Sid Meier's
Covert™
Action

Enjoy these other great games from MPS Labs:

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> Computer Gaming World

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> "... fantastic game... superb gameplay and graphics... may be MicroProse's best release yet." Compute!

F-15 Strike Eagle II: The original F-15 Strike Eagle pioneered combat flight simulation and sold over a million copies. This new version packs even more dogfighting action into thousands of missions over four real-world regions, and displays it all with MPS Labs' Super 3-D Graphics. Special options make the game perfect for everyone — from novice to combat ace.

> "... sets a new standard for high-speed computer combat." Compute!

Sword of the Samurai: A unique role-playing adventure casting you as an ambitious samurai seeking Honor in 16th Century Japan. Perform heroic acts, forge alliances, undermine your rivals. A balance of strategy, treachery and swordsmanship can earn you the coveted title of Shogun. Spectacular graphics and sound evoke the mood of feudal Japan.
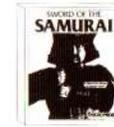
> "... a delectable smorgasbord of incidents, encounters, campaigns..."
> Game Player's PC Strategy Guide

F-19 Stealth Fighter: the revolutionary combat flight simulator based on America's radar-elusive jet. Super 3-D Graphics display terrain and targets on thousands of missions with breathtaking clarity and detail. Sneaking past enemy radar adds unprecedented excitement.

> ☆ ☆ ☆ Winner, Best Simulation Award, Software Publishers Association ☆ ☆ ☆
> "Calling F-19 Stealth Fighter a computer game is like calling the Pacific Ocean a puddle."
> PC Resource

Red Storm Rising: Immerse yourself in nuclear submarine technology. Pinpoint enemy ships and subs with sonar and radar — and keep them from zeroing in on you. Then blow them out of the water with the latest torpedoes and missiles. Based on Tom Clancy's best-selling novel, developed with his advice.
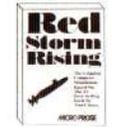
> "Don't miss this one... highest recommendation." Compute!

Sid Meier's
Covert™
Action

MICRO PROSE™

SIMULATION • SOFTWARE

Covert Action
Computer Simulation

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Designer's Notes

Covert Action traces ancestry to a game on a similar topic that was under development by MPS Labs for the C-64. Unfortunately the topic proved too big for that smaller machine and was shelved. Redesigning the game concept and taking advantage of the larger memory and power of the IBM, we took what we could from the old game idea and came up with *Covert Action*.

Our goal was to capture the world of today's secret agents, full of new gadgetry and techniques. Listening devices, kevlar armor, sensitive safe cracking tools, and new weapons make break-ins much more feasible. Yet break-ins remain a dangerous challenge. New communications equipment and computer assistance make the collection and distribution of data easier. By making these tools available, Max Remington, your identity in the game, has capabilities only dreamed of in the past.

We also wanted to give *Covert Action* a topical feel. You deal with the events and enemies of today, not only the traditional problems of espionage and counterintelligence, but international criminals and terrorists. We hoped it would be interesting to take on the current crop of world nuisances such as the South American drug cartels and the Iraqi secret police. Especially with the thaw of the Cold War, nations are becoming more concerned with these plagues, and we wanted you to be able to get in on the action.

Rather than ignore code breaking, following, and wiretapping, we tried to find interesting ways to include these important aspects of covert action. By doing so we hope we have provided different avenues by which you can approach your goal. Some players may be more attracted to driving than to wiretapping or breaking in.

Our final goal was to make a different sort of spy game, one that required thinking and deduction. Although the game would have combat, it wasn't to be a shoot-em-up arcade game, but an interesting puzzle to solve. We wanted you to be rewarded for clever thinking. To be successful you must take the limited starting information, select the best clues to follow, and develop your leads into hard evidence against the suspects. By giving you many options to pursue, good deduction is rewarded by results.

The system for creating crimes and plots was designed to provide enough variations in each that the same combinations rarely appear. This provides nearly endless play. We did not want any linear system that, once solved, made the game obsolete.

The layering of each crime into a plot and the linking of each plot to a separate mastermind was designed to provide a richer gaming challenge. We wanted the game to be like a good detective story: a puzzle with multiple layers, each revealing yet another problem to solve.

If you manage to arrest all 26 of the masterminds then you have earned your retirement. Long before then we hope you conclude that *Covert Action* is as interesting to play as it was to design.

Sid Meier
Bruce Shelley
Barbara Bents
8/22/90

Table of Contents

Table of Contents

1. Introduction

Get Max Remington

The middle aged executive sat behind his desk in an austere office and looked out the window, his thoughts on something other than the view. His face was permanently creased into a frown. The head of a major security agency received mainly bad news, too much recently by a long shot.

The office door opened to admit the executive's chief of staff, a younger man apparently energetic, intelligent, and getting a start on his own permanent frown. The newcomer quickly assessed the other man's mood and took his habitual chair, waiting for words.

The older man pulled his eyes from the view and looked directly at his chief of staff. The words came, just three of them.

"Get Max Remington"

It was the younger man's turn to stare at the view while he considered the implications of his chief's command. Max Remington was the only freelance secret agent in the western world. Out of their own organization the rumors said, but after an identity change no one inside knew Max's background for certain. The hero of more successful operations in the last 10 years than the entire agency would admit to and a legend within the clandestine world, Max was still a rogue elephant, answering to authority only when it suited.

The summons of Remington could only mean that something has gone terribly wrong for the chief. Has he lost faith in our own people? Does he think a new problem is beyond their ability? Does he suspect double agents within our group? Has he lost the confidence of the President? Has the President, who acknowledges the great past services of Remington, pulled rank on the chief to bring in this freelancer?

The younger man looked back at his chief and spoke. "Remington's out of touch on vacation, I hear, after that last affair. Only a Presidential summons can get through."

The executive reached inside his suit jacket, retrieved an envelope from an inside pocket, and placed it on the desk in plain view. The White House seal was unmistakable. The younger man scooped up the envelope and headed to the door. He cleared the worries from his mind and concentrated on the task: get Max Remington.

Introduction

If Sidney Reilly is the ace of spies, then a new card is needed in the deck for Max Remington. Or is the joker an appropriate card, befitting the enigmatic, elusive, and unconventional legend?

Most of the facts about Max Remington, including real identity, personal life, background, and training are closely guarded secrets. The little that is known and the much that is rumored imply that Remington is the most effective secret agent in the world. The name is unofficially linked with a long string of extremely difficult yet successfully concluded cases: foiled kidnappings, captured enemy agents, rescued hostages, intercepted drug shipments, terror bombings prevented, failed assassinations, etc. It is an impressive list.

This shadowy person is apparently well trained with weapons, electronic gadgets, and detective skills, and has proved more than a match for a wide range of secret agents, criminals, and terrorists now in jail. This degree of success suggests a very cool nerve, decisive mind, and quick reflexes. Where did this remarkable individual come from?

The generally accepted story is that Remington originally served with the CIA, receiving their standard training and quickly demonstrating remarkable capability. That extraordinary ability is said to have bumped into official Company policies several times, especially the tightened restrictions placed on the agency following the 1970's. Frustrated by regulations and too often shelved to avoid potential agency embarrassment, Remington resigned and set up shop as an independent agent.

The private business prospered from the start. With an unofficial license from the agency, Max took on more and more sticky problems that the government was prevented from touching. Success followed success, and the bank accounts grew with the reputation. At one time or another Max worked for most of the western governments, earning their regard and high security clearances.

Sufficiently wealthy, Remington is now rumored to only take cases that look especially interesting or exhibit undeniable importance. The one exception to this policy concerns the President. The rumor is that Max accepts any case when personally requested to do so by the President.

Remington supposedly has full access to agency personnel and facilities, and maintains a good working relationship with other nations and Interpol. The agent is rumored to use local CIA assets as home base and for support, though no retired agency personnel have as yet admitted to this or described their experiences.

In *Covert Action* you are Max Remington, the number one secret agent in the world, battling enemy spies, terrorists, and criminals. Working mainly at the request of the CIA, your task is to foil the enemy masterminds that are your enemies, prevent the crimes they plan, and send them to jail. To succeed you must be skilled in covert action, working secretly beyond the law. It may be necessary to tap phones, break into enemy hideouts, steal equipment, bug their headquarters, intercept enemy messages, and engage in combat.

When you get the call to take over the prevention of a crime, only a few clues have been assembled, just enough for the government to be worried and call you. With these clues you must begin. Your task is to uncover the crime underway, gather evidence necessary to convict the participants, prevent the crime from occurring, arrest as many participants as possible, and ultimately arrest the mastermind behind the crime.

Each crime normally involves a half-dozen or more participants, each performing one or more roles in the crime. Each participant belongs to an international group such as the Mafia or the PFO. A crime is usually carried out by a conspiracy of several groups, each taking on part of the task. At the top of each crime is the mastermind, the person who has set the whole process in motion.

The crime underway is only one part of an overall plot by the mastermind, a plot that may consist of several crimes linked together. When all of the crimes have been accomplished the plot succeeds. By preventing the individual crimes, you block the mastermind's plot. Each crime may offer clues to the identity and location of the mastermind, and your second task is to arrest him. This foils the plot permanently.

Your ultimate goal is to arrest all of the masterminds in the game, one each for most of the international criminal groups that you engage. If you can put all of the masterminds in jail, you exceed everyone's highest expectations and make the world a decidedly safer place to live.

Crimes takes place in one of three areas: the Middle East, Europe, or the Americas. A crime can involve espionage, international crime, or terrorism. To aid you in your work you have full access to CIA stations in those cities that the crime leads you to. In addition you may receive help from other friendly security organizations.

Your skills in deduction, electronics, driving, combat, and code breaking determine whether you break the enemy ring, foiling their plans, or watch helplessly as another international crime is committed. If you fail, don't expect the government that hired you to be too generous. You may be doing your laundry on Saturday night at the laundromat. But success brings not only the gratitude of the world, but generous contributions to your Swiss account and all of the comforts that come with wealth.

Good luck Max, you are our best hope.

Before You Start

This **Manual** provides detailed instructions on how to play the IBM/Tandy version of *Covert Action* and background information about the international underworld. The manual text is divided into four functional categories: commentary on real world events portrayed in the game, discussion of how the game incorporates real world activities, specific game instructions, and parts of the Max Remington legend. Each of the four categories is marked by a specific icon.

Real world commentary

Game instructions

Covert Action discussion

The Max Remington legend

When you want specific information on how to play the game, look in the correct manual section for text marked with the game instructions icon. For example, if you want to read about how to do code breaking, turn to the manual section on Code Breaking, pages 70-73, and look for text next to the instructions icon.

As an alternative to the table of contents or just thumbing through the manual, refer to the index at the back for specific page references.

The **Technical Supplement** gives specific instructions for loading and/or installing the game on your computer. It also provides a complete reference of all the graphics and keys used in the game.

The **Player Aid Card** offers a handy reference for the various keyboard commands.

Installation

The Technical Supplement has complete information about how to install *Covert Action* on either floppy or hard disks.

Learning the Game

Study Method: You can study the actual controls and instructions in this manual (pages 10-81). Begin by reading through the Interface Introduction (page 11), Pre-Game Options (pages 12-14), Ending the Game and Debriefing (pages 16-19), and Crime Prevention (pages 21-35). Finish your preparation by reading through the manual concentrating on those sections marked with the game instructions icon. Now begin play and refer back to the instructions as needed.

Jump Right In Method: This is the most popular with experienced computer game players. We recommend you at least read through the Interface Introduction and Pre-Game Options, but even this is not necessary. Be aware, however, that by skipping the manual instructions you are missing important information and are certain to misunderstand parts of the game and do poorly at first.

Practice: The core of *Covert Action* is four action sequences for combat, wiretapping, code breaking, and driving. Before starting a complete game you may find it useful to practice each of these sequences separately. Follow the pre-game instructions for loading a practice session and refer to the manual sections that give instructions for these sequences.

Interface Introduction

Covert Action has been designed to be played either entirely with the keyboard or with the keyboard and a joystick.

The interface relies heavily on menus and all menus are operated in the exact same manner. Menus are often placed in a hierarchy, where one menu option opens a second sub-menu, and an option from this menu opens another sub-menu, etc. In these cases, the sub-menus can only be reached by working down the hierarchy, and you must work your way back up to exit.

Using the Menus

All menus consist of a number of options and the first is highlighted when a new menu appears. To move the highlight to the menu option you wish to choose, move the highlight down with numeric keypad 2 key, your Down Arrow key, or by pulling back on the joystick. Move the highlight back up with the numeric keypad 8 key, your Up Arrow key, or by pushing forward with the joystick. When the option you want is highlighted, choose it by pressing one of the Return key, the Space bar, or the joystick fire button #1.

Exiting Menus

To exit a sub-menu do one of the following: choose the option "Leave" if it is available, press the Escape key, or press fire button #2. You return to the previous menu above in the hierarchy.

Exiting Screens

To exit a screen or animation press one of the following: Return key, Space bar, or either joystick fire button.

Pre-Game Options

To begin a game of *Covert Action*, follow the instructions in the Technical Supplement for booting the game. After the title and credit screens, you proceed to the selection of pre-game options. These are choices you are required to make to set the parameters of the game you wish to play.

Game Options

The first menu that appears asks you to choose one of the following:

"Create A New Character"
"Load A Saved Game"
"Practice A Skill"

Choose "Create A New Character" to begin a game with a new Max Remington character.

Choose "Load A Saved Game" to load a previously saved game. Follow the instructions for inserting a disk containing your saved games if they are not on your hard disk. In both cases a list of your saved games appears, each identified by a unique code name, date, and difficulty level. Choose the one you wish to load.

If you choose "Practice A Skill" a sub-menu opens from which you must choose the level of difficulty of your practice session. The top difficulty level is the easiest. A second menu then opens giving you the choice of practicing the play of any one of the action sequences:

"Combat"
"Driving"
"Cryptography"
"Electronics"

After you make this choice the practice session begins. When the practice session is over, you are returned to the beginning of the game. You can choose to practice again or proceed with a game of *Covert Action*.

Maximillian or Maxine

If you chose to load a saved character, that existing character's career restarts where you saved it. If you choose to load a new character, a second menu appears and you must choose whether Max Remington is male (Maximillian) or female (Maxine):

"Maximillian Remington"
"Maxine Remington"

In *Covert Action*, Max can be played as either male or female.

Character Name

If you select a new character, you must enter Max's code name to identify the particular character you are about to start. When prompted, type in a code name for Max Remington. The code name identifies this character if you save the game and wish to reload it later. For this reason use a different code name for each new character.

Difficulty Level

From the next menu you must choose the difficulty level at which you wish to play:

"Local Disturbance"
"National Threat"
"Regional Conflict"
"Global Crisis"

A Local Disturbance is the easiest level to play and includes a number of special features to help introduce first time players to the game. The levels of difficulty increase as you move down the list. The level of difficulty affects how easy it is to get clues, how alert and aggressive the guards inside buildings are, and the difficulty of wiretapping, car chases, and code breaking.

Agent Training

Preparation for Field Work

Combat training
Driving training
Cryptography training
Electronics training

— Training Options

— Training Areas

Combat Average | Driving Average | Cryptology Average | Electronics Average

— Current Skill Levels
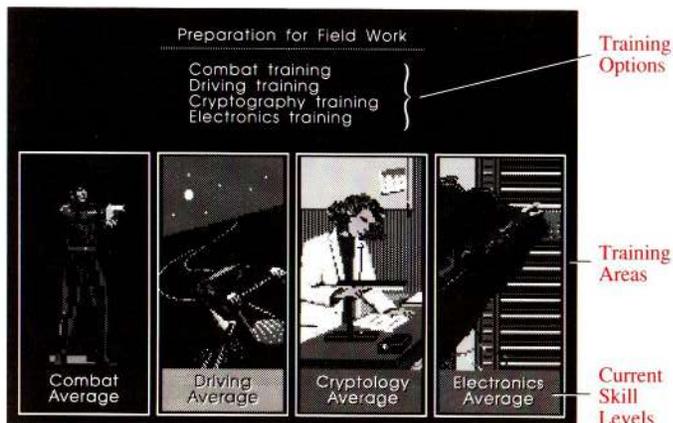
Agent Training

After you have chosen the difficulty level, you are asked to prepare for field work by training. The training that you choose affects your skill in each of four categories: Combat, Driving, Cryptography, or Electronics.

Choosing Combat, Driving, Cryptography, or Electronics training increases your agent's skill in that category by one level. You may train four times among these four categories.

Training affects the difficulty level of parts of the game. Improving a skill above good makes that category of the game easier than it is set by the level of difficulty. Leaving a skill *Average* makes that category tougher than set by the level of difficulty. You should train in those categories where you feel less comfortable, thereby making those parts of the game easier to master. If you are especially good at one category, such as electronics, leave that skill *Average* and take extra training elsewhere.

Before you are briefed about the crime or can take any action you must pass one simple test. You are given the name of an organization and with the help of the illustrations in this manual, you must correctly identify the mastermind who heads the organization. If you incorrectly identify the face, the case that Max Remington is assigned to investigate may be trivial.

To correctly match the organization to the face of its mastermind, find the organization in the manual section Organizations (pages 83-89). Look at the face accompanying the listing in the manual and find the same face on screen. Highlight the correct face and press Return. If you identify the face correctly, the game begins with a briefing at headquarters in Washington.

Playing Covert Action

Once you have set your pre-game options and passed the security clearance, your crime investigation begins. The first step is a briefing from the chief of security. He passes on the little he can about suspicious activities reported around the world. From then on it is up to you to use your skills in deduction and covert action to foil the terrorists, spies, or criminals threatening the world.

The goals of your investigation are discovering what crime is being planned, preventing it from taking place, and putting the perpetrators in jail. This is explained in Chapter 2 of the manual, Crime Prevention, on pages 21-35. Topics discussed in this chapter include discovering clues, interpreting clues, identifying suspects, uncovering crimes, gathering evidence, and making arrests.

To aid in your investigation you can call on the resources of the CIA. The Agency has a headquarters in every city you can visit. Inside you have access to extensive files that store all the clues and information you obtain, code breaking equipment, and other information resources. In some instances, an assistant can help steer your investigation.

The resources available and how to employ them are explained in Chapter 3 of the manual, Headquarters, pages 37-47. Profitable use of these facilities can mean the difference between a successful investigation and failure.

The core of *Covert Action* is what you would expect: action. Chapter 4, Covert Action, pages 49-80, explains the steps you can take to accelerate and intensify your investigation. Sitting around and waiting for clues to roll in is a formula for failure. To succeed, call on your covert skills in electronics, wiretapping, breaking-in, combat, code breaking, and tailing suspects to dig up the information you need to stop the crime.

Stopping the international criminals of today is a hands-on business. You can't sit in an office and move pins on a map. You have to sneak into the enemy's lair, uncover his secrets, and beat him at his own game. Your adversaries are competent, armed, and dangerous. And they've got a head start. They know that in certain number of days they are going to blow up a train or kidnap a diplomat. You must work smart and efficiently to prevent their rendezvous with infamy.

