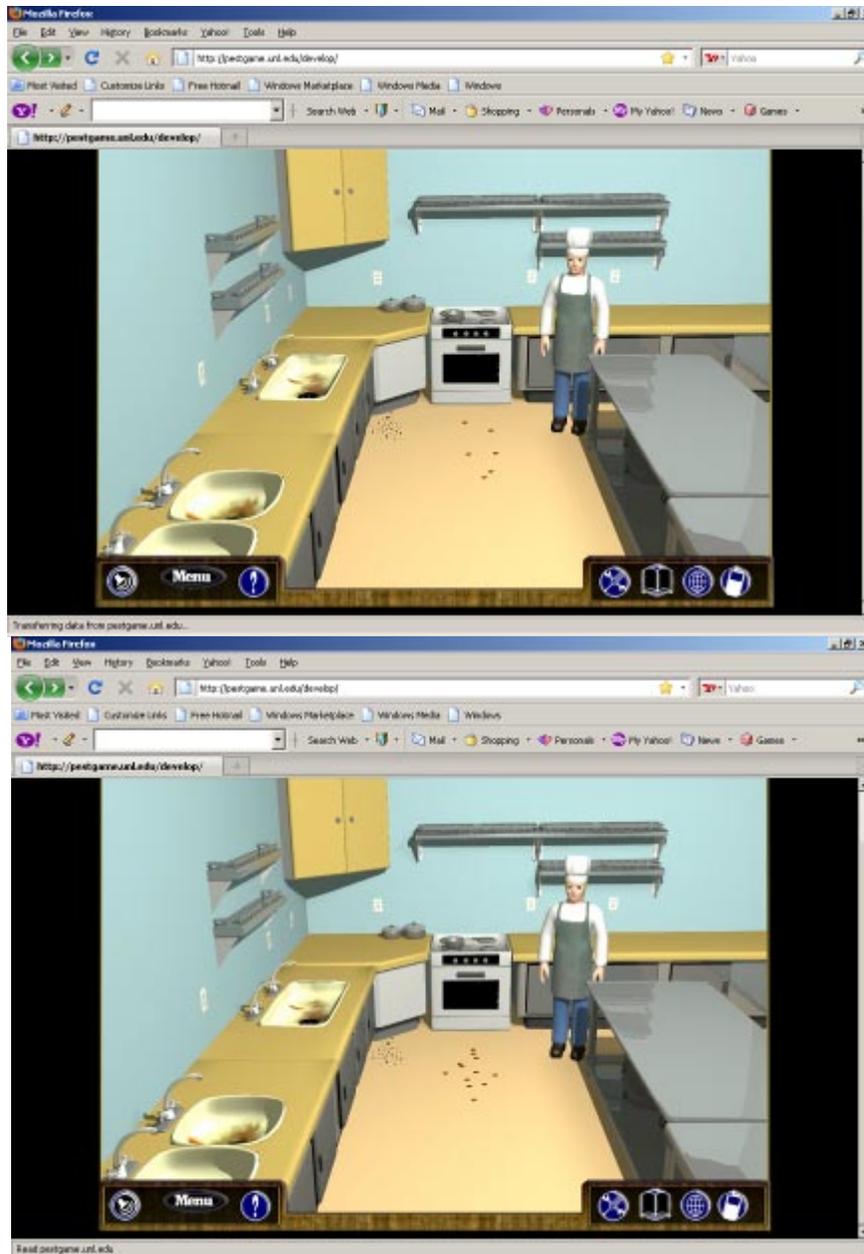
Click on the poinsettia, which is surrounded by a cloud of whiteflies. Use the insecticidal soap on the poinsettia to get rid of the whiteflies.

Click on the Dracaena plant, which has yellow leaves and spider mites crawling on it. Use the hose to wash away the spider mites.

### **Kitchen:**

Enter the kitchen and talk to the cook. A skit will play where he talks about the pests he has been seeing in the kitchen.

Click on the roaches with the magnifying glass and choose "German Cockroach" from the menu. Then use the sticky trap on it. It will indicate you need something else. If you have already visited the boiler room, you will have obtained the roach bait, and must use this first, followed by the sticky trap. You will notice that if you go out of the room and back again without taking care of the problem, the roach numbers will increase.



Click on the crumbs with the vacuum and clean them up.