If you can bust up the conspiracy and arrest the participants, you earn the world's thanks. For an outstanding performance some agreeable vacation time may be fitting. But remember, if you fail, the world is one step closer to chaos. The people are counting on you: the best operative known.

Ending the Game and Debriefing

Max sat back in his chair and relaxed. The messages just handed over confirmed that the creeps remaining at large had disappeared leaving no trace. The kidnapping was not going to happen and five of the people Max had identified would be going up the river for a long time.

The CIA man who had brought in the last messages waited now for instructions. The last several days had been the most incredible of his career, running errands, arranging transport, forwarding reports and messages, requisitioning weapons, and similar stuff at a pace far faster than he had ever seen in the agency. He was surprised to see Max visibly relax and after a few moments he spoke up.

"Is it over?", he asked.

"Yeah," answered Max, "we've caught all that we're going to, at least for a while. Five hoods are in jail, the kidnapping is kaput, and at least three more hoods are on the run, unable to show their faces. Not too bad."

After a few moments Max spoke again. "Get me on a flight for Washington, will you? I've got to brief the boss."

As the CIA man left the room Max once more went over the hectic events of the last several days, the chases, the break-ins, the gun play. When satisfied that there was nothing left to do and that all of the facts were straight, the agent's thoughts drifted on to the topic of R & R, well deserved R & R. How about heading for the beach this time, or maybe the season at Monaco?

Each crime that you undertake to prevent is a separate game of *Covert Action*. When you succeed or fail at preventing that crime, you learn how well you did on the case by receiving an efficiency report that is a synopsis of the crime events. The report shows how well you did in breaking up the crime conspiracy.

After the report on the crime you see a picture estimating the fun you are having relaxing after the end of the investigation. Your score for the crime influences the financial reward tendered to you by a grateful government and is reflected in what you can afford to do and the companionship you attract.

At this point you can continue the career of Max Remington in another crime, save your career to return to it later, or quit playing. When you have arrested all of the masterminds in the world, the grateful people allow you to retire for good.

Ending the Game

You may end a game of *Covert Action* in two different ways: by quitting the game or by ending your investigation. When the current crime ends, you may continue playing or stop (see End Game Options on page 18).

Quit: You may quit the game by going to your hotel and choosing "Quit" from the Hotel menu. In this case the game you were playing is lost unless it was saved. You may also quit at any time by simultaneously pressing the Alt and Q keys.

End The Investigation: You may end your investigation and wait for the crime to finish by going to your hotel and choosing the option "Sleep". See the rules concerning "Sleep" on page 47 for more information.

You stop working on the crime and it proceeds as it can to conclusion, occurring or not depending on your efforts. Normally you don't end the investigation until you have followed every lead and made every possible arrest. In this case the Sleep option brings a speedy end to the game. But this option also allows you to see how you have done in those cases where you wish to stop and see what the end result is, regardless of how well you are doing.

Debriefing

Your object when playing *Covert Action*, is to prevent a crime from occurring. When a crime ends, whether you prevent it from occurring or not, you go through a debriefing that includes a chronological synopsis of the crime and an efficiency report of your investigation.

Synopsis: This summary reveals the face and identity of all participants and reconstructs the crime step by step. Interspersed with crime events, the synopsis also reports your activities. The synopsis continues through the conclusion of the case.

Efficiency Report: This report details the efficiency of your investigation in the following areas: identifying, arresting, and turning crime participants; capturing objects necessary for the crime; preventing the crime from occurring; accusing Double Agents; and for arresting the mastermind.

An efficiency of 100% in an investigation is a perfect score of 1000 points, but this is all but unattainable. A perfect score requires not only the arrest of all participants, but the capture of all crime evidence, all Double Agents, and the mastermind. If you score over 50% and prevent the crime you have done well.

Efficiency points are awarded for uncovering the name of a participant, his organization, his city of operation, and the location of his organization in the city. The higher the rank of the operative, the more important he is to capture and the more he is worth.

Your efficiency score is a measure of your success and indicates the size of the reward you have earned. A high efficiency indicates a successful investigation and a correspondingly glamorous vacation.

After the efficiency report a picture appears of you taking it easy after the case. If you have done poorly you may be spending your free time in a laundromat. A mediocre effort leaves you hanging around the office. A better effort may get you some time off at the beach. An outstanding investigation may afford a fling at a casino.

Effects Of Arresting Masterminds: The most points are given for arresting the mastermind, the criminal genius behind each crime. Arresting this individual is always a goal because otherwise this person continues to initiate crimes until his plot of several different crimes succeeds. Capturing an organization's mastermind kills its brain. It is unable to be anything but a support group for the crimes of another group's mastermind. You have not only prevented the plot from occurring, but you have critically damaged the organization.

There are 26 masterminds at work in the world, one each for 26 different major criminal, terrorist, and espionage organizations. Each time you arrest a mastermind, you reduce the number of groups capable of controlling a major plot. Your ultimate goal in *Covert Action* is to arrest all 26 of the masterminds at large. If you accomplish this, you complete the entire game and peacefully retire. You have truly earned the world's gratitude.

End Game Options

When a crime ends you receive a chronological synopsis that shows the steps the participants took and how your investigation proceeded. The synopsis ends with an efficiency report on your investigation. Following this report the End Game Options menu appears offering the following choices:

> "Review Reports"
> "Continue Game"
> "Save Game"
> "End The Game"

Choosing "Review Reports" repeats the synopsis and efficiency report. Choosing "Continue Game" starts another crime investigation. "Save Game" saves your game at this point. "End The Game" stops play at this point and takes you to DOS. If you choose "End The Game" without saving first, your game is lost.
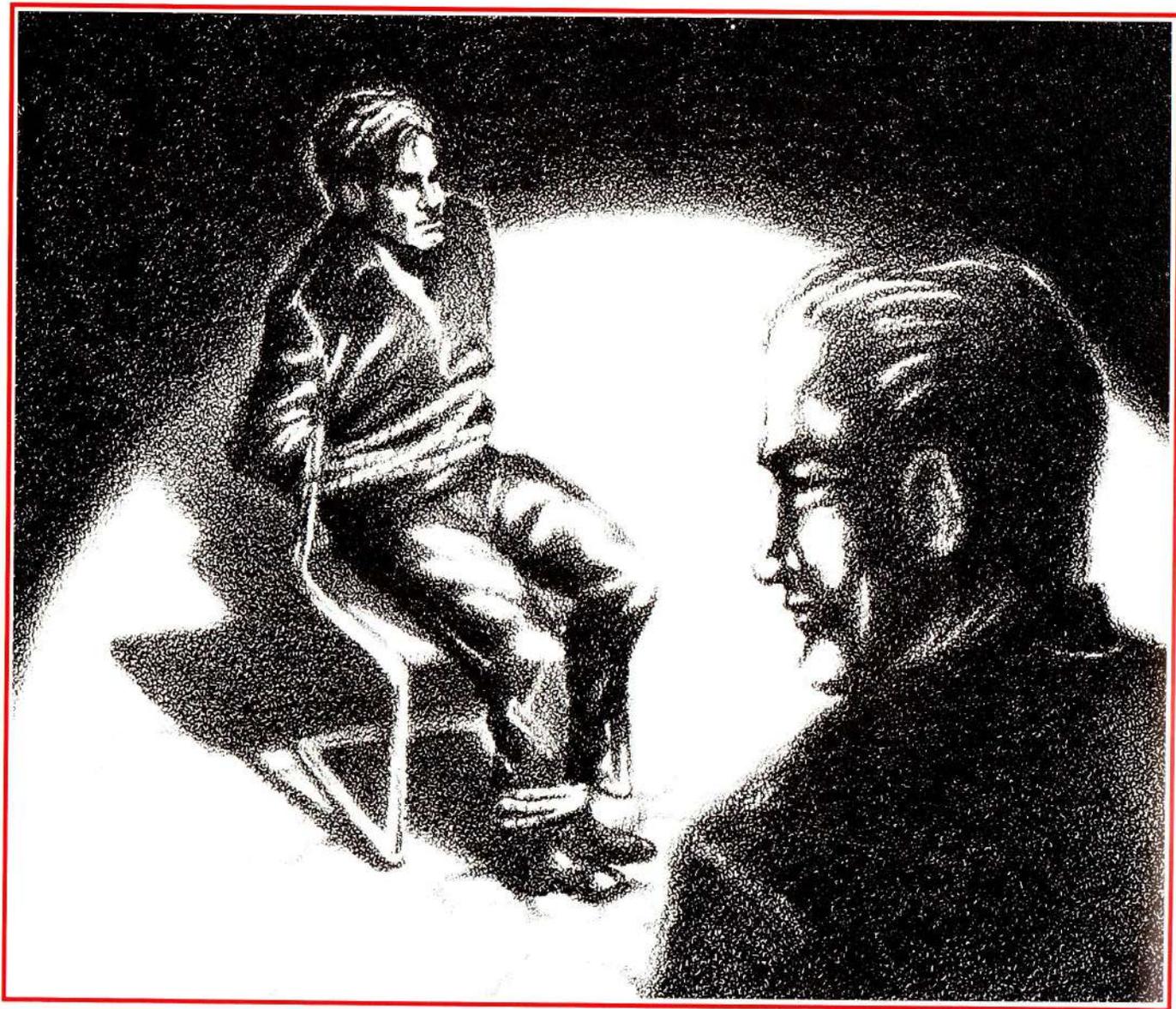
2. Crime Prevention

Crimes

Police and security agencies traditionally deal with three foes: criminals, secret agents of other nations, and political terrorists. Though each group has substantially different goals, they have several things in common.

Their activities are contrary to the laws of the nations in which they operate. Regardless of the reasons for what they do, they ignore the law to reach their end. They function in secret, away from media attention except when it serves their purpose. They are capable of extreme violence and are a threat to the citizenry.

The people become aware of these groups through the news reports of terror bombings, police raids uncovering smuggled drugs, and the capture of spy rings. Each of these news stories reports a separate crime. For protection, governments empower police and security institutions to prevent these crimes and arrest the perpetrators. But often the criminals are too wily or too organized for the authorities to catch. For these crimes, if they are lucky, the country may be able to call on Max Remington.

Your immediate task in *Covert Action* is to prevent a crime from occurring. Max Remington has been called in because the police and security agencies are convinced that something serious is going on, but they are not sure how to proceed. Max is the President's choice and last resort.

But each crime you encounter does not stand alone. In most cases several crimes are linked together as part of a larger plot. In order for the plot to succeed, a number of crimes must be committed. When you prevent a crime from occurring, you prevent the master plot from succeeding also. If you can arrest the mastermind behind the plot while you investigate a crime, the master plot is permanently prevented from being carried out.

So, while you are concentrating on preventing the crime at hand, you must keep in mind the larger picture. As you engage the team committing the crime underway, look for clues that lead to uncovering the major plot and the mastermind behind the entire plan.

Each crime is carried out by a team of operatives. One or more organizations may be involved as well as a number of different cities. Each operative is assigned a specific role in the crime based on his rank and expertise.

A crime is best prevented by arresting the critical participants. When they cannot perform their part of the crime, the conspiracy falls apart and the remaining participants go into hiding. Be aware that critical participants you have arrested and put in jail may try to escape from captivity. This may restore the team so they can carry on.

A crime may be delayed when you steal items that are part of the plan such as a drug shipment or explosives for a bombing. In these circumstances the team may retrace its steps to re-acquire the stolen item before giving up on the crime and going into hiding.

The three main steps in preventing a crime from occurring are uncovering the crime, gathering evidence against the participants, and arresting the participants.

Crimes

Max Remington let the security head go on with his sketchy tale and to the casually observant the agent looked barely awake. But that was the wrong conclusion to draw. Max missed nothing, absorbing the facts and privately agreeing with the official's concerns.

As the briefing wound down, the thought intruded that this one was a real plate of spaghetti: noodles going everywhere, a heavy coating of concealing sauce, and no meatballs in sight. But if there was a straightforward solution, they had plenty of pro boys on staff who could handle it. They paid Max's fees for digesting these big pasta dinners.

When you enter a new case only a few facts are known. Beginning with these few clues, you must uncover what crime is being planned, identify who is taking part, gather evidence against the participants, arrest as many participants as possible, and prevent the crime from occurring.

A crime can be any sort of illegal activity. Examples are bombings, thefts, assassinations, drug buys, kidnappings, etc. A crime is usually carried out by from 6 to 10 participants, each belonging to one of several different organizations that have been recruited to carry out part of the plan.

For example, the head of a terrorist organization decides that he wants someone kidnapped. He contacts a trusted aid and orders the kidnapping organized. This middle man takes over the plan, contacting a kidnapping specialist, a money man to arrange financing, and a third person to set up a safe house for holding the hostage. The kidnapper in turn may need help following the victim and making the snatch. The financier needs a courier. At the safe house some special security arrangements are needed.

In this way the plan builds as time passes. On day 1 the head man contacts his organizer. On day 2 the organizer contacts the kidnap specialist. On day 4 the kidnap specialist orders an associate to begin following the target. As the crime takes shape messages are passed, meetings are held, money is paid, and equipment is obtained, all leading up to the day when the actual crime is committed.

If your information and guesses are correct, you may be in time to disrupt the crime before it occurs. Break-ins and raids of hideouts may lead to the arrest of key members of the crime team or the confiscation of critical materials. Arrests and confiscations may disrupt the crime at least temporarily. If you disrupt the planning sufficiently, the participants are forced to give up the crime and go into hiding.

As Sherlock Holmes used to say, "the game is afoot." Yes, something was surely going on. A lot of secret assets were being mobilized, known agents thought dormant were activating, and secret messages were passing. Though each individual incident seemed isolated, experienced agents who could see all of the little pieces felt their sixth sense tingling.

The clues were passed on to Max Remington who sifted them, looking for a thread that led to a bigger piece. The trick was to identify a likely thread and follow it. Max looked for a lead to an organization or location that could be investigated more carefully. Whose phones should be tapped? What group's hideouts should be broken into? Who should be followed? Once Max identified the best clue to investigate personally, the pros could follow up on the others.

Your first step is to discover the location of a group that might be involved. Once you know the location of a participating group, their hideout can be broken into or wiretapped. If the group really is involved, your taps, bugs, and photos of files can provide important clues. If the building you are investigating is the home base of an actual participant in the crime, high value information is gained.

Investigating a hot location can reveal information about members of the crime: hideouts of the group in other cities, copies of secret messages, the text of conversations, the city location and/or group affiliation of other team members, their names, their faces, and special materials required. From this information you can begin to uncover the crime, filling in the skeleton of the clues.

With experience as a secret agent you can quickly understand what is going on from fewer clues. Learning that explosives have been stolen or smuggled may indicate a terrorist bombing or assassination being planned. Stolen building blueprints may indicate a theft underway.

With each additional message decoded or team member captured, the crime being planned becomes more clear. When you have sufficiently sketched out the plan, you may be able to anticipate the next step and jump ahead to wait in ambush. You may see an opportunity to let one criminal continue operating until he reveals an important link to another team member or even the mastermind behind the crime.

If you realize the guy you are chasing is a minor figure who already completed his task, then you can drop pursuit to concentrate on the people still carrying the crime forward. Ineffectual concentration on a minor figure may allow the crime to take place.

Uncovering the crime identifies the majority of the tasks required for the crime to take place and allows you to concentrate on the criminals assigned to those tasks. Taking out these people has the largest chance of disrupting or preventing the crime.

Gathering Evidence

Max was sweating. Some things about this job never change. What was it about sneaking around in other people's buildings, opening their files, cracking their safes, and rifling their desks that kept you teetering between terror and thrill? Maybe it was thinking about the half-dozen armed thugs walking around somewhere that raised the body temperature. No way, not those KGB trained cream puffs.

With no guards showing nearby on the motion detector, Max worked quickly and efficiently. Scanning the papers pulled from the safe, those of interest were set down and photographed. Most of the paper was just trash, but the nuggets were drawing an ever more clear picture of Mr. Abdul Nidal, professional kidnapper. There was enough circumstantial evidence to set 007 after this guy, but Max's contractors didn't pay for that stuff. They wanted "smoking gun" evidence that could convict in court.

The next safe coughed up what Max was looking for, although that wasn't clear until later. A brief slip of paper laying behind some cash showed only some jumbled words. Max photographed the paper at several settings to be sure of getting it.

Hours later, within the safety of the CIA offices in the embassy, Max went to work on the presumed code on the slip of paper. There are only a few unbreakable code systems in the world and these slimeballs sure wouldn't have one. In a short time the code gave up its secrets, the evidence needed to put Nidal away for a long time. It was a message revealing that an enterprising fellow in Beirut wanted to hire Nidal and his boy scouts to kidnap a well known chemist soon to be vacationing in the Middle East.

As Max headed back to Nidal's headquarters to make the arrest, the next logical steps to take began to form. Who to pursue after Nidal was arrested was the question, the members of his gang or the creep in Beirut. But Nidal's people were small potatoes. The trail back to the origin of this kidnapping stunt was in Beirut. Once the instigator there was identified, his message to Nidal was a "smoking gun" for him also.

Max's thoughts drifted past the probable gun battle coming up with Nidal to the rubble piles that had once been lovely Beirut, the Paris of the East.

The key to making an arrest that holds a criminal in jail is gathering the evidence that clearly indicates the suspect's role in the impending crime. This evidence is by definition sufficient to convict the suspect of complicity. You can make an arrest stick for anyone who has a role in the crime as shown on his suspect file. If you arrest someone whose role remains "unknown", you are wasting your time as he must be released for lack of evidence.

The primary sources of evidence that identify a suspect's role are the messages he exchanges with other conspirators. Messages are normally found in code and must be deciphered before they can be read. Since messages always involve two people, they normally reveal the role of two participants in the crime and serve as convicting evidence for both.

For example, assume during a break-in you uncover a message. By leaving the building, decoding and reading the message you learn that one suspect in Beirut is ordering a second suspect in Cairo to prepare a plan to kidnap a certain vacationing chemist.

When you next check the suspect files for the two suspects you notice that the man in Beirut has his role identified as the person who "Initiated The Plan" and the Cairo man's role is "Kidnap Planner". You now have gathered sufficient evidence to convict both men, assuming you can locate them and make the arrests.

"Smoking gun" evidence that identifies a suspect's role is most often found during break-ins of the suspect's building. In addition to messages, a suspect's role can be learned if he is found with crime evidence such as raw drugs, a sniper rifle, payoff money, etc. Items such as these immediately implicate the suspect in the crime. Computers in his hideout may also reveal his role if you can get past their passwords and obtain access. (See Computers, page 58).

"Smoking gun" evidence may occasionally be acquired by wiretaps or by bugs left during a previous break-in.

Early in a crime, your efforts are best directed to finding the right building to enter covertly. If you have picked up several clues regarding a suspect in the PFO operating in Cairo, then the PFO building in Cairo is a likely source for more clues about the suspect's role, including "smoking gun" evidence. During the process of identifying a suspect's role you normally turn up evidence or strong clues about the roles of other participants.

By thoroughly investigating one suspect, gathering the evidence necessary to convict him, and collecting leads to other suspects, you work your way through the conspiracy. The crime is revealed and the roles of more and more suspects are identified. With the evidence in hand, arrests can be made and the crime disrupted temporarily, if not altogether.

Clues

For an investigation that had tied up so many resources, the pile of clues would have looked embarrassing to the inexperienced. But Max Remington was not discouraged. The Mafia was clearly up to something out of the ordinary, and there was unusual activity in two European cities. Other clues existed but they were still too sketchy. Perhaps the Interpol people or CIA can dig up more.

Deciding that the Mafia involvement was the best lead so far, Max planned a few days of tapping their phones and breaking in to some of their operations. That should tell whether they are involved in something new or not. And if so, then maybe we can come up with some new leads.

*Max asked the CIA liaison officer to make the arrangements with the FBI.*

Depending on your level of difficulty, you begin a new crime investigation with only a few clues. But as preparation for the crime proceeds, each day and at each step, clues may be left behind. Many of these clues are picked up by security agencies around the world and some are developed by your own actions. Clues may give you hints about the location, organization, or identity of participants.

The accompanying illustration is an example of a typical clue. Here you have been given the photograph of a face seen coming and going at a suspicious location. The source of this clue is the CIA in Mexico City, although the clue did not necessarily originate in Mexico City. The information was obtained by covert surveillance, which could mean cameras hidden in a nearby building, van, or on a person in the street. Other clues can be obtained by agencies by telephone taps, other listening devices, etc.
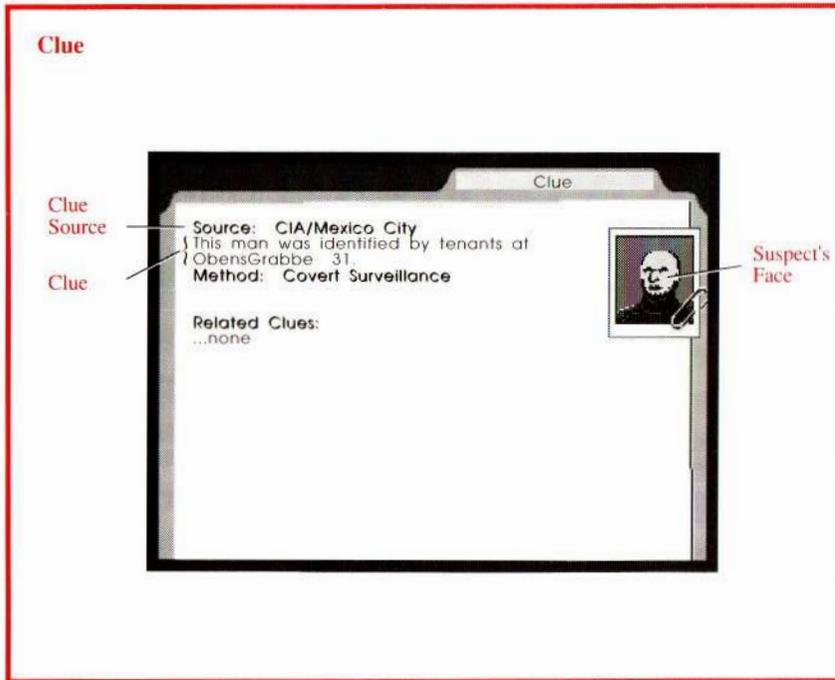
In the clue example, an address appears, ObensGrabbe 31. This is the location under surveillance. Further clues may indicate where the address is located, what organization is thought to use the building, the name of the man who was photographed, etc. All of these related clues are kept for you in a data file under the heading of ObensGrabbe 31.

All information related to a clue, such as an address or telegram, is shown in the format of the clue example, regardless of when or how the facts were found. Even information just acquired by a wiretap or break-in is reported in the clue format.

For example, you may come across clue information during a break-in, as described in the section Combat And Break-Ins, pages 50-64. These clues are normally found when you photograph papers found in files, desks, safes, etc. Instead of showing the raw information photographed, the relevant clues are shown as they would appear after study back at headquarters, arranged in files by topic. Max Remington has the ability to quickly grasp the essential facts from any such discovery and see it clearly.

Clue

Clue Source

Clue

Clue

Source: CIA/Mexico City
This man was identified by tenants at ObensGrabbe 31.
Method: Covert Surveillance

Related Clues:
...none

Suspect's Face

Reviewing Clues: Clues that you obtain are kept stored in data files at headquarters and are always available there for you to review. In addition, you can access the clue files from the laptop computer you carry by choosing the option "Check Data" from menus at any city location or airport. Clues are always related to one participant in the crime and are tied to him by some object or place such as an airline ticket, telegram, weapon, or address such as ObensGrabbe 31.

For example, if you pick up a clue about a telegram being sent to someone, that information alone may be of little use. But if you later learn that the telegram was sent to Belgrade, that a member of the PFO received the telegram, and that a man named Abdul Nidal picked up the message, then you piece together the picture of this PFO agent in Belgrade who may be worth investigating. If you can locate the PFO headquarters in Belgrade, the building may warrant phone taps or a break-in.

Additional Information Sources: The majority of the helpful clues you accumulate come from your own break-ins and from the efforts of other agents. Additional information that you can uncover may not be obvious as a clue or be placed in your clue files but can be useful to your investigation. This information may be activity reports, news bulletins, master plans, and personnel files.

Activity reports are intelligence uncovered during break-ins or wiretaps instead of a new clue. This information is usually displayed as a close-up of a document through a camera lens where only a face or a few significant words are readable in bold type, such as "Abdul Nidal" or the "PFO". As Max Remington you quickly disregard the insignificant information and pick up just the highlight indicating a name, face, or organization that has been active recently.

You can refer to your Activity Reports at headquarters (see page 41) to see who has been active and where. These activity reports may suggest a next target for an investigation that is otherwise stalled. For example, if you have no clues indicating a city as a site of crime activity, you may learn from the Activity Report that there has been a lot of activity in Cairo recently. If you have no better leads, travel to Cairo and begin investigating there.

News bulletins inform you of the movement of known operatives and other activities bearing on your investigation. For example, news of a withdrawal of a large sum of money may indicate that a clandestine payment is being set up. The bulletin may also indicate the city where the money is currently located and thereby offer you a chance to track down the local conspirator and steal the money. News bulletins are stored in the Data Section at headquarters and can be reviewed when you wish.

Master plans may be found inside the floor safes of enemy buildings occupied by crime participants. The master plan shows the entire crime team by face and role, and can be valuable when compared to other clues and suspect files. A master plan does not provide "smoking gun" evidence for arresting a suspect, but does help you identify suspects and decide who to go after next. A captured master plan is kept on file in the Data Section of headquarters under Inside Information for review when you wish.

A *personnel file* may also be found inside the floor safes of enemy buildings. This document lists the names of participants in a crime from one organization. It does not reveal their roles and is not "smoking gun" evidence, but can also be useful when cross referenced to other clues and suspects. Captured personnel files are also kept on file in the Data Section of headquarters under Inside Information.

The purpose of clues is to help you identify the participants in the crime, the city where they are based, the organization to which they belong, and the location of their hideout within their city. Once you have this information you can wiretap or break-in to their hideout to uncover more precise information about the crime, find the evidence needed to arrest the participant, and make the arrest.

Be aware that not all clues you receive are directly related to your case, especially when you are playing at the higher difficulty levels. In addition, there may be double agents in the CIA that pass on false information. (See Double Agents, page 44).

Suspects

A crime that is being prepared normally involves a half-dozen or more participants. When you begin your investigation you normally have little idea about who these people are, but as more clues come in and as you investigate further, you begin to accumulate the names and faces of possible participants. A possible participant is a suspect, and a file is opened for him automatically at headquarters. All information you have gathered that is related to this person and ties him to the crime is kept in this file.

Suspect File: A suspect file includes any of the following information if it is available: name, photograph, organization, city where located, rank, recruitment, evidence of involvement in the crime, and any messages or important meetings the person was part of. The evidence of the crime is the "smoking gun" that reveals the suspect's role, such as Organizer, Bomb Specialist, Driver, Assassin, Drug Supplier, etc. When this information is known, the suspect can be arrested and kept in jail.

Rank: Each suspect has a rank within his organization. If you learn his rank, this may indicate how important he is to the crime because higher ranking operatives normally have more important roles in a crime. The following ranks are possible, beginning with the lowest:

Recruit
Operative
Technician
Agent
Organizer
Special Agent
Group Leader
Mastermind

Recruitment of Operatives: During your investigation you may uncover information about where an operative was recruited and by whom. These clues may help you locate the suspect or identify his organization. If you learn the city where a suspect was recruited, you can guess that he is located there or in a nearby city. He probably won't be too far. If you know the organization of the person who recruited the suspect, then you can assume that the suspect is now part of the same organization.

Cross Reference of Clues and Information: In some instances you may have additional information about a suspect beyond that in his suspect file but not be aware of it. This can occur when you discover a suspect by way of a message or conversation, but the suspect is barely known. He may be referred to as Agent X, with no known name. You may only have his face.

But by referring back to your clue files you may discover that the same face has been seen at a PFO building in Cairo. By this cross reference of suspects with clues, you may jump ahead in your investigation. Instead of waiting for more information on Agent X, make the assumption that the person in Cairo is him and continue your investigation in that city.

It may also be useful to reference Inside Information and News Bulletins for leads or further information concerning a suspect. For example, consider a case in which you have only a few sketchy clues about a suspect in Cairo, including his face from a photo, and a personnel file listing members of the PFO. If the PFO personnel file lists a member for Cairo, this is probably the suspect you are chasing. Knowing his face from the photo, you could watch for him outside buildings of PFO allies and associates, follow him to his own hideout, and break-in to build your case.

Finding a Suspect: In each crime, there is normally only one suspect from each organization present in each city. Although a suspect may have a low priority job in a crime, each suspect is actually an important member of his organization. Suspects are the highest ranking organization member in their city and the organization hideout in each city is the suspect's headquarters. The guards at his headquarters are his underlings.

Note that the location of an organization's hideout may not be known at the beginning of the game. This information may be discovered during a break-in or wiretap, or by tailing an agent from another location in the city.

Regardless of how often and where a suspect travels within his city, he can only be arrested when in a car or inside his organization's building. He can not be found inside any other building. Masterminds are an exception to this. They can only be found inside their building, they can not be arrested in a car.

Making Arrests

Max Remington stood in a small office just beside the door leading into another, larger room. Half of the building had been searched but no Abdul Nidal yet. From guard movements revealed on the motion detector Max had narrowed down the possibilities for Nidal's command center. Max had deliberately avoided likely rooms, working around the periphery preparing a plan for escape once Nidal was captured.

Four guards had been taken out to lower the odds and one of them had unconsciously loaned Max a shirt for a disguise. Gas bombs on remote control were placed in side rooms that would seal off the escape corridor. Anyone without a mask would probably succumb to the gas before getting out of those rooms.

Max patiently waited for the guard in the next room to move out. If Nidal was in there and not alone it would be very difficult to make the snatch without an immediate alarm. The guard's movements were tracked by the motion detector and finally lined up with another door out of the room. As soon as the guard appeared gone, Max opened the door and went in as naturally as possible. Nidal was there all right, and he didn't bat an eye, absorbed instead by a phone call.

Max moved to a good position out of sight and checked the motion detector again. Good, no guards nearby. The agent moved up behind Nidal who was still busy, unaware that his security was ruptured so badly. The moment Nidal hung up the phone, the barrel of Max's gun screwed into his ear.

"Freeze," Max hissed. "Do what I say or I'll kill you. Understand?"

"Yes," said Nidal in a clear, clipped voice.

"Get up and go through that door. And don't say a word."

Max pointed to the door with one hand while the other shifted the gun from Nidal's ear to the upper middle of his back, centered on the vertebrae. That should keep his mind focused on the potential damage of a bullet through the spinal cord.

They were halfway across the room when the alarm sounded. Max wondered briefly what had set it off, then concentrated again on the job at hand. The motion detector indicated guards coming from all sides. Max triggered the gas bombs and moved through the door into another room. Guards entered adjacent rooms including the one they had just left. But those that could block the exit suddenly stopped moving. The gas must be working. Behind them they could hear guards shouting and searching in Nidal's room.

Max and the prisoner made it out of the building without being challenged. A couple of muscle men from the CIA appeared and hustled Nidal into their van. They headed for the local safehouse to begin debriefing the prisoner.

Once you have obtained evidence identifying a suspect's role in the crime, the suspect can be arrested and held in jail. Arresting a suspect without evidence is futile because he must be set free. When you have the necessary evidence it is shown in the suspect's file, naming his role in the crime. Representative roles include bomber, assassin, driver, kidnap mastermind, etc.

You may arrest a suspect in either of two ways, by breaking into his headquarters, capturing him and exiting the headquarters, or by chasing him down with a car. Arrests from a car are explained in the section Car Chase Arrests on page 32. Note that Masterminds seldom emerge from their hideouts, they may only be arrested in buildings, not by a car chase.

Break-In Arrest

Procedure: A break-in arrest proceeds like a normal break-in until you enter a room containing the suspect sitting in a chair. Approach the suspect and press the F1 key to examine. This reveals the identity of the suspect and you are given the opportunity to arrest him or not. Choose the arrest option if you have evidence against him and are ready to make the arrest.

An alarm is set off soon after you capture the suspect, and this triggers more guards and increased guard activity. You must successfully escape the building to make the arrest stick. If you are captured inside, then your prisoner escapes and you are a prisoner instead.

If you enter the room containing the suspect while undisguised, he immediately sets off the alarm. If you enter disguised, the suspect ignores you unless you do something suspicious like place a bug, photograph some files, set a booby trap, etc. You can freely move about the room, or freely leave it and return, while disguised. For more information about disguises, see the section about them on page 62.

Once you make the arrest, the suspect is with you thereafter until you either escape or are captured by the guards. If you successfully exit the building, the suspect is taken to your local headquarters where he is confronted and interrogated. If you had evidence on the suspect when he was arrested, then he is put in jail.

Car Chase Arrest

Another way to make an arrest is to watch the suspect's headquarters and wait for him to appear. When he comes out, chase him in your cars, run him off the road, and make the arrest.

Procedure: A car chase arrest proceeds as a normal car chase except your goal is not to keep the suspect's car in sight, but to run into him head-on with one of your cars and force him off the road. To do this, maneuver your cars so as to keep him in sight and cut him off with one of your cars coming the other way down a street. At the moment your car runs into the suspect's car, press the F1 key to make the arrest. If you press the F1 key at the right time, the suspect is captured.

Nothing happens if you hit the F1 key when the front of your car is not touching or overlapping the front of the suspect's car. The chase may continue but you have probably alerted the driver and he is going to be tougher to catch.

After a successful arrest, the suspect is taken to your local headquarters for interrogation. If you had the evidence before the arrest then the suspect is held in jail.

Car Chase Arrest Diagram

Your Car   Suspect Car

Press F1 now to make arrest
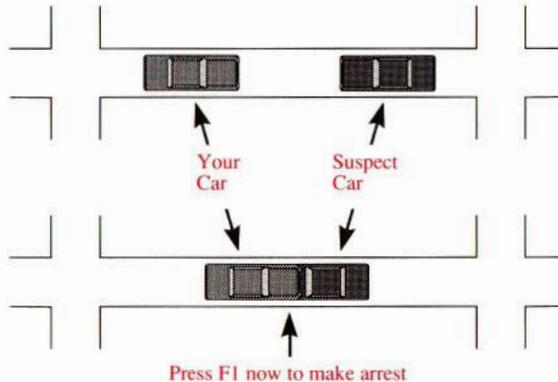
Interrogation

When a suspect is arrested and brought to headquarters, he is interrogated. Suspects are more likely to reveal or confirm information that you are already at least partially aware of. For example, if you know the suspect met with another participant then he reveals what the conversation was about. This may provide important evidence against the second suspect. But if you are unaware of the meeting, then the arrested suspect says nothing about it.

For this reason, it is important to have as much information as possible about a suspect before you make the arrest. You especially want to know about any messages the suspect sent or received, and meetings he had.

Turning a Suspect

When a suspect is arrested, this normally disrupts the crime. In some cases the crime team finds a way to get around the missing man, and in others the crime is terminated. In this case suspects still at large go into hiding. While you have officially accomplished your job by making an arrest and foiling the crime, many, if not most, of the participants may have avoided arrest. You may increase your opportunities to arrest more of the participants by getting suspects that you arrested to "turn", or work for you.

Procedure: You may get a suspect to turn only as a result of a break-in arrest, not a car chase arrest. A suspect turns only if you found especially incriminating evidence during the break-in when the suspect was arrested. Incriminating evidence is found in floor safes that can only be opened with a safe-cracking kit. If you find incriminating evidence in a suspect's headquarters, you can turn the suspect after you arrest him and get him out of the building.

Effects: When an arrested suspect turns, he agrees to act as a double agent for you. This can be extremely valuable. He is released and thereafter continues to pretend that he is part of the crime, except that he does not actually perform any crime tasks. By remaining at large, he maintains the charade that he is still participating. A crime that might otherwise break down if he disappeared keeps working.

Getting a suspect to turn gives you time to gather evidence against other participants and make additional arrests. Turned suspects keep you informed when contacted by other suspects and pass on the messages they receive. These messages can be important clues and may provide evidence against other suspects.

Plots

Max Remington is brought on to a case not just to prevent the bombing or kidnapping that is underway. The President and his advisors have concluded that something even more threatening is going on. The crime that you must stop now is just one part of an overall plot. Behind this plot is the mastermind who could be a terrorist, an international crime boss, or an enemy master spy.

For example, if the first crime you encounter is the kidnapping of a chemist and the second is the assassination of major drug traffickers, you may conclude that the plot underway involves drugs. The chemist needed for refinement of a new drug and the elimination of competitors are related. Further steps may require the theft of important chemicals for drug refinement, destruction of enforcement records, etc. Ultimately, if unchecked, a new super drug may appear on the market. The plot has succeeded.

With each crime that you encounter, you may learn more about the person behind the events going on, the mastermind, and the overall object of the plot. Preventing crime after crime is certainly better than letting them succeed, but there is no end to the attempts until the mastermind at the top is stopped.

To stop the mastermind you must sift through the clues of each case looking for the threads that lead back to the head. Only when you have identified and located the mastermind can you attack. When the mastermind is behind bars the plot is broken and the string of crimes ceases.