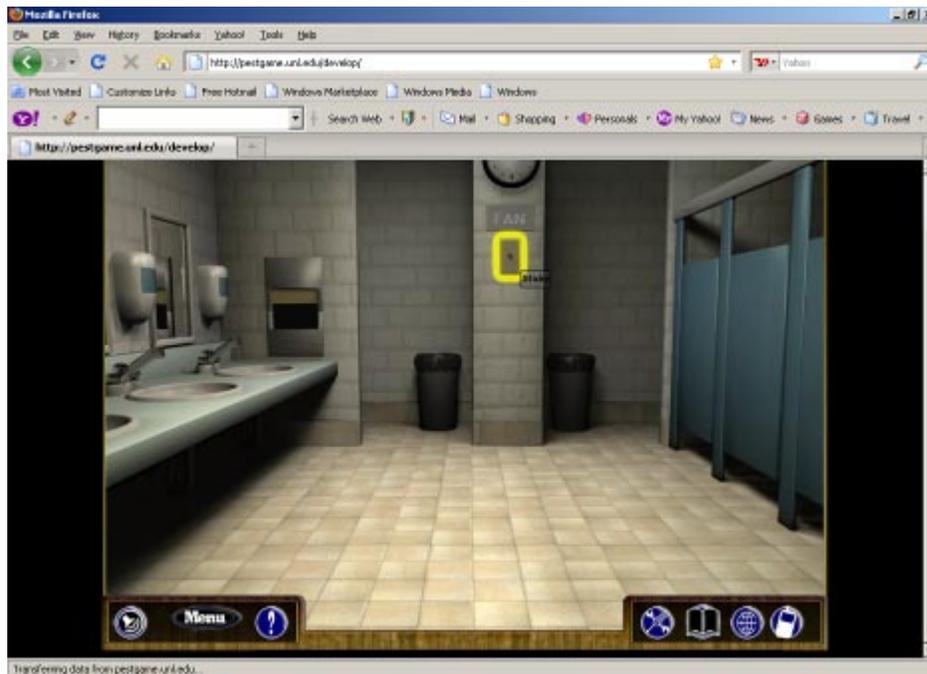
Click on the sink. A close up of the sink will appear with flies buzzing around. Use your magnifying glass on the flies and choose “Drain fly.” Put on the gloves and mask and use the cleaner from the Janitor’s closet on the dirty sink. You will need to click on the sink twice...once to acknowledge that you have the gloves on and once to acknowledge that you have used the cleaner. If you have not received the gloves and mask yet, you will need to obtain them from the nurse’s office.

Turn the gloves and mask back off by clicking on “Drop tool” in the tool set.

Use the wrench on the leaking faucet, and the sticky trap on the flies.  
Click the arrow in the upper right hand corner to exit the sink close up.

### **Hallway/Bathroom (2<sup>nd</sup> visit):**

The bathroom will now be empty. But you'll see a paper towel lying on the floor. Throw it away by using the trash bag on it and a bug will scurry from under it. Upon a closer look with the magnifying glass, you want to choose "Silverfish" as the pest. Use the trash bag on the paper towel, put out a sticky trap, and reduce the humidity in the bathroom by turning the fan on (the exhaust fan on the wall, not the fan in your toolset).



### **Perimeter:**

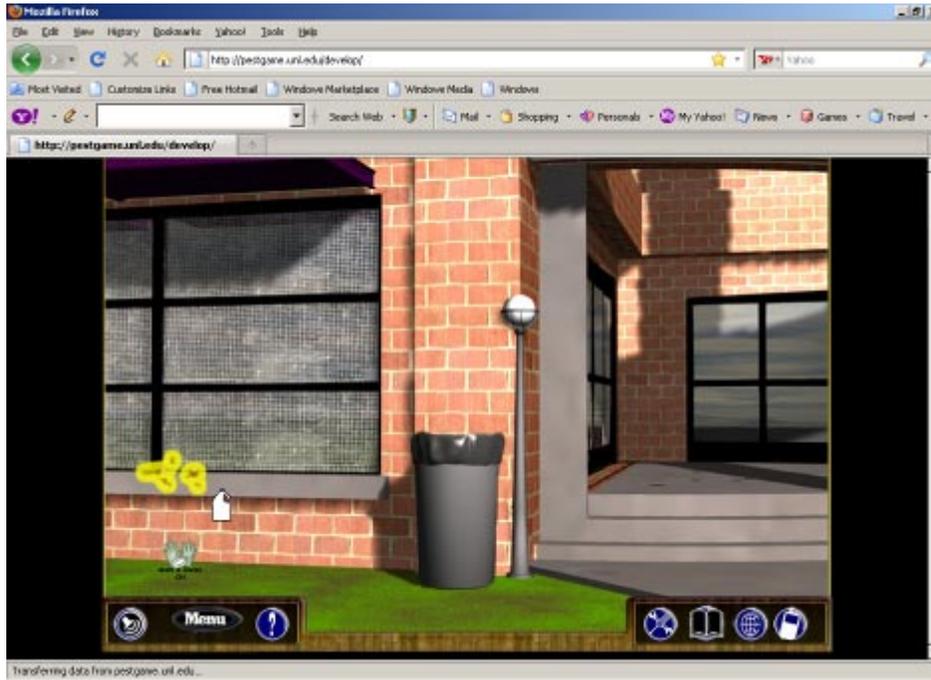
Click on the trash can with the trash bag to clean it up. A hole/mound will be revealed.  
Use the magnifying glass, click on the hole and Penny will explain that this is how a rat or mouse could get into the building!

Click on the wasps and identify them as a yellowjackets. Use the wasp trap on them.

Click on the window with the window screen.

Click on the millipedes by the door and identify them. Try a few things in your tool set, but they don't work. What can you do but ask for help? Call on the cell phone and choose the question about pests by the exterior doors. The PMP will inform the custodian of the problem.

Click on the droppings on the ledge and discover they are brown bat droppings. Click on the gloves and mask in your tool set to put them on, then use on the cleaner and click on the droppings. You will need to click on the droppings twice...once to acknowledge that you have the gloves on and once to acknowledge that you have used the cleaner. If you have not received the gloves and mask yet, you will need to obtain them from the nurse's office.



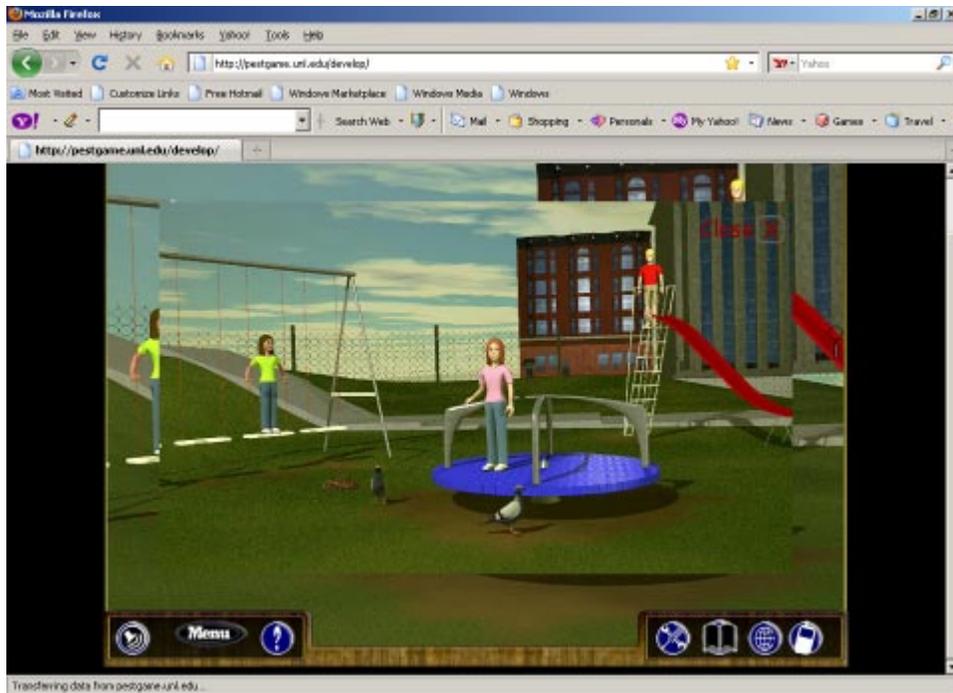
Turn the gloves and mask back off by clicking on “Drop tool” in the tool set. You’ve cleaned up the droppings, but the bat problem doesn’t appear to be solved. You must use the cell phone and ask the PMP to help, which will launch a skit where the PMP comes with his ladder to fix their roosting area on the roof.

### **Playground:**

Click on the child on the merry go round. She will tell you about the pests she’s seen on the playground.