The Masterminds

With the airplane seat pushed all of the way back, Max fought off drowsiness and reviewed the clues once more. From what was known so far, the IFA appeared to be selling its expertise in explosives. Other clues indicated a DEA headquarters, located somewhere in Southern Europe, as the target.

Who had the money to hire the IFA and why would they want a DEA office blown up? It had to be drugs. Max's last case had been an attempted assassination of some major drug traffickers. Was the current case related to the previous one? Was a new player on the scene, looking to take out the opposition and the law at the same time? Who could this newcomer be? A new underworld gang, or terrorists setting up a lucrative business to support their campaign?

While drifting off to some needed sleep, Max conjured up the picture of an army of bombers and assassins manipulated from the background by a shadowy figure. The figure's face was indistinct except for two angry eyes that stared out. Subconsciously Max bowled over the underlings, knocking them aside like tenpins, and rolled on towards the watching eyes . . . .

Each plot that you investigate is the plan of a mastermind who sits at the center of his web sending out his minions to conduct the crimes necessary for the plot to succeed. Distant from the dirty everyday business of burglary, murder, and kidnapping, the mastermind pulls the strings on his puppets and makes them dance. Your task as Max Remington is to not only to cut the strings and collect the puppets, but to find and arrest the puppet-masters themselves.

Each of the organizations that you run into during your investigations is controlled by a mastermind. These powerful criminals are the most dangerous people in the world, recognizing no laws but their own and controlling deadly resources of men and material. Whether they work for riches or for political causes, they are a significant threat to the world.

One after another they launch their plots. If the crimes they initiate are not prevented, then their plot succeeds, adding to their power. If their crimes are blocked, then they keep trying again, doggedly persevering. The only way to stop the succession of crimes is to kill the brain by arresting and jailing the mastermind behind the plot. When the mastermind is jailed, the plot ends.

The organization that a mastermind directs is not entirely eliminated with his arrest, and may still take part in other crimes. But by itself, the decapitated organization can not generate a new plot.

The ultimate achievement for Max Remington is to arrest all 26 of the masterminds.

3. Headquarters

Introduction

Max entered the US Embassy, walked to the reception area, and presented written and spoken credentials to the official at the desk. The official had never heard these particular code words and had to look them up. The instructed response was an unusual one and the official allowed himself a long glance at Remington while dialing the CIA duty station upstairs.

"A Mr. Remington to see you," said the official into the phone when the duty officer answered and he added the code words. Looking back at Max after hanging up, the official motioned to chairs and said, "Someone will be right down."

The duty officer came down and collected Max, and together they headed inwards and upwards to the CIA duty station. The officer controlled his curiosity regarding the legendary agent and quickly became all business and efficiency. A lot of agency careers had greatly benefited from short and successful association with Remington and he planned to give his own career every opportunity. His instructions from Langley were to do everything he could that was legal to help Remington, and use his own judgment about the illegal stuff.

Neither person spoke until they were inside the CIA station area and then Max asked, "Have you got anything for me?"

"Yes," replied the officer. "Messages have come in from our people in Madrid and Rome. We've got some photograph faxes you requested and Interpol has sent you something as well."

Max reached for the reports and reeled off a number of requests. "I want everything you have on the Red Battalion, find out if anything unusual is going on in Istanbul, check if wiretaps I placed in Beirut are still operating, bring me the clue files on my case, and get me a soda, something diet, lots of ice."

The officer finished his furious note taking and reached for the phone.

Max Remington has access to CIA headquarters in every city. These stations are normally inside embassy compounds and are complete with equipment and staff members available to assist you. At headquarters you may review the data accumulated in a case, request further efforts by other agencies, and get access to code-breaking software and computers. These resources are available in the Data, Intelligence, and Crypto Sections of the station.

In addition, at headquarters you may get some help or hints from Sam, a trusted assistant permanently assigned to you. Sam can be reached from the Intelligence Section.

Data Section

The Data Section of CIA headquarters stores information that you and other agencies accumulate about the crime. This information is always available at headquarters and may be found as well in your laptop computer. Your computer can be accessed by choosing the "Check Data" option at a city location or airport. The following categories can be reached by choosing their options from the Data Section menu.

Review Clues: All of the clues collected about the case so far are here, filed under their major heading. For example, if a number of clues about a stolen Volkswagen are picked up detailing its theft, the city where it was stolen, etc., then these clues would be in the car's file.

If another clue is related to this one, it is shown as well. For example, if the clue reports the car stolen by the PFO and another clue mentions that the car was stolen in Madrid, the Madrid clue would be shown as a related clue.
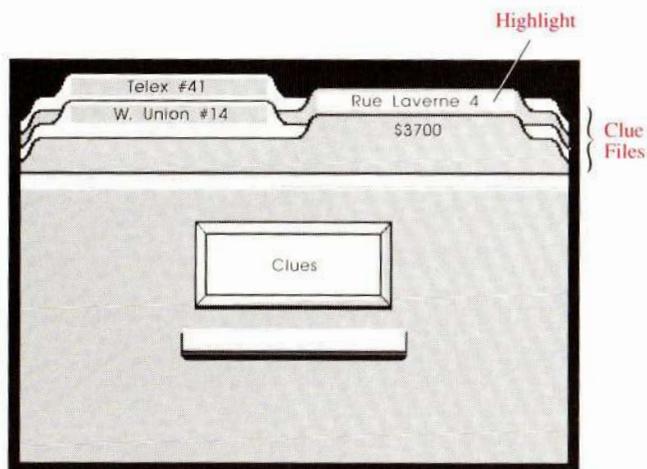
To look at what you know about a clue choose its file from the files shown. The first clue file is highlighted and the highlight can be moved up and down with the keypad keys.

Review Suspects: When a possible participant in the crime is identified by receiving a message or meeting another participant, then a file is opened for that person in the suspect file. As more information about the suspect is obtained, the file adds the suspect's name, organization, city location, and role in the crime. If the suspect is arrested, turned, or goes into hiding, that fact is noted. To look at a suspect's file choose his name from the list.

Review Clues

Highlight

Telex #41

W. Union #14

Rue Laverne 4

$3700

Clue Files

Clues

Master Plan

Master Plan

Arrested Suspect

Initiated Plan

Organizer

Driver

Bomb Specialist

Faces or Suspects

Supplier

Researcher

Bomber

Messenger

Role of Suspect
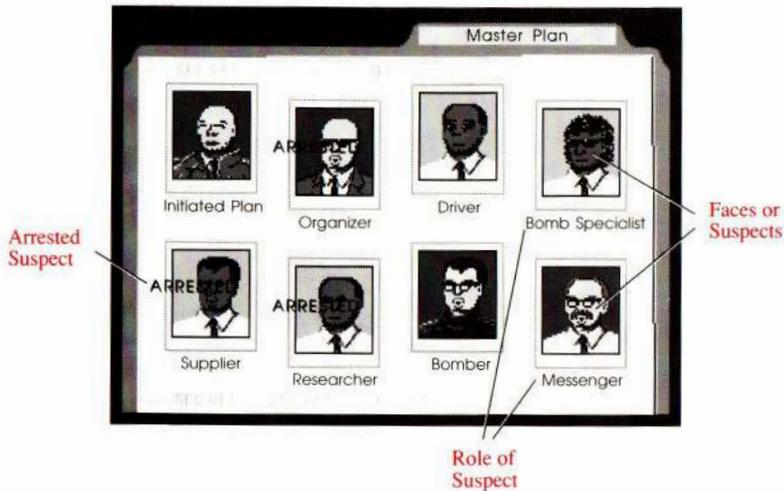
Inside Information: As the crime proceeds you may uncover important documents such as personnel lists of organization members involved (see page 28) or even a master plan of the entire crime (see page 27). Once you have obtained documents like these they are stored here as Inside Information. You can look at a document by choosing the option "Inside Information" and then making a selection from the list that appears.

News Bulletins: Occasionally you hear news bulletins that may be relevant to the crime you are investigating. These bulletins are saved and can be reviewed later. To reread a news item that you remember mentioning a possible clue for your case, open the News menu. All of the news that you have received recently is available to be read.

Organization Summary

Organization

Shining Way

Shining Way

Allies:
FLN
Marxists

Known Locations:
- hideout in Miami
- active cel in Panama
- office in Havana

Known Locations

Allies and Associates

Associates:
Amazon Cartel
Tupamaros
M18
Dignity Battalion
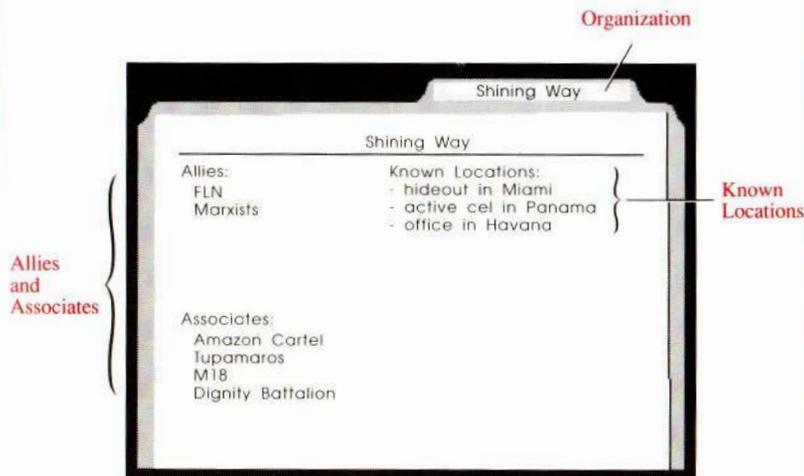
Organization Summary: To learn in what cities an organization has known hideouts and what other organizations are either allies or associates of it, choose Organization Summary and then choose the correct organization from the list.

City Summary: Refer to the city summary for information on what organizations are know to be located in a city, what suspects are known to be there, and what clues have been generated there. From the City Summary menu choose the city that you want the information about.

Activity Reports: This report is a bar graph that indicates cities where recent unusual activity has been reported and organizations that have been reportedly active. These graphs are summations of activity reports that uncover when wiretapping or breaking in. Each time you come across a reference to a city or organization, the graph is updated. Open this report by choosing Activity Reports from the Data Section menu.

When you are looking for leads, this report may indicate a likely city or organization to be investigated more thoroughly.

Intelligence Section

In this part of headquarters you can personally scan reports that are coming in from all over the world. Instead of relying on experts back at Langley or staffers on the job locally, you can follow the teletype reports yourself. Here also you may check to see if wiretaps that you have installed are still operating. If you believe that there is a CIA Double Agent operating in this city, then you accuse the agent in the Intelligence Section. Finally, here you can contact your assistant, Sam, for helpful advice.

Local Scan: By choosing this option you can personally examine the local newspapers and police reports that have accumulated for possible leads in this city. Scanning the local reports takes time and may or may not provide and additional clues.

International Scan: Choose this option to scan international newspapers and routine intelligence reports for possible leads for your investigation. As for local scans, international scans take several hours and may result in no new information. An international scan may turn up information from anywhere in the world.

Active Wire Taps: Choose this option to see where you have active wire taps. The list shows what organizations have been tapped in each city.

Accuse Double Agent: Choose this option to accuse the local CIA duty officer of being a Double Agent. For more information on Double Agents, see the manual section Double Agents, page 44.

Check With Sam: For those times when you are stumped as to your best next move, you can check with Sam, a staffer assigned to support you. Sam may offer advice on what step you should consider taking next, bring to your attention activity reports that you may have overlooked, or otherwise help you get back on track.

Crypto Branch

In this part of headquarters you can use computers and software to break coded messages. Here also staff members piece together the fragments of the crime as you uncover them to build a synopsis of what has taken place.

Coded Messages: Choose this option to open a list of messages you have discovered. Choose the message you wish to decode. For details on how to break the code see the section Code Breaking, pages 70 to 73.

Crime Chronology: In this file agency staffers list the steps taken in the crime that you have uncovered so far. For example, if you decode a message between two participants that was sent on June 12, that message would appear in the chronology on the correct date. As your investigation continues, the chronology is automatically updated. By reviewing the chronology you may be able to anticipate future steps and plan your activities to best interfere with the conspiracy.

Double Agents

Max smelled a rat. The data file on Abdul Nidal was showing some discrepancy. It contained two different reports on Nidal's headquarters, one claiming he was in Cairo and the other placing him in Amman.

The agent checked the source of the reports. Both came from CIA stations, Beirut and Tel Aviv. It could be a mistake but long experience made the agent feel otherwise. A few days ago in Beirut enemy alertness had seemed higher than it should have. This would have to be watched. If more information confirmed one source wrong or if one of the sources showed up in another discrepancy, the probability of a double agent was high.

Max wondered if the chief or the President were already concerned about double agents. Perhaps that explained why the summons had come so early in the investigation. They needed an outsider free from most contamination, and someone who might uncover the double.

These concerns had to be kept private until confirmed. CIA support was essential now and a false accusation would hurt the investigation. Max made the mental notes and returned to reviewing the file of clues.

The worst nightmare of any security organization is the double agent. An enemy buried in the home agency can do tremendous damage, passing on secrets and fouling up operations. In Covert Action there is a possibility that the CIA has been penetrated by one or more Double Agents who may attempt to impede your investigation by passing on false clues.

Detection

Double Agents can only be detected when two sources report conflicting information about the same topic. If for example, two CIA stations report the same individual in different cities, that is an indication that possibly one of the sources is a double.

The existence of a Double Agent can be confirmed if a second discrepancy appears involving one of the sources from the first set of conflicting clues. When one CIA source's information is in direct conflict with the information from two other CIA sources, that confirms the first is a Double Agent.

In addition to giving you false clues, Double Agents may also impede your investigation in other ways. When you are in the city of a Double Agent, the alertness of all guards is increased. If you notice unusually alert guards in a break-in or have less time to wiretap than you expected, these hints may indicate a local Double Agent.

Accusation

To accuse a double agent, go to headquarters in the city you think the Double Agent is located and choose the option "Accuse Double Agent" from the Intelligence Section menu. If the agent is indeed a Double Agent, he is arrested. If you are wrong and the agent is clean, then you are thereafter unable to use CIA facilities in this town.

Correctly detecting and accusing a Double Agent improves your standing with the CIA and improves your efficiency.

Travel

Max arrived at the Cairo airport and met his local contact outside of customs. The contact offered to drive or release a car for the agent's use. The local man had been given his orders and had never seen a clearance this high before.

Max gratefully accepted the ride and settled into the passenger seat.

"I'll need some help tonight", said the Max. "I've got to get out to a place the PFO is using as a safehouse. I've got an address with me, dug it up in Beirut. I shouldn't be in town for more than 24 hours so get me on a plane to Amman tomorrow night."

"You've got it," replied the contact, and they drifted into small talk for the ride to headquarters.

City Locations

You are in Washington
Do you go to ...

The Airport
Your Hotel
CIA Headquarters
MI-6 office
Mossad active cel
FMLN agent
Cali Cartel hideout

Highlight Bar

Known Locations

Location

Washington, D.C.
01:00 AM June 12

Time   Date
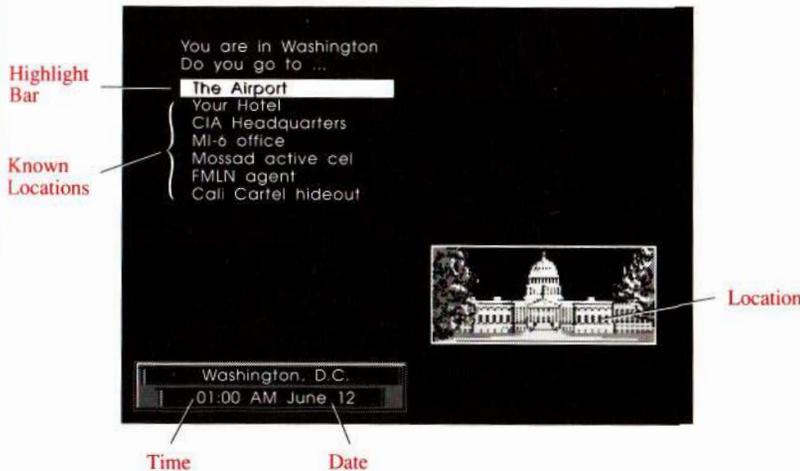
Local Travel

All travel arrangements, both within a city and between cities, are handled for Max Remington by local CIA contacts. All you do is decide where you want to go and the locals get you there.

You may travel to any known location in a city by choosing it from the city location menu. The local support people make the arrangements to get you there.

For each city there is a menu of known locations that you may go to including your headquarters, the airport, MI-6, and usually the Mossad. Other locations are the known local headquarters of covert organizations, some of which may be involved in the crime you are currently investigating.

If during your investigations you learn the locations of other organization headquarters, these possibilities are added to the menu.

Current Location

Middle East World Map

Travel Options

```
You're in Washington
Do you travel to ...

Stay here
Athens
Washington
London
Tel Aviv
Paris
Rome
Cairo
Amman
Riyadh
Istanbul
Baghdad
Khartoum
Beirut
Tripoli
Damascus
Tehran
Check Data
```

Air Travel

To travel between cities, go to the airport. The airport is a menu option in every city.

At the airport another menu offers you the choice of traveling to any other important city in the region, remaining in your current city, checking any information in your data files.

To travel to any other city in the region, choose the city you wish to travel to from the Airport menu. Your plane takes off and flies to the new city. You then have the option of which location in the new city to go to.

If you choose the option "Stay here", then you return to the location options for the city you are already in. If you choose "Check Data" you may review any of your files available from headquarters.

Your Hotel

As far as Max was concerned the investigation was over. The seven identified participants were either in jail or had dropped out of sight. There may be some minor figures still operating, but their roles hadn't been discovered and there were no leads to their whereabouts. Exhausted by the pace set for the last couple of weeks, all that mattered now was sleep and lots of it.

The local agency contact dropped Max off at the hotel and headed home himself. In record time Max was in bed with the do not disturb sign on the door.

Checking in a few days later, Max learned that the case had indeed dried up. No further word had been heard about the crime, officially or unofficially.

Go to your hotel to call an end to the investigation, to pick up gossip on what is going on around town, to save your game, or to quit playing. The Hotel menu offers five choices:

"Leave"
"Sleep"
"Hang Out In The Lounge"
"Save Game"
"Quit"

Leave: Choose "Leave" to return to the city locations menu.

Sleep: Choose "Sleep" from the hotel menu to end your investigation. There may come a point in any investigation when for whatever reason you wish to stop, let the crime run its course, and see how you have done. By choosing this option, any remaining steps by the crime team are carried out and the crime is resolved. Press any key while the crime proceeds to wake up and resume play. The crime either takes place or not, ending this game, which finishes with the recap of the crime and your debriefing.

Hang Out In The Lounge: Choose "Hang Out In The Lounge" to pick up some local gossip, possibly a lead on a suspect or organization active in this city. This is most useful when you are entirely out of leads in a city. However, hanging out in the lounge usually alerts the enemy to your presence and they may send hit squads looking for you.