Click on the ant mound and identify the ants as pavement ants using your magnifying glass. Use the vacuum to clean up the ants.

Click on the birds, use the magnifying glass to identify them as pigeons. Click again on the birds and watch a skit of them flying, feeding on the ground, and flying back.



You have nothing in your tool set to control them with. Call the PMP and explain the situation. He'll take care of it.

Click on the bee swarm. Ask the PMP about finding a beekeeper. You will need to get the beekeeper's number from the Principal's office if you haven't already. Once you have it, "Beekeeper" will show up on the cell phone and you will be able to call him about the bee swarm.

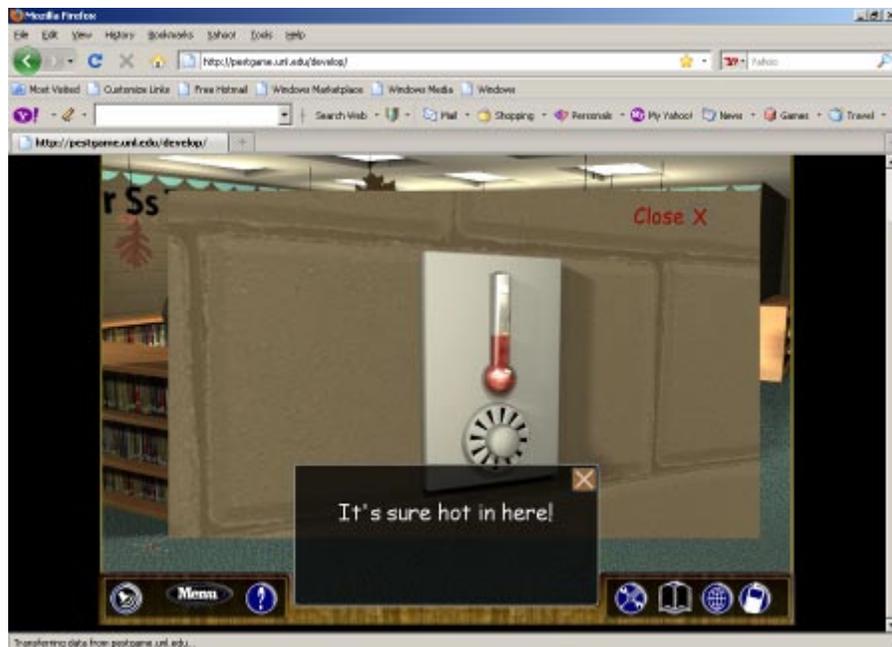


Once you have had this conversation, a skit will launch showing the beekeeper collecting the swarm.



## Library:

Walk into the library and click on the thermostat. Pest PI will say "It's sure hot in here," and the temperature will lower on the thermostat. Close the window.



Click on the spider with the magnifying glass. It will indicate that it is dead and then will ask you to identify it. It is a brown recluse. Vacuum up the dead spider, but you are not finished. In order to control any live spiders that might be around, be sure to put a sticky trap there as well.

Click on the mold on the bookshelf under the globe. After listening to what Penny has to say about it, don your mask and gloves you got from the nurse's office and clean it up with the cleaner you picked up from the Janitor's closet. You will need to click on the mold twice...once to acknowledge that you have the gloves on and once to acknowledge that you have used the cleaner.





Turn the gloves and mask back off by clicking on “Drop tool” in the tool set.

Click on the stuffed pheasant. There are little bugs crawling all over it. Choose “Warehouse beetles” as the pest. Vacuum the beetles up and use the trash bag on the stuffed animal.

Leave the room and notice it’s still not solved! Enter and click on the thermostat...people have been adjusting it again. Call the PMP, who will have the custodian install a cover over the thermostat to prevent people from accessing it.