Save Game: Choose "Save Game" to save your game at this moment. When you save a game, it is saved under the nickname you gave Max when you started playing. Your game is saved automatically to a hard disk if available. If you are playing from floppy disks, follow the prompts for inserting a previously formatted disk that can hold your saved game. Keep this disk handy so that you can restore the game at a later date.

Quit: Chose "Quit" to leave the game and return to DOS. Your game is lost unless it has previously been saved.
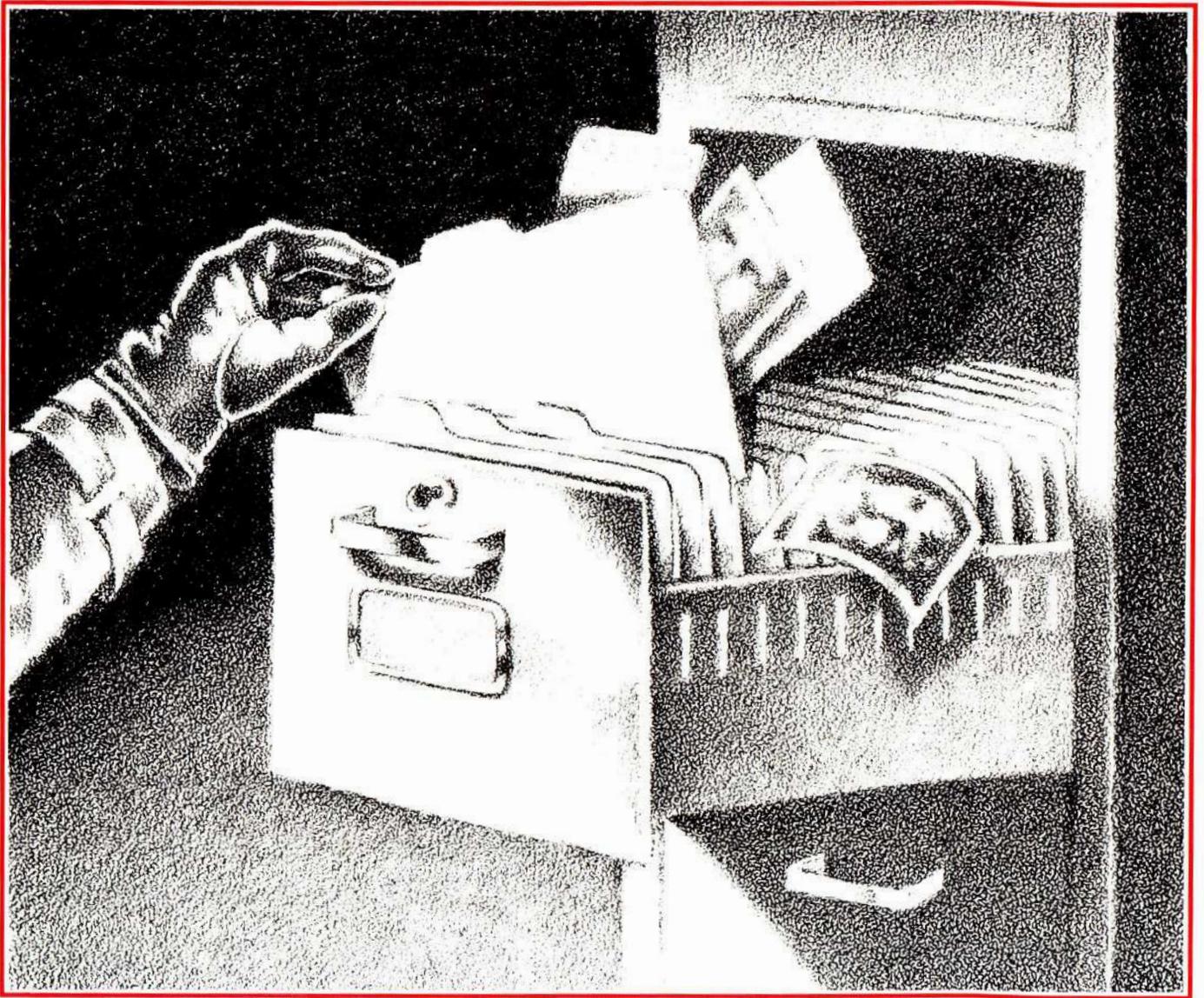
4. Covert Action

Introduction

Being an agent responsible for covert action calls for a varied group of skills in addition to the physical and psychological requirements. Most skills can be learned to a point by training, and then it is up to natural talent.

Due to the recent proliferation of violence by drug traffickers and terrorists, an agent must be comfortable with weapons and be prepared to use them. The most useful weapons in the clandestine world are guns and explosives that are handy in close quarters. Agents contact the enemy at very close range where guns are the best defense and offense. Explosives, grenades, and booby traps have their uses as well, especially inside enemy facilities.

An agent must also be familiar with modern electronic gadgetry, understanding not only how to operate it, but how it can be used profitably. Most security and communication systems are electronic, and an agent familiar with their workings is at an advantage.

Also useful are familiarity with codes, computers, and traditional spy stuff such as lock picking, safe cracking, and tailing suspects.

In *Covert Action* you need a number of these skills to help with your crime investigations. In order to piece together the puzzle of what is going on and who is doing what, you must gather information. Information comes from employing your skills to best advantage when breaking into enemy headquarters, tapping their phones, breaking their codes, and following their agents.

But at all times inside enemy hideouts, you must be prepared for combat. If you can't hold your own against enemy operatives, your career has little future.

Combat and Break-Ins

A successful break-in and search of an enemy's hideout can be a valuable source of information. If the break-in is unexpected and afterwards undetected, the enemy not only gives up secrets, but then carries on his compromised plans. Breaking into an enemy's headquarters, stealing information, and escaping undetected is covert action at its best.

The object of a covert break-in is to steal items, photograph documents, leave listening devices, free hostages, and capture enemies. Within the enemy's lair you can obtain items and information that is unavailable through electronic eavesdropping.

However, break-ins can be as dangerous as they are rewarding. You are in unknown enemy territory. Be prepared for security arrangements, locks, and armed guards. When dealing with criminals and terrorists, they usually shoot first and ask questions later.

In contrast to what Hollywood shows, the clandestine world of the past generation was rarely bloody. Secret operatives rarely used weapons. Until relatively recently, the secret agent's task was to be as obscure as possible. The agent was supposed to get in, obtain information, and get out undetected.

Violence meant leaving evidence of the agent's presence. The unwritten code among secret agents was "you don't kill ours and we won't kill yours," followed by "Later, when we each have captured some of the other guy's, we can exchange." That way nothing bloody gets in the papers and spy recruits aren't discouraged by a high risk of death.

In more recent times these unwritten rules have taken a beating. While the major nations continue to play traditionally, third world nations, terrorists, and international criminals play by their own, often brutally violent, rules. Playing for high stakes, desiring a large media profile, or from backgrounds where human life is cheap, the newcomers are unrestrained. They are capable of unrestricted warfare against the courts and the police, as well as each other, and have shown little concern for innocent bystanders.

For these reasons, the modern covert operator must be better prepared for combat than in the past. New equipment has been developed such as laser sights, night vision sights and goggles, silencers, efficient and small automatic weapons, lightweight body armor, and small radars, all to make the operative more deadly with less risk. But all of the gadgets in the world are only as good as the person behind the trigger, and the instincts and nerve necessary for this work are difficult to mold.

A successful break-in requires training, special equipment, a cool nerve, and decisive action. A clumsy intruder who can't quickly make up his mind is destined for a short career. The planning for a break-in may be wasted if the proper tool for opening a necessary lock or safe is left behind. If and when guards are confronted, the intruder must be prepared to preserve himself and the operation.

The most useful thing you can do to gather information on a crime is break into the headquarters of a known suspect. Inside the building you have access to files, safes, desks, and computers, all of which may provide critical and incriminating information. You may learn about the suspect's movements, contacts, and conversations. The strongest clues you can find are secret messages between participants. When decoded, these messages reveal part of the crime and sufficiently implicate suspects for arrest.

Even when you are just starting the investigation, break-ins can be very useful. If you only have a few clues, breaking into any group or hideout in that city may provide important clues about preparations and participants. It can take a great many wiretaps or many days to otherwise develop similar clues.

Break-ins are also one method for arresting suspects, as described on page 31. As you sneak through the enemy building you may come across a suspect in one of the rooms. You must quickly decide whether to make an arrest or not.

Break-ins can also be used to steal equipment, hostages, or other items critical to the crime. During your search of a building you may come across the payoff money, a hostage, a sniper rifle, etc. Stealing these items may delay or prevent the crime from occurring. For example, if you suspect a bombing is being planned and know that some blueprints have just been stolen, then stealing back the blueprints stalls the crime temporarily.

Breaking in is so valuable that the majority of your other activities are best spent identifying the locations most desirable for a break-in.

Once inside an enemy location your goals normally are to gain as much information as possible without being caught. To do this you must take along the proper equipment for the job. If you are looking for clues, then don't equip for an assault, and vice versa. Use the equipment to move secretly throughout the building, avoid or neutralize guards you come across, accomplish your mission, and escape. For a discussion of what equipment is available and how it functions, see the next manual section.

Choosing the right equipment can mean the difference between a successful break-in and a failure. When used properly, the break-in equipment makes you a formidable opponent, capable in stealth, combat, and gathering information.

Enemy buildings are always defended by guards. The number of guards you can expect increases with the alertness of the organization. If you are careful, you can avoid most of the guards or engage them on your own terms, from ambush, one at a time, when their backs are turned. There is little chivalry in the clandestine world. If something goes wrong and the alarm is set off, expect the guards to become much more aggressive, possibly leading their charge into rooms with a volley of stun grenades.

Combat in *Covert Action* offers many tactical options, starting with the choice of two different guns to carry. The hand gun is best employed from ambush while the Uzi allows you to attack your enemies head on. You must judge when to ambush, when to hide, and when to be aggressive.

Obtaining a disguise inside a building allows you much greater freedom of movement and makes ambushes easier to spring.

The three different grenade types all have their strengths and weaknesses. You can throw them, set them as booby traps for guards wandering by, or detonate them by remote control. All three options are useful at one time or another. Remote control gas grenades are useful to seal off part of the building for your escape. A remote control frag grenade may draw off guards while you escape in another direction.

Combat may also occur if your actions have sufficiently alerted the enemy of your presence in their city. In that case they begin stalking you. You may find yourself in a gun battle just walking down the street, or be driven off the road by a gun-toting mob. If you have captured suspects in the crime, the remaining gang may try to break out your prisoner. In each case you must use whatever weapons are handy to hold off the enemy.

The best you can hope for in combat is to survive for another day, preferably unwounded. Wounds require some time to heal before you can continue. The lost time means the crime is getting closer to success. You get nothing for wiping out guards or thugs by the handful. You are rewarded solely for preventing the crime and making arrests.

Break-In Equipment

Max followed the local agent to the CIA armory. There was an amazing collection of stuff stored here, but Max was looking for specific items. Without hesitation body armor and a motion detector were selected. The next choice was between an automatic hand gun or a submachine gun. The submachine gun would be very useful if combat was a strong possibility, but if this went as planned, it shouldn't be. The Uzi stayed on the rack.

The CIA man checked off the requisition forms, more than a little interested in Max's choices. As he marked the hand gun off, he suggested some gas grenades and a gas mask.

"If I was going in to snatch the guy I'd consider them," Max said, "but this is just to nose around. I need information. I think a camera, safe kit, and some bugs are going to be a lot more useful."

The CIA man waited as Max quickly stuffed them into the duffel bag. The paperwork completed, they headed out back to the car pool.

Before a break-in starts you equip yourself. From the tools and weapons available in the local CIA armory you select five things to take inside with you. You are already carrying an automatic hand gun loaded with six bullets and three additional clips of six rounds each. You may keep the automatic or replace it with a submachine gun.

In the armory there are a number of shelves containing the equipment available. When you enter, the shelf behind the submachine gun is highlighted. To select a highlighted item, press the Return key, Space Bar, or fire button #1. If you change your mind, return an item already selected by highlighting the empty shelf where it belongs and pressing Return or fire button #1. To change the highlighted shelf, use the numeric keypad Direction keys or the joystick. You select grenades by row (i.e., in a group), not individually.

As you select each piece of equipment it appears on your silhouette to the right. After you select 5 items, you cannot select another unless you first return an item you have to the shelf. Replacing your hand gun with a submachine gun counts as one of your 5 selections.

When you have completed your selections, press the Escape key to continue.

The items of break-in equipment that you can select have the following functions.

Automatic Hand Gun: This standard issue pistol comes with a 6 round clip and is silenced. The rounds it fires are a recent, secret development that stun the target rather than penetrate. Humans stunned by this round remain unconscious for several hours and normally have no recollection of what happened to them. This weapon takes longer to aim and fire than the Uzi.

Uzi Submachine Gun: The Uzi is also silenced and fires the new stun ammunition, but is much faster to aim and fire than the hand gun.

Camera: Very similar to the famous Minox miniature cameras, this camera is designed for quick use. It comes with 36 exposures. The camera keeps track of how many you have remaining. When you are out of film you cannot take any more pictures.

Break-In Equipment

Automatic Hand Gun

Camera

Uzi Submachine Gun

Grenade

Bugs

Kevlar Armor

Gas Mask

Safe-Cracking Kit

Motion Detector
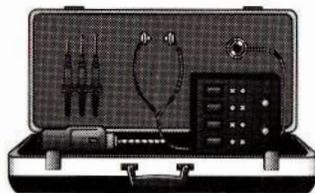
Bugs: These transmitter microphones can be placed in plants, behind pictures, couches, mainframe computers, and on typewriters in the rooms of enemy buildings. Thereafter they may provide further information so long as they are not found and don't expire. Bugs also reveal the movement of guards in those rooms that are out of range of your motion detector. You may place only one bug per room.

Gas Mask: Wearing a gas mask protects you from being overcome by gas. When gas is in a room, you may move through without passing out.

Motion Detector: This sensitive hearing device alerts you to any movements within a certain distance. Assuming all movements to be those of guards, you can monitor how close they are to you and either avoid contact or set up an ambush. Your motion detector is also tied to bugs you have placed and tracks movement in bugged rooms that are out of range.

Kevlar Armor: This body armor allows you to take 4 hits before being wounded and passing out. Without the armor you can only take 2 hits.

Safe-Cracking Kit: This set of tools makes it possible for you to open wall and floor safes. Without this kit you may not open safes to get the information or objects they may contain.

Fragmentation Grenades: The red grenades (see the Technical Supplement for CGA colors). See the section on Combat Procedures on pages 59-61.

Stun Grenades: The white grenades (see the Technical Supplement for CGA colors). See the section on Combat Procedures on pages 59-61.

Gas Grenades: The green grenades (see the Technical Supplement for CGA colors). See the section on Combat Procedures on pages 59-61.

Break-In Display

All break-ins and other combat take place on the Break-In Display. This display presents all of the information you will need to carry out your operation. The features of the display are described below.

Room Window: This is an overhead view of the room or area you are now in. Your position is marked by the black figure. Each building you enter has a number of rooms, connected by doors. Each room has a function, such as computer room, lounge, bathroom, file room, office, etc. The plan of individual rooms and the location of furniture inside are unknown until you enter the room and look around. However, you may find a plan of the building that reveals the entire layout.

Within the rooms, various types of furniture are scattered around. Furniture may be examined and its identity will be displayed in the Information Bar above the window. Some pieces, such as file cabinets, desks, and wall safes, etc., may be searched, possibly revealing clues. Other pieces, such as plants, pictures on the wall, and typewriters, etc., may be bugged.

The arrangement of rooms within a building and furniture within rooms does not change. If you leave a building and come back later, the arrangement is the same as before.

Building Window: This is an overhead view of the entire building. Note that only the rooms you have entered, or obtained plans for, are visible. If you are equipped with a motion detector, movements by nearby guards are shown here. Doors exiting to the outside are shown when the break-in begins.

Equipment Display: The equipment you are carrying is shown on and around your silhouette at the top right of the display. If you have a camera, a counter shows how many exposures are left. Also shown are the number of bugs that you have left, grenades of each type, and bullets. The motion detector, body armor, and gas mask are shown on your body if you have them. If you are wounded, each wound is marked on your body or your armor.

Break-In Display

Room Type Occupied · Information Bar Commentary · Time of Day · Handgun · Film Remaining in Camera · Bugs · Motion Detector Earphones · Max (Side View) · Kevlar Armor · Plant · Wall Safe · Typewriter · Safe Cracking Kit · Door · Desk · Chair · Guards · Max Remington · File Cabinet · Room you are in · Building View

Office · Files closed. · 02:05:36 · SAFE CRACKING KIT · 32

55
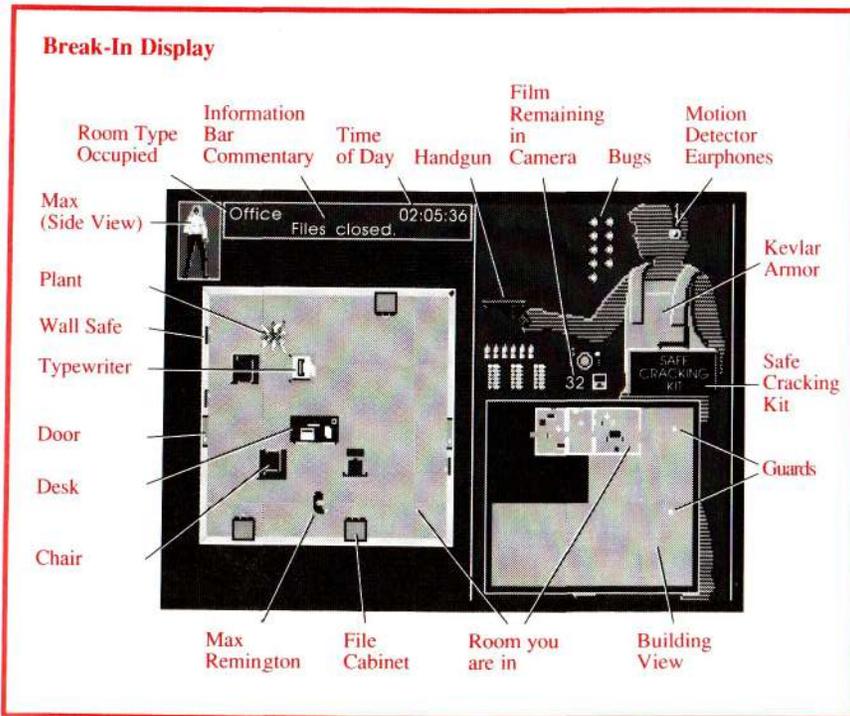
Information Bar: This reports the type of room you are in and the time of day. At the bottom is information on each object that you examine, photograph, bug, etc. If an object can be bugged the word "bug" appears next to its name. If photographing something inside can reveal information or something of interest the word "photo" appears.