### **Classroom:**

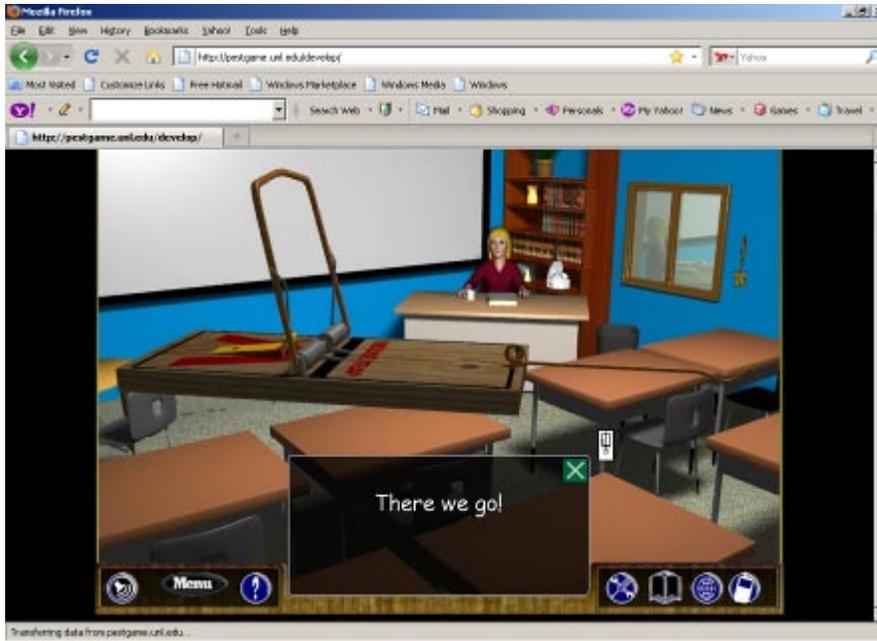
Click on the teacher. She will tell you about what problems she has seen.

Click on the trashcan with the trash bag and clean up the trash.

Click on the ant trail with the magnifying glass and identify them as the odorous house ant. Use the ant bait (found in the Janitor’s closet) on them.

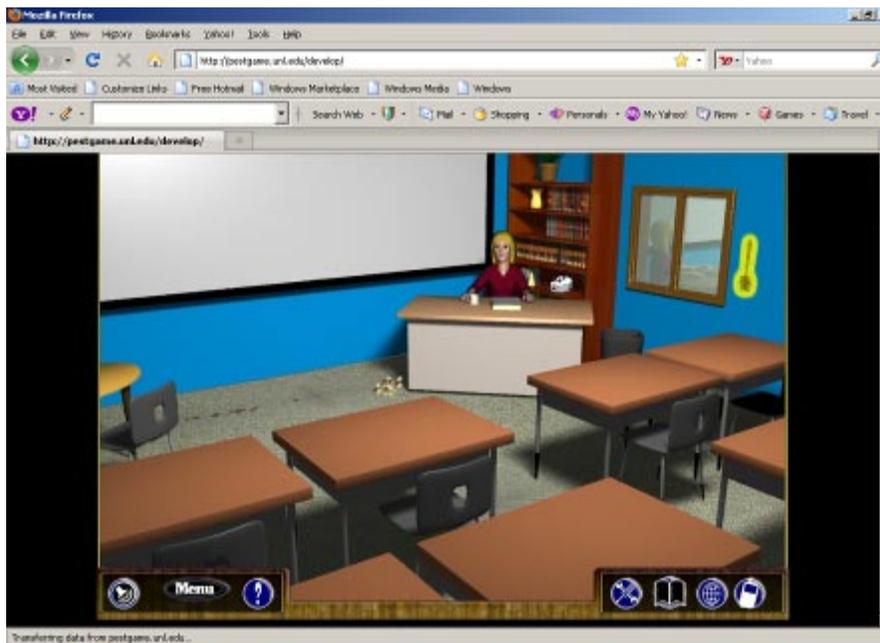
Click on the crumbs with the vacuum cleaner.

Click on the droppings on the bookshelf. Identify them as mouse droppings. Then set a mouse trap. Click on the mouse trap and it will be set inside a station.



Click on the station and Pest PI will say “Nothing yet.” Leave the room and come back again, this time Pest PI says “I’ve caught something.” Now watch a skit about disposing of dead rodents properly.

Now there are flies around the trap! Click on the flies and choose “Blow Fly.” Click on the fly swatter and it will go into inventory. Choose the fly swatter from your tool set and use it on the flies.



**After you have finished all rooms, the game will launch into a final set of skits and the credits. Sit back and enjoy!**

**Extras:**

There are some optional things in the game that aren't essential to do in order to finish it. For example, the cell phone has many general hint questions that you can click if you are having problems but aren't vital to solving the rooms.

There are also some tools that you pick up that may not be used.

All characters will give other clues if you click on them while exploring the rooms.

**Note:** With the exception of the Computer lab and Principal Smith's office, which have items that can be revisited (resource URLs and obtaining passwords), when you finish a room it will become inactive so you can track your progress.