Movement Window: This shows you (Max) in action. A colored bar covers the window if you're stunned, gassed, or otherwise incapacitated.

Break-In Procedures

Half an hour later Max was in a van outside Carlos Alvarez's safehouse headquarters. Max put on the armor and waited, reviewing the situation. Alvarez was a known hood, thought to have entered the local drug business several years ago. He seemed to have a knack for it, building his business and power base without the mistakes that tripped up most small timers. He must be doing something right, he was still living.

Although there were plenty of rumors surrounding Alvarez, nothing would stick. Then his name had popped up during a drug investigation in Brazil and Max was here to find out why. Was Carlos just doing a favor for a heavy hitter, or was he going international, trying to break into the major leagues himself? The answer to those questions and perhaps many others were inside that building. It was time to read this guy's mail.

When the support group gave the all clear, Max moved from the van to the building's rear door, easily picked the lock, and slipped inside.

When you are at an enemy location, one of the action options available is "Break Into The Building". Choose this option to break-in. After making this choice you make a quick assessment of the alertness of the guards. Press the Return key or fire button #1 to continue.

Location Options

Location

You are at the
PFO agent
Do you ...

Options
Place wiretap.
Break into building.
Watch the building.
Check data.
Leave.
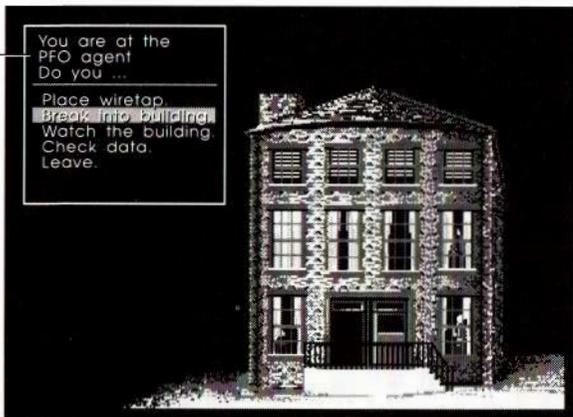
After choosing your equipment, you are ready to enter. If the building has more than one entrance, you must select one. If the building has only one entrance, you go right inside.

When you first enter a building you are just inside the open door. Before doing anything else, press the F1 key to close the door (you find out why later). Keep the Player Aid Card handy for reference about the various keyboard commands.

Movement: Move around rooms and within the building by pressing and holding down the numeric keypad keys, or by pushing the joystick. For example, to move diagonally toward the top right, hold down the numeric keypad 9 key or push the joystick to the top right.

If you want to **crouch** down behind an object to hide, press the 5 key or fire button #2. You may move slowly while crouched. To stand, press the 5 key or fire button #2 again.

You may **jump** over most obstacles by holding down the Shift key and pressing the numeric keypad key for direction. With a joystick, press fire button #2 as you push the stick. After a jump you must pause for a few seconds.

Opening, Examining, Searching, Closing: Press the F1 key to open and close doors, files, and desks, examine furniture, search furniture, examine crime evidence such as drugs, identify a suspect sitting in a room, etc. You must face the object to be examined, unless you have just passed through a door, which can be closed behind you. Be sure to close doors and furniture that you have opened: the guards turn on the alarm if they discover any objects left open. Floor and wall safes cannot be opened unless you have the safe-cracking kit.

Taking Photographs: After opening a file cabinet or other piece of furniture, press the F2 key to photograph any items discovered. To obtain clues from most objects you must photograph them. A counter on your equipment display reports how much film you have remaining.

Select Entry Door

Door Option Menu

UZI   GAS MASK   MOTION DETECTOR

Which door?
Door #1
Door #2
Door #3
Door #4

VLAR ARMOR

BUGS

GRENADES

SAFECRACKING KIT

36

Door #1

Door #2

Door #4   Door #3
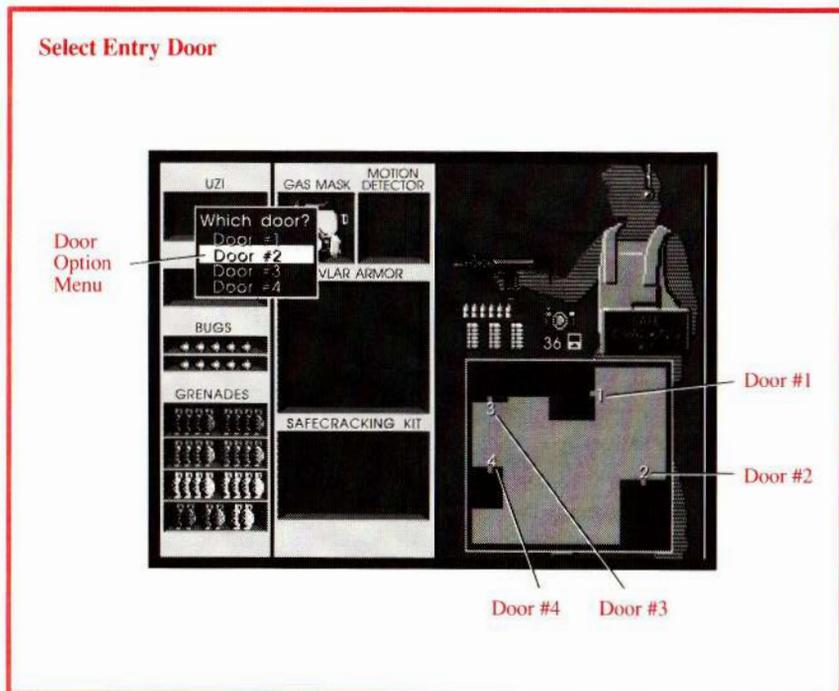
If you photograph something that offers no concrete information but does mention a city, organization, face, or name that may be relevant, you see a blurred picture through your lens of the paper with the key words or data highlighted. If this is an activity report of an organization or city, it is added to your Activity Report in the Data Section at headquarters. If the information is just a face, you must remember what you see.

You don't have time during a break-in to study what you turn up, but the photographs reveal what you discover. After the photographs are studied any important information is put into your clue files. Because of Max Remington's experience, you immediately see the information photographed in its clue format and don't have to wait for the lab to complete its examination.

Conversations: During a break-in you may photograph notes from conversations held in face to face talks between suspects. At first these clues are only partial texts of the conversations, but they may fill in as you find more notes. Eventually you may learn the entire text of the conversation. These clues can provide important information about the crime and may also build into "smoking gun" evidence about the two suspects who met. Conversations can only be uncovered by break-ins.

Placing Bugs: Press the F3 key to place a bug. Bugs may be placed in plants, on typewriters, couches, computers, and behind pictures on the wall. Pictures must be pulled out from the wall first by pressing F1 before they can be bugged. Only one bug may be placed per room. Until they are discovered, bugs may continue to provide information about the crime, long after you have left the building. Bugs also show movements of guards out of range of your motion detector. You cannot place bugs unless you select them as part of your equipment when preparing to break-in.

Computers: Computers you encounter during a break-in offer no direct help themselves, but their terminals can give you a clue to the computer's password. Each terminal you examine (press F1) provides one letter in the password. If you wish to attempt to access the computer, go to a terminal and press the F4 key. When prompted, type in the word you believe is the password.

If you are wrong, computer access is denied, the alarm is set off, and you must start over trying to guess a new password. If you are correct, access to the computer is confirmed. You are now inside the enemy's computer system and can search their records for useful information.

When prompted, enter the name of an individual, city, organization, street address, crime evidence (such as raw drugs), or anything else of interest. You need only enter enough of a name or object for the computer to recognize it. The computer searches for any data available on your topic. If the database search turns up nothing, you may get another chance to search for another topic.

Access to enemy computers may uncover important information about a crime, or even the "smoking gun" evidence needed to convict a suspect. Even computers owned by organizations not involved can be sources for information about their city.

Hiding: You may hide behind furniture to avoid being spotted by guards. You can hide behind file cabinets and computers while standing, but you must crouch behind all other furniture.

Crime Evidence and Suspects: During a break-in you may come across a participant in the crime or a piece of evidence such as a weapon, pay off money, or drugs. If you move up to a piece of evidence and press F1 to examine it, you pick it up also. If you examine a suspect, you can then arrest him or not. If you are certain that you have the necessary evidence on this suspect you probably want to make the arrest.

Guards: Each building has guards who move around. They generally spend more time in more important places such as cipher rooms, file rooms, computer rooms, etc. If you have a motion detector, you can follow movements of nearby guards (in the Building Window). Guards are armed with guns and grenades. Some have gas masks. If they see you when you are not disguised, or if they see your face even when you are disguised, they open fire and set off the alarm.

Alarms: An alarm may be triggered in several ways: a guard may spot you when you are not disguised; a guard may enter a room containing a body, open furniture, or open door. A suspect in a chair may spot you in his room if you enter when not disguised or if you attempt a covert action such as photographing a file. The alarm is also triggered by grabbing a piece of evidence or by arresting a suspect. When the alarm goes off a warning bell sounds and the border of the Room Window flashes.

Once an alarm has been sounded, additional guards may appear. All guards move faster and are more thorough in their searches. They may assault the room where the alarm was triggered. If you can hide, eventually the alarm goes off when the guards find nothing.

Exiting: When you make an arrest, grab some evidence, or just tire of searching, you need to exit the building. To do this, move to an outside door, open it, and move through it. Your CIA support nearby takes you back to headquarters for debriefing.

Combat Procedures

Max crouched behind the desk as the guard entered the room. The guard went about his business, not especially alert. He opened a file cabinet on the far side of the room. Max stood up and took careful aim with the stun gun and squeezed off a round. The guard slumped against the cabinet and slid slowly to the floor.

You have the choice of two weapons, an automatic pistol or a modified Uzi submachine gun. The hand gun is "free", but the Uzi uses one of your five equipment choices.

Grenades are available in three varieties: Gas (green), Fragmentation (red), and Stun (white). (See the Technical Supplement for CGA colors.) You select either several of one type or a mix of all three. Grenades may be found inside a building during a break-in. In addition, if you search the body of a knocked-out guard you may recover grenades from him. Grenades may be thrown, placed as a booby trap, or set off by remote control.

Firing Guns: Both guns are operated in the same manner. To **aim**, use the numeric keypad direction keys to point yourself at your target. Be sure you have a line of sight to the target and are not blocked by office equipment. When you have line of sight, a cross hair appears on the Movement Window. The color of the cross hair ranges from black to white. Black indicates a poor shot while white shows an almost certain hit. To **fire**, press the Space Bar or fire button #1.

When your gun empties, you automatically reload another clip.

If you successfully hit an enemy with gunfire, your special ammunition stuns him and he falls to the ground. He is out of action for the duration of the break-in.

Tactics With Guns: When possible, engage the enemy guards from behind when they are not aware of your presence and do not shoot back. Given enough time, an alerted guard sets off the alarm. If a guard recognizes you as an intruder he opens fire and can wound you.

The difference between the Uzi and the pistol is that targets are much easier to hit with the Uzi. When your weapon is pointed at a target, the cross hair turns white faster with the Uzi. This is because a burst of submachine gun fire is more likely to hit than single shot from a pistol. Although both weapons appear to have the same amount of ammo, the Uzi actually has more, but uses several rounds with each shot. The pistol fires off individual rounds.

The Uzi is more useful when you expect heavy combat, such as an arrest or theft of crime evidence. The Uzi's rapid aim lets you take on guards face to face with a good chance of hitting before they can fire back or set off the alarm. The pistol is best used from ambush.

Fragmentation Grenades: The red explosive grenade fragments into projectiles similar to the bullets in your guns. The projectiles stun anyone they contact for several hours. In a building its noise triggers the alarm. It can be thrown, set on remote control, or placed as a booby trap.

Stun Grenades: The white explosive grenade temporarily knocks-out anyone within range of its explosion. People stunned by this grenade recover in several minutes. Crouching behind furniture can block or lessen the stunning effect. It can be thrown, fired by remote control, or placed as a booby trap.

Gas Grenades: The green canister grenades silently leak gas into a room. The gas temporarily incapacitates anyone who breathes it for too long. A quick person can escape a gassed room before being overcome. Wearing a gas mask protects you from gas. Because the grenade is noiseless, its release does not alert the defenders.

Gas grenades are especially useful for blocking off rooms along your escape corridor when trying to exit a building with an arrested suspect or crime evidence. However, a few guards may carry gas masks. Gas grenades can be thrown, fired by remote control, or placed as a booby trap.

Changing Grenades: If you are carrying more than one type of grenade you must select the type that you want to throw or set. The type currently selected is highlighted with a colored background. If you wish to change to another type, press the F10 key. It cycles through the types you carry.

Throwing Grenades: To throw a grenade, aim yourself in a direction and press the F5 key for a short throw, the F6 key for a medium throw, and F7 for a long throw. Grenades may be thrown over furniture and through doors, but be sure the door is open when you throw! The type of grenade you throw is the type currently selected.

Booby Traps: To set a grenade as a booby trap, face the spot where you wish to place it and press the F9 key. This opens the Set Trap menu. Choose the option "Booby Trap". This hides a grenade here as a booby trap. If a guard passes close to the spot, he sets off the grenade. You ignore booby traps, moving over them at will. The type of grenade you set is the type currently selected. You cannot recover a grenade placed in a booby trap.

Remote Control Detonation: To set a grenade on remote control, face the spot and press the F9 key. This opens the Set Trap menu. Choose the option "Remote Control". This hides a grenade here. You can set it off later by pressing the F8 key. This key sets off all of the remote control grenades in the building. The type of grenade you set is the type currently selected. You cannot recover a grenade set on remote control.

Being Grenaded: You may be wounded, stunned, or gassed by enemy grenades. If you are stunned or gassed, the Movement Window in the top left of the display fills with color, gray when you are stunned or orange when your are gassed (see the Technical Supplement for CGA colors). As you recover the colored fill drops. When the color is gone, you are recovered and can resume action.

Hand-To-Hand: Hand-to-hand combat occurs when you and an enemy occupy the same space. Because of your superior skill, you knock out the enemy, but he is often good enough to give you a wound. For this reason avoid hand-to-hand combat. Hand-to-hand combat occurs by accident when you are disguised and an enemy moves over you. It occurs by choice if you are out of ammo and close with a guard firing at you.

Searching Guards: If you move on top of a guard who was stunned by bullets or grenades, you immediately search him. You recover any grenades he carries and take his uniform for a disguise (see Disguises below). In addition, you automatically move his body out of sight, so other guards entering the room don't spot him and set off the alarm.

Wounds: You may be wounded by guns, grenades, or hand-to-hand combat. Wounds appear on your body in the top right of the Break-In Display. When wearing body armor, you can take 4 wounds before being knocked out. You can take 2 wounds without armor.

Being knocked out means you are captured. After the break-in, regardless of whether or not you are captured, you need some time to recover your health.

As the guard slumped to the floor, Max quickly came around the desk. The guard had two gas grenades which Max pocketed. More difficult was the uniform. All of the guards wore something similar: it might be useful to look like them. After a brief struggle Max had the guard's uniform on.

Now, what about this body? Looking around Max saw a perfect spot. Doubling over the guard, Max stuffed him into the leg well under a desk and pushed up the chair. The room looked normal again, and just in time. The motion detector indicated movement nearby. Rather than hide again, Max took up a position near a file cabinet, facing away from the door.

In a few moments another guard entered. He looked wary but was reassured by a quick glance at the uniform. He turned away and headed for a door on the other side of the room. He didn't see Max turn and lift his automatic. He didn't make it to the door.

Obtaining A Disguise: During a break-in, you can obtain a disguise that allows a certain amount of free movement. To get a disguise, search the body of a guard you knocked out by moving onto his position. If the alarm is off, you take the guard's shirt and are now disguised. In the Movement Window your shirt color changes and the word "Disguised" flashes alternatively with the current time.

Effects Of Disguise: While you are disguised, guards who only see your back don't recognize you as an enemy. They ignore you. However, some guards are more observant than others. If they get a long look at you they may see something wrong, regardless of the angle or your disguise.

If you enter a room with a disguise, a suspect in a chair ignores you as long as you don't take any photographs, place any bugs, or use your weapons. If you are without a disguise he immediately triggers the alarm.

When an alarm is triggered you immediately lose your disguise. However, if the alarm is turned off you can get another disguise.

If you take 2 wounds when not wearing armor, or 4 wounds when wearing it, you are knocked out and captured. If active participants capture you they may exchange you for another suspect you previously arrested. If you make the exchange, you are immediately sent back to CIA headquarters. If you don't make the exchange you are kept prisoner until you get an opportunity for escape.

If you haven't captured any participants, you may be exchanged anyway for another operative unrelated to the crime. In this case an agent controlling a CIA Double Agent is released. The effect is that another Double Agent begins operating in the CIA.

When the opportunity to escape comes, you have managed to steal a gun and loosen your bonds. You must make your way out of the building without being captured again.

Prison Breaks

If you arrest a suspect with an important role in the crime, his accomplices may attempt to set him free. Acting as the jail guard, you must defend the building where the prisoner is held.

A break begins with you in the room with the prisoner. You have only a few grenades. Your motion detector shows the enemy's approach from the doors of the building.

If you take 4 wounds or an enemy gets into the room with the prisoner alone, the prisoner is freed. As long as you are active in the room with the prisoner, the fight continues.

If the prisoner escapes, he resumes his role in the crime. You can arrest him again if you are able to find him.

Electronics

In the 20th Century the role of electronic gadgetry in covert operations has steadily increased. Each new technological advance in the fields of radio transmission, magnetic fields, miniaturization, sound detection, etc., has offered a corresponding opportunity for application in the secret world. Security agencies have had to devote increasing amounts of manpower and resources to keeping up with the often ingenious electronic devices that have become available.

With the aid of the proper equipment it is possible to listen in on phone conversations, to learn what phone numbers are being dialed from a tapped phone, to eavesdrop on conversations between two people in a park hundreds of yards away, to listen through glass windows into an apartment across the street, or to detect, intercept, and locate radio signals. Gadgetry of this sort is so sophisticated that many US embassies have a special protected room where all top secret conversations are held.

Corresponding equipment has been developed to detect when enemy listening devices are deployed and to otherwise protect communications. Important rooms are periodically "swept" so that hidden bugs can be removed.

The top secret red phones on important Washington desks have no dials or buttons and are listed in no directory. They are connected through specially protected cables and an operator makes your calls. The hot line between Washington and Moscow is similarly protected and even the location of its cable is considered an important secret.

Deploying electronic gadgetry is normally a task for specialists. For example, in the British counter-intelligence agency, still known by its previous name MI-5, staffers known as the "listeners" are responsible for bugging and other electronic eavesdropping. They and their counterparts may listen to hours of meaningless talk to gain a few minutes of valuable information. The counterparts to the listeners, the "sweepers", are responsible for keeping government communications secure.

Outside of the home country, however, the specialists are usually not available and the agents in the field must themselves insert the proper gadgetry. In many cases, the successful deployment of a device requires some covert action. For example, special mirrors can be placed inside a room or on a window within line of sight of a continuous wave radar or infrared/laser beam microphone. Vibrations of the mirror by voices can be collected and at least partially translated into words.

The importance of electronic eavesdropping on enemy conversations and the electronic protection of your own words cannot be overestimated. From enemy communications you can learn what agents are up to, who they are in contact with, the purpose of the plan underway, and obtain leads to other activities. By studying a group under surveillance, their procedures can be identified and their activities elsewhere may be easier to detect.

Electronics in Covert Action

While working to break up a crime, you can benefit from your own skills with electronics, as well as those of friendly agents around the world. On your own you may attempt to tap the phones of enemy buildings or electronically trace a car you wish to follow. Throughout the world friendly agents may sift out clues important to your case from information gathered during their normal electronic surveillance operations.

Information referring to groups, suspects, locations, and plans that is discovered by your allies and that may be related to your case is forwarded to you and can be picked up at headquarters. These clues may have been picked up by phone taps, bugs, or other listening devices. This information may help build up leads in one city while you work on the crime elsewhere.

You may attempt to tap the phones at any location in a city, including other security agencies, known hideouts of enemy organizations, and unknown buildings. In all cases of wiretapping you are attempting to tap the phone lines coming into a building without you or your taps being detected.

Tapping these phones can provide very useful information such as the identity of the group using the building, suspects within the group, the location of other group hideouts, messages between enemy agents, cities that have been the site of suspicious activity, groups that have been active recently, etc.

This information may be a specific clue, it may be useful only as leads for other action, or it may only help build a general impression of what is going on. As the case proceeds, existing wiretaps may provide additional clues in the case.

Wiretapping is relatively risk free, but if you set off an alarm while rearranging the electronic circuitry the wiretapping attempt immediately ends. Setting off an alarm increases the alertness of guards and may make further action more difficult against this group, especially in this city. You have a limited amount of time to place your taps, depending on the alertness of the guards. If their alertness gets sufficiently high, they may become aware of your activities and begin taking action against you personally.

As an alternative to following a suspect's car, you may attempt to place an electronic tracer on it. The signal emitted by a successfully placed tracer can be followed much more discreetly and leads you to the next destination of the suspect. If you are more skilled at electronics than driving and keeping a tag on a suspect car, placing a tracer may be a safer option.

When you watch a building and you recognize the face of a person exiting as the suspect you wish to follow, one of your options is to trace his car. In the very limited amount of time you have near him before he pulls away you must properly set an electronic tracer on his car. If you don't complete the tracer in time or incorrectly connect it, your attempt fails and the car is lost. Depending on the cautiousness of the suspect, you may have more or less time to place the tracer on the car without attracting attention.

If you successfully place the tracer, you easily follow the suspect to his next destination. This new location may be the suspects home base and a likely target for wiretapping or a break-in.

Both wiretapping and placing a tracer on a car are accomplished according to the Electronic Procedures detailed below.

🔫 *Max Remington turned down the alley and scanned the building on the right.*

There! Halfway down the alley was the phone junction box. The beefy guy, who could only be a security goon, shouldn't be back here for 8 minutes if he kept to the schedule Max had observed.

Max approached the box. After a quick glimpse in either direction, the plate cover was pried off. It was a standard ITT circuit board, a piece of cake since the 80's. No problem unless the guard is early, or the spare chip doesn't fit, or if, if, if.

The first chip was jumped, pulled out, and replaced . . . .

🔍 When you are present at any location in a city, one of the covert action options available to you there is "Place Wiretap". Choose this option to tap the phones of this building. Before you attempt to tap the phones you receive an assessment of how vigilant the building occupants are and an estimate of how much time you have to place the taps. Press the Return key or fire button #1 to continue.

Location Options

Location

You are at the
PFO agent
Do you . . .

Place wiretap.
Break into building.
Watch the building.
Check data.
Leave.

Options

Wiretaps are accomplished by rearranging the microchips on the telephone exchange circuit board so that the flow of electric current is cut off to the phones on the right hand side of the board. Each phone that has its power cut off is tapped. Your goal is to tap as many as possible. Each additional phone tapped may provide important or useful information.

You have a limited amount of time to make chip changes, depending on the alertness of the building's guards. After your time expires, the attempt is ended because of approaching guards.

If you accidentally send power to an alarm while attempting to tap, you immediately cease the operation. In addition, the alertness of the guards at this building is increased.

Successfully tapped phones eventually stop working or are discovered. You may wiretap the same building as often as you like.

Electronic Car Tracers

Max Remington sat in a van across the street from the entrance, watching through the telephoto lens for the face in the computer enhanced photo. People came and went, unaware of the observor behind the van's special smoked window glass.

Thats him! Max exited the van and fell in behind the suspect. Max fingered the car tracer in a jacket pocket waiting for a make on the suspect's car.

The beat up truck! Max quickly figured what settings would be needed and where the tracer would go. While appearing to fumble with a calculator, the tracer was set and placed just inside the rear fender as the driver looked left into traffic. Max returned to the van and set off in leisurely pursuit, guided by the scanner on the dash.

When you are present at any location in a city and watching for the face of a suspect in the crime, you may attempt to trace the car of anyone leaving the building. After each person leaves, one of the covert action options available to you is "Trace The Car". Choose this option to attempt to place an electronic tracer on the suspect's vehicle.

The tracer is an electronic device that must be properly set depending on where on the car it is to be placed and the type of car. By following the suspect to his car you learn the information you need to set the tracer and then must properly rearrange the chips before he leaves.

An electronic car tracer is set by rearranging the microchips on the tracer circuit board so that electric current is cut off to any 5 tracer settings on the right hand side of the board.

You have a limited amount of time to make chip changes, depending on the alertness of the suspect you intend to follow. Because of the inherent difficulty of secretly setting the tracer on the suspect's car before he drives away, you have substantially less time to place the tracer than to wiretap. After your time expires, the suspect drives off whether you have completed the tracer or not. If incomplete, the tracer does not work and the suspect is lost.

If you accidentally send power to an alarm while attempting to set the tracer, the suspects notices something suspicious going on and immediately drives off. You lose him in this case. In addition, the alertness of the suspect and his group in this city is increased.

Wiretap

Regular Chip
Unknown Chip
Printed Circuits
Hardwired Chip
Phone
Alarm
Inverter Chip
Electric Current
00:08:53
5 Volt Power Lead
Ground
Spare Chip
Highlighted Chip
Time Remaining

Electronic skills are required to rearrange electric circuit boards so the flow of electricity is diverted from its original paths to ones that suit your purpose. Electricity enters the board and is directed along printed circuits and through microchips to connections with alarms, phones, or car tracer settings. Only the microchips are changeable, and by replacing them properly, you can reset the circuit to work for you.

At bottom of the circuit board is one spare microchip. You manipulate the board and change the flow of electricity by replacing a chip on the board with the spare chip, then placing the newly freed chip elsewhere, etc. You must carefully plan your chip placements so that no power is mistakenly sent to an alarm.

Replacing Microchips: To replace a microchip on the board with the spare chip, use the numeric keypad Direction keys, Arrow keys, or joystick to move the highlight around the board until it is on the chip you wish to replace. Press the Return key, Space Bar, or fire button #1, and the two chips are switched. The flow of power now changes to reflect the paths you have created with the new chip. The chip you removed from the board is now available to be placed somewhere else on the board.

Electric Current Flow: The 5 volt electric current enters the circuit board only at the bottom left and flows from there throughout the board. The flow of the power is controlled by the microchips placed in a grid across the board. The grid positions of the chips are connected by printed circuit wires. Two wires enter each position on the left and two wires exit each position on the right. The design of the chip determines how any electricity that enters the chip exits.

Wiretap

Current Flow

Tapped
Phone

Switched
Chips

Electric
Current
Cut Off

Regular Chip
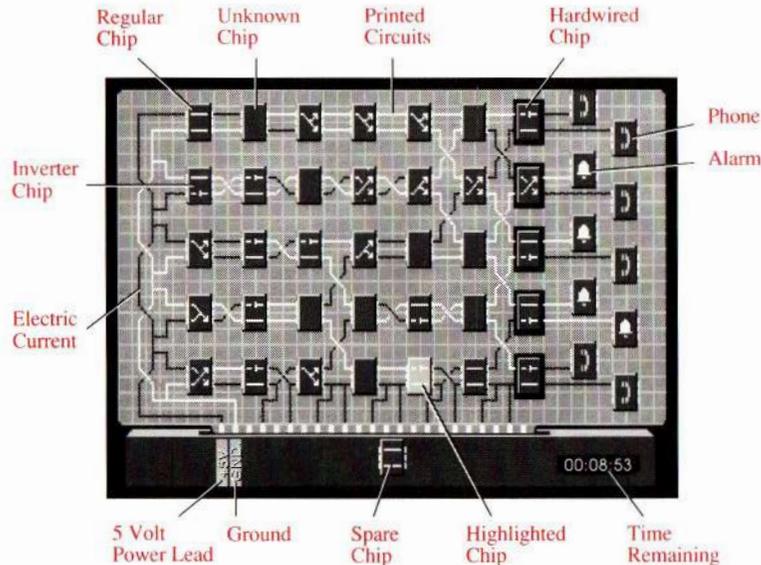
Inverter Chip
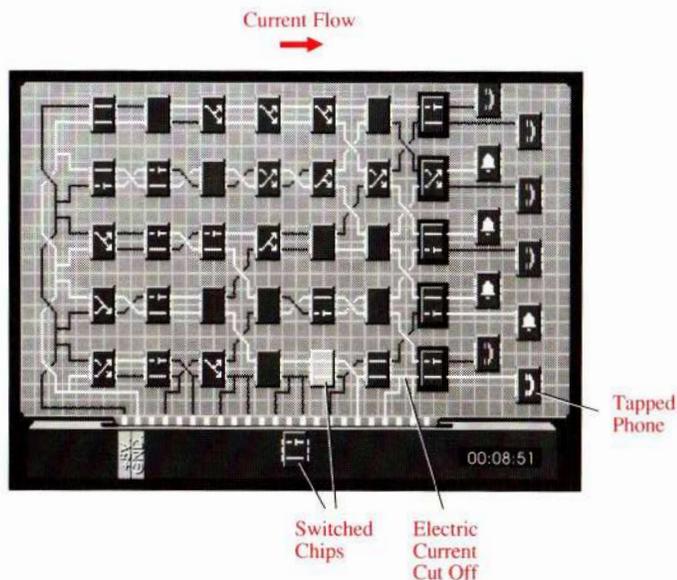
Microchips: These replaceable electronic circuitry pieces are placed in the grid positions of the circuit board to complete the connections between the printed circuit wires. The wiring on the chips either allows or blocks the entry of the electricity flow into the chip and then directs the flow out to their right into the printed wires. The design of the chips determines whether they block the flow, make it crisscross, direct it into only one or two wires, invert it, etc.

Hardwired Microchips: Note that certain chips are hardwired to the board and cannot be replaced. Hardwired chips have a unique graphic background to distinguish them from the replaceable chips.

Inverter Microchips: Inverter chips differ from normal chips that simply pass or split current. Instead, an inverter chip either turns off power that reaches the inverter or turns on power when no power reaches it. Due to this unique property, inverter chips pose special problems when attempting to tap phones.

Depending on the level of difficulty and the skill in electronics you chose when starting the game, wiretapping can be more or less challenging. Wiretapping is made more difficult by more unknown chips, more hardwired chips that cannot be replaced, more complicated wiring between chip positions, and the use of inverter chips.

Although the illustrations in this discussion showed a wiretap, setting a car tracer is done on a similar circuit board and the exact same procedure is used for replacing chips.

Code Breaking

The need for undercover parties to communicate with each other is the Achilles' heel of clandestine operations. As discussed in the earlier manual section on electronics, it is difficult to prevent communications falling into the hands of a determined enemy. As a secondary defense, messages are often sent in code to foil an enemy's interception.

The science of codes and breaking codes has come a long way since ix-nay o-nay hat-tay. The advent of supercomputers allows the codebreaker to try uncountable numbers of permutations when looking for the key that cracks a code. The United States uses one-time-use code books for its most sensitive messages and these codes are thought to be unbreakable. But the resources needed to develop and use these codes are only available to major nations.

The average criminals and terrorists rely on much simpler codes or substitute words to disguise their real conversation. In these cases their secret communications can often be read.

Secret Messages in Covert Action

Max impatiently waited for the photographs to be developed by the CIA technician. The information contained in most of the documents had been quickly reviewed, but one in particular needed further examination and Max waited for the print to appear. Found behind some cash in a wall safe, it was a piece of paper covered with nonsensical words. It had to be a coded message, and if it was, it probably offered substantial clues to the crime.

The CIA was nothing if not technically proficient and Max soon had a clear copy of the mysterious paper. Together with the station chief, Max headed for the computer room where some classified NSA cryptography software had already been dug out. Far more trained and experienced than the people normally on hand at a foreign post, Max sat down at the terminal and went to work.

The photograph was scanned into the computer and the software considered the code type. Within a few moments the computer decided the best probability was a letter replacement code.

"What idiots," thought Max, "this shouldn't take too long."

As you investigate a crime, you may uncover messages between participants. These messages are extremely important to your efforts because they normally identify the participants in the crime, describe part of the crime itself, reveal the role of the suspects involved, and provide the evidence necessary to arrest the suspects. One of your main objectives when investigating a crime is to obtain copies of these messages.

The messages you intercept or otherwise obtain are usually in code and cannot be read. In order to read them you must return to the local CIA headquarters where computers and software are available to help you with the deciphering. If can decode the text, you may learn much about the crime underway.

New Code

Letters
in Code   Frequency

```
                    CRYPTO WORKSTATION, Msg# M173        00:00:27
A  1
B  7     JKJKTMKJ ODD YPX RJK CKRWVZI OVND DKJK HKW
C  8
D 10     WDO ORJJVPJF DH NDK LRTRVBRZ IRZI ZDO VF N
E  1
F 15     DK NVTK HPJ RBNVPZ RWW NJXK BPTJRCKF RCTVJ
G  1
H        K YPXJ OPJV VZ FRZ LXRZ  NP RBDVKSK PXJ ID
I
K 32     RWF VN DRF MKBPTK ZKBKFFRJY NP CKFNJPY NDK
L
M        CKR DKRCAXRJNKJF OK RFV YPX NP PJIRZVSK N
N 16
O  9     DVF PGKJRNVPZ YPXJ RFFVFNRZBK OVWW MK JKOR
P 23
Q        JCKC
R 26
S
T  7
U 16
V  2
W  8
X  8
Y 12
Z 12
```

Coded
Message

Code Breaking

To attempt to break coded secret messages you have obtained, go to the Crypto Branch of CIA headquarters and choose the option Coded Messages. From the list of messages choose the one you wish to break.

The coded message appears on the screen of your CIA computer. This is a letter replacement code where the letters in the words of the message have been replaced by code letters. The person who wrote the coded message first wrote out the message to be sent. Then the letters of the original message were replaced one at a time by their code letter in a duplicate coded message.

For example, if the first letter of the message was a "t", and the code letter for "t" was to be an "x", the writer went through the entire message finding all of the "t"s and putting down "x"s instead. By repeating this process for each letter in the original message, the writer gradually filled in the duplicate coded message.

In a sample message the word "xjk" could actually be the word "the" if in the code x = t, j = h, and k = e. Your task is to discover the correct letters that the letters in the code represent, replace them, and thereby read the message.

To *replace* a letter press the key for the letter in the code you wish to replace and then press the key for the letter you think it represents. For example, if you think the "k" in the above message represents the letter "e", press the K key followed by the E key. The letter "e" appears below each "k" in the message. By this process you eventually build a second readable message.

Real Letters

CRYPTO WORKSTATION, Msg# M173   00:05:46

Partially
Decoded
Message

On the left side of the computer screen is a list of the letters which appear in the coded message and a number telling you how many times the letter appears. For example, in the illustration shown here, the letter "k" appears 32 times. If you are correct in guessing that the "k" represents an "e", you would learn the positions for the 32 "e"s in the message. If you make an error, or otherwise wish to *undo* one of your letter replacements, press the key for the code letter and then press the Space Bar. This erases your replacement in the second message line.

If you have guessed a number of letters, to no avail, and wish to *back up*, press the F10 key. The message returns to the point at which you started. Only those letters discovered so far by the computer remain visible.

If you are really stuck and need *help*, press the F1 key. The computer crunches through the possibilities and finds one correct letter. This takes a substantial amount of time, so you are better off uncovering the code yourself.

When you have correctly deduced enough letters, the computer software takes over and fills in the rest of the message.

At the lowest level of difficulty you get substantial help from the computer software. The computer takes time, but crunches out one correct letter to help you get started. At the highest level of difficulty, the codes are substantially harder to crack. Not only is the spacing missing between words, but the more common letters may be represented by two different letters in the code.

For example, consider a message in which the letter "z" does not appear and the letter "e" appears 32 times. Instead of "b" appearing 32 times, being code for "e", and "l" appearing 0 times, being code for "z", "b" and "l" each appear 16 times, both being code for "e". No letter is code for the "z" that does not appear in the message. There may be as many double substitutions in a message as there are letters, like the "z" that doesn't appear.

Message Decode

Message Recipient

Message Source

Source's Organization

Evidence Against Source

Message Decode

FROM:
Name: Miguel Ramirez
Org: FLN
Evidence: Initiated Plan

TO:
Name: Fred Grivas
Org: Jamaican Gang
City: San Juan
Evidence: Organizer

MESSAGE:
To achieve our goals it has become necessary
to destroy the DEA Headquarters. We ask
you to organize this operation. Your assistance
will be rewarded.

Recipient's Organization

Location or Recipient

Evidence Against Recipient

Paraphrased Decoded Message

After decoding the message, the computer shows an abbreviated report of what was said, including a synopsis of the message, who sent it, and who received it. The message may detail the organization and location of the source or recipient, and their roles in the crime. If a participants role in the crime is shown, this is the "smoking gun" necessary to make an arrest.

Because messages can provide so much information about the crime underway, their value can not be overestimated.

Car Chases

The ability to secretly "tail" or follow a suspect is an important police and security skill. The purpose of tailing is to identify people the suspect talks to, people he makes exchanges with, places where he drops or hides things, and to see where he goes.

The better trained and more aware the target, the more difficult he is to follow without being alerted. Enemy operatives are trained to go to extremes to lose suspected tails or make themselves difficult to follow. FBI agents followed John Walker for several hours while he leisurely wound his way from Norfolk, Virginia to the Washington, D.C. suburbs before making the secret drop that immediately led to his arrest.

Special units are trained to be tails, both on foot and in vehicles. Normally this is a team operation with many people and vehicles involved. A wary suspect constantly checks his rear looking for familiar faces and cars. When enough assets are available, teams are deployed in front and to the sides of the suspect so that he is constantly boxed in. Backup teams rotate so that the suspect never gets a repeated look at the same followers. When possible, agencies employ helicopters for aerial surveillance of vehicles.

Surveillance in Covert Action

There are times during your crime investigations when it is useful for you to follow a suspect. When your clue in a city is a face and you need to know what organization the suspect belongs to or where his headquarters is located, following the suspect can get that information.

The best procedure is to stake out a location where the suspect is likely to appear. For example, if you know his organization, then the headquarters of an allied or associated organization is a good choice. If you can spot the suspect leaving a building, you can activate the surveillance team and follow him to his own headquarters. As an alternative to following a suspect, you may attempt to trace his car electronically as explained in the manual section, Electronic Car Tracers on page 67.

By secretly tailing the suspect's car to the place where he stops, you learn the address of the building he has entered. At this new location wiretaps and a break-in may provide important information on the case.

The local CIA station provides you with the cars and support teams necessary for the tail. The cars available vary in their characteristics and you must choose a pair of cars best suited for the task. Fast cars are useful for getting in front of the suspect down side streets. Inconspicuous cars can stay in the suspect's sight for longer without being identified. Cars with better handling can make 180 degree turns. Cars with tracking equipment constantly report the direction of the suspect.

When you begin a new game of *Covert Action* you determine the amount of training that you receive in driving. The difficulty you have when driving and the suspicion of suspects you follow depends on the difficulty level that you set in the Pre-Game options and your driving training.

Driving ability can come into use at other times as well. You can arrest suspects by chasing them down with a car as explained in the section below, Car Chase Arrests on page 79. If the enemy alert level in a city gets high enough they come after you. You may find yourself in another car chase, but this time as the hunted. If the enemy catches you, they run you off the road and attempt to capture you. By superior driving you can escape.

Following a suspect in a car, making an arrest from a car, and evading capture while driving all follow the same procedures explained below.

Chase Cars

Car Description

Car Attributes

	(Tracking)
Max. Speed:	60 mph
Handling:	Fair
Conspicuousity:	Moderate

	(Tracking)
Max. Speed:	80 mph
Handling:	Fair
Conspicuousity:	High

	(Tracking)
Max. Speed:	40 mph
Handling:	Fair
Conspicuousity:	Low

	(Tracking)
Max. Speed:	40 mph
Handling:	Excellent
Conspicuousity:	Moderate

Driving Procedures

Selecting Cars: To follow or arrest, you must choose two cars. Make the selections one at a time by moving the background highlight with the numeric keypad keys, arrow keys, or joystick to the car you want and pressing the Return key, Space bar or fire button #1. You cannot select the same car twice.

Car Attributes: Cars are differentiated by four different attributes: maximum speed, handling, conspicuousity, and tracking. Maximum speed is 40, 60, or 80 m.p.h. Handling is either fair (normal) or excellent, allowing you to make 180 degree turns. Conspicuousity is either low, moderate, high, or extreme, and measures how conspicuous your car is. Your car either has or doesn't have a tracking device that indicates the map direction of the car you're following.

Car Chase Display: All driving sequences are resolved on the Car Chase Display. This display consists of three windows: the City Map to the left, the Windshield to the top right, and the City Close-Up to the bottom right. The City Map shows the streets of the city, the locations of some known organizations, the enemy car or cars, and your car or cars. At the Windshield Window you see any cars in sight and your dashboard. The City Close-Up shows part of the city in detail.

Dashboard: On the dashboard of your cars are the speedometer indicating your current speed, the tracking device if you have one (explained below), a follow indicator showing if the car has been ordered to follow the suspect (explained below), and a set of small lights that act as a suspicion indicator.

The more suspicious your car appears, the more small dashboard lights turn on. If the lights start blinking, the car is extremely suspicious.

Car Controls: You control cars one at a time. The car currently under control is centered in the City Close-Up Window and has a blinking marker on it. If you have two cars, press the Space bar to *switch control* to the second.

Use the direction keys to order your car to *turn* down, left, up, or right. Turn orders are relative to the map, not the car. A small turn signal indicates a turn to be made at the next intersection. Cars not ordered to turn or "follow" continue straight.

A car with excellent handling can make a *180 degree turn* by pressing the key for the direction exactly opposite the one the car is now traveling. For example, if the car is now traveling towards the top of the map, press the numeric keypad 2 key and the car reverses direction.

You may change your car's *speed* by pressing the "–" key to slow it down by 20 m.p.h. or the "+" key to speed it up by 20 m.p.h. Cars may be stopped, but their maximum speed cannot be exceeded.

Follow Orders: Both a chase and arrest begin when both cars are ordered to follow the suspect, as noted by the flashing "F" indicator on the dashboard. They continue to follow the suspect as long as he remains in sight and take the turns they see the suspect take. Any turn order you give the car cancels the follow order. Resume the follow order for a controlled car by pressing the F10 key. The follow orders can be turned off and on as you wish.

Car Chase

CIA Headquarters

Car or Sight

Speed
Tracker

Suspicion
Indicator

Follow Indicator

Suspect Car

Your Car #1

Your Car #2

Cars

City Map

Roads   Buildings   Zoom of
City Map
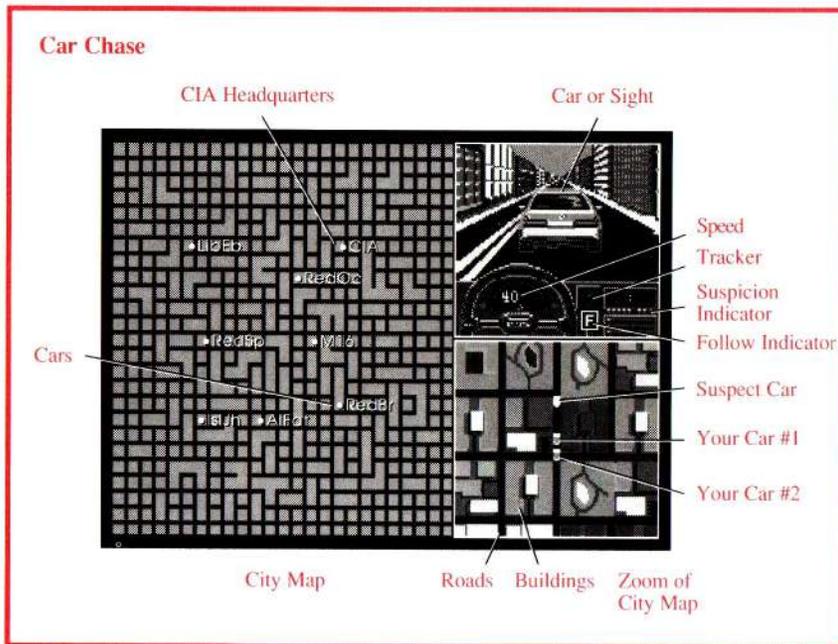
Tracking Device: If your car is equipped with a tracking device, the tracking indicator is visible in the Windshield Window when the car is under control. The blinking arrows indicate the direction of the suspect car relative to your car on the city map. For example, if your car is headed toward the bottom of the map but the top of the tracking indicator is blinking, the suspect's car is to the north of you, toward the top of the map. You need to turn around. The indicator is showing the position on the map of the suspect's car relative to your car.

Visibility: During daylight you can see the suspect's car up to six blocks away down a street. At night, you can only see two blocks.

When a suspect turns, his last known position is left on the map in an off color.

Ending a Car Chase: If at any time you want to give up a car chase arrest or tail, press the Escape key. This ends the chase with no result. You return to the city location menu.

Following a Suspect

Max loitered across the street from the apartment building the Red Battalion cell was using as a hideout. Baader's PRA had some dealings with the Battalion in the past and Max was hoping the suspect was still in touch. The CIA liaison officer was around the corner with two cars. All other clues were dead ends right now, so this was the only option. With everything ready, there was nothing to do but wait.

Two people came out of the building but neither face matched the Interpol photo, one was even the wrong sex. As Max discreetly watched, the door opened again and another guy came out.

No doubt about it, this is our boy. He even looks pretty calm.

With practised ease Max headed to the cars and gave the go signal.

Max got behind the wheel of a plain looking sedan, started it up, and merged into traffic a few cars behind Baader. The CIA car went down a parallel street, ready to come over and take up the tail. Baader appeared oblivious to their presence and tried nothing fancy. After Max had been visible for several blocks, the CIA car came over to take up the tail and Max took a side street to get out in front. Fifteen minutes later, with Max back on the tail, Baader stopped in front of a small office building and went inside.

Max drove around the corner, parked in a spot hidden from the building, and reached for the wiretapping kit.

To follow a suspect in a car, go to a location in a city where you think the suspect is likely to appear. From the location menu choose the option "Watch The Building." When a suspect appears leaving the building, examine the face to see if it is the one you wish to follow. If the face is not correct and you wish to end surveillance, press the Escape key. If the face is wrong but you wish to keep looking, choose the "Wait" option. If the face is correct and you wish to follow him, choose the "Follow Him" option.

Before you start the chase you get a quick impression of the suspect's alertness. He may be unsuspecting, very alert, or somewhere in between. Press the Return key or fire button #1 to continue.

After you select your cars, as explained in the procedures above, the suspect's car pulls away and the tail begins. Your cars automatically follow the suspect after giving him a short lead. If you do nothing, your cars continue to follow the suspect. However, if your cars follow mechanically, they are quickly identified and the suspect becomes more difficult to tail. For this reason it is best to control your cars, tailing with only one at a time and sending the other on an end run.

Suspect Awareness: The purpose of following a suspect is to learn where he is going without him becoming aware of your tail. If his suspicion of cars he sees behind him increases to the point that he becomes alarmed, he can foil your plans.

The suspicion of the suspect you're tailing is affected by several factors. A highly conspicuous car, like an expensively styled Italian model, is noticed and remembered. A suspect constantly checking his rear view mirror soon becomes aware of speeding cars and those remaining on his tail for a long time. Cars staying close are easier to spot, especially when they are already conspicuous, expensive cars. Your choice of cars and tactics should minimize the suspect's awareness of your presence.

Minimize the conspicuousity of any car in the suspect's sight by choosing a dull car, keeping it over a block behind, not exceeding 40 m.p.h., and getting it out of sight when it starts getting hot. If you can bring over a cool car before the one in sight gets too hot, you can keep him unaware.

When the chase begins, your cars are undetected, or cool. As the tail continues and the suspect gets suspicious, your cars can get warm. If a car becomes obvious to the suspect, it gets hot and begins to flash. If a hot car stays in view of the suspect too long, he can become aware of the tail.

An alerted suspect increases speed, and tries actively to evade your tail. He may abandon his planned trip and just disappear into the city.

Successful Car Chase: Your goal is to stay close enough to the suspect's car with at least one of yours so as to be within sight when he stops, or soon thereafter. If you observe where he stops, you learn the location of his destination. This may be his hideout and a likely target for covert action.

Car Chase Arrest

Max turned on the right turn signal as the corner came up. An automatic was ready on the seat. The chase car reported that Lopez's van was approaching from the right. Lopez was in the block so he was boxed in from the rear.

Max made the turn and Lopez's van was all alone 100 yards away, coming on at a normal speed. Timing the moment perfectly, Max suddenly turned into the other lane and Lopez was forced to pull over to the side and stop. Max jumped from the car and stuck the big automatic into the drug dealer's stunned face.

A fast way to make an arrest is to watch the suspect's hideout and wait for him to appear. When he comes out, chase him in your cars, run him off the road, and make the arrest.

Car Chase Arrest Diagram

Your Car

Suspect Car

Press F1 now to make arrest
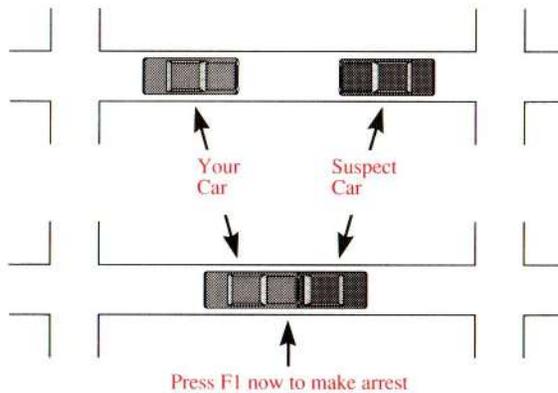
Procedure: A car chase arrest proceeds as a normal car chase except that your goal is not to keep the suspect's car in sight, but to run into him head-on with one of your cars and force him off the road. Keep him in sight and cut him off with one of your cars coming the other way down a street. At the moment your car runs head-on into the suspect's car, press the F1 key to make the arrest. If you press the F1 key at the right time, the suspect is captured.

Nothing happens if you hit the F1 key when the front of your car is not touching or overlapping the front of the suspect's car. The chase may continue but you have probably alerted the driver and he is going to be tougher to catch.

After a successful arrest, the suspect is taken to your local headquarters for interrogation. If you have "smoking gun" evidence before the arrest then the suspect is held in jail.

Max had been driving for only a few minutes when that sixth sense of danger kicked in. After a few random turns and careful study of the rear view mirror, Max had identified one, possibly two cars following. Increasing speed didn't work, they kept on coming.

Handicapped in a new city, Max mistakenly turned down a blocked street. At the dead end Max jumped out, grabbing a weapon and some grenades. The first car that had been following him stopped as well and several hoods jumped out taking cover. While Max sized up the situation the first bullets whizzed by overhead.

The more time you spend in a city, the more covert activities you undertake, and the more mistakes you make, the more alert the local enemies become. If the enemy is alert to your presence, they may send a hit squad out to get you. The hit squad attempts to capture you by chasing your car and forcing you off the road in the same manner as when you make a car chase arrest. If you can use your driving skills to avoid being run off the road, then the enemy eventually gives up and you get away.

If you are driven off the road, a firefight develops, you against your pursuers. If the enemy manages to wound you 4 times, you are captured. If you win the firefight, you avoid capture and can continue your investigation.

Escaping A Car Chase: You can escape a chase by escaping from your car. If you can drive past the headquarters of any organization on the city map, press the F2 key to escape from your car and safely enter the building.
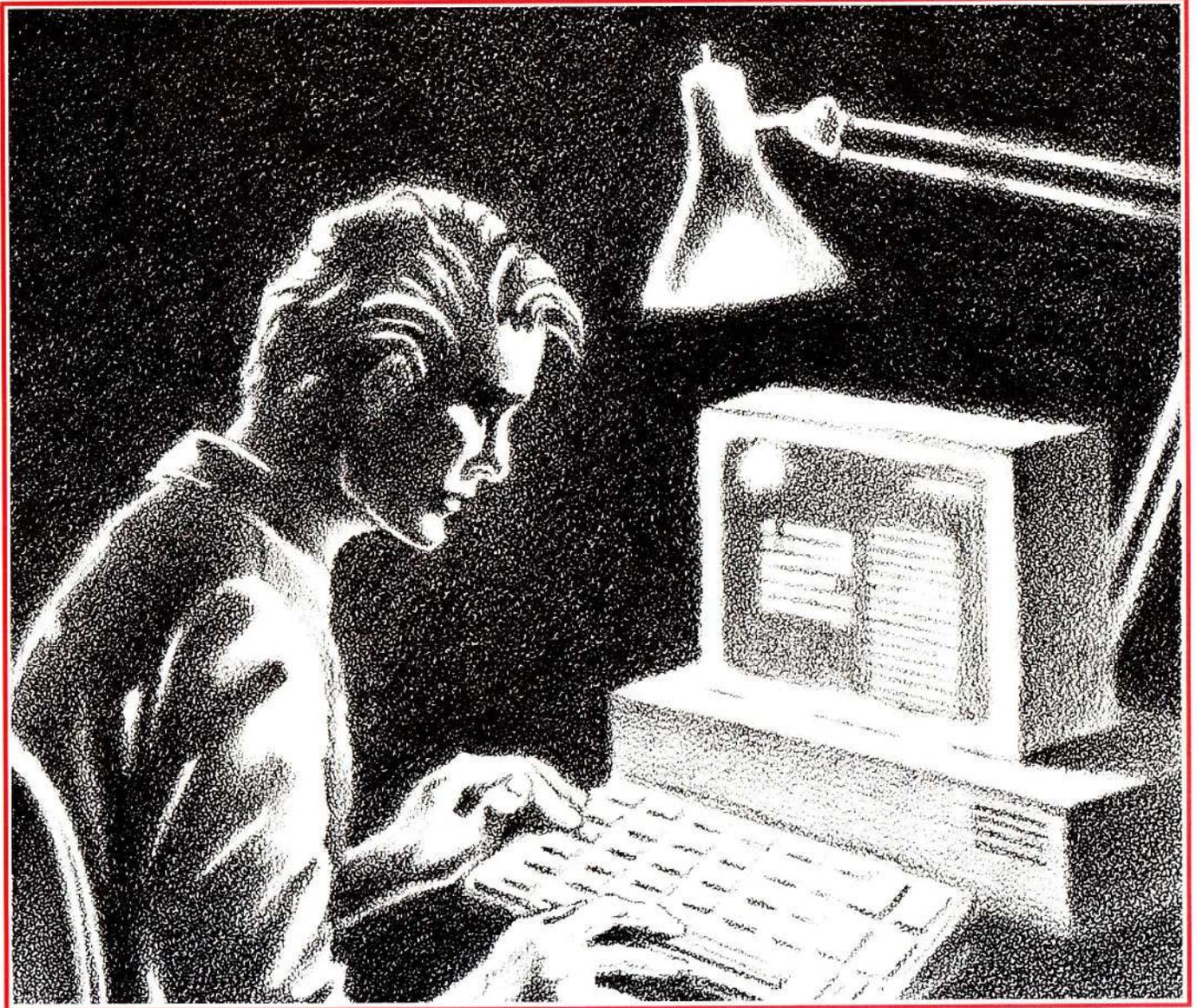
5. Additional Intelligence

Organizations

The suspects you encounter while investigating a crime are all members of one organization or another. These organizations are independent groups but work together when it serves their purposes. All of them have a general focus from one of three categories: international crime, terrorism, or espionage. Regardless of their focus, organizations also vary in their orientation between left-wing popular socialism and right-wing military authoritarianism, the violence with which they are associated, and the notoriety they have accumulated.

In the following list is a brief description of the organizations that you may encounter.

Colombian Cartel

Colombian Cartel

Based mainly around the city of Medellin, this confederation of businessmen is the largest shipper and distributor of illegal drugs into North America. Dealing mainly in cocaine and cocaine derivatives, their profits have been enormous. They wield great power in Colombia and have exerted some control over other nations. The people of Colombia are now trying to fight back and some of the cartel members have been killed or jailed, but the war continues. They have shown themselves to be extremely violent.

Death Squad

In several South and Central American countries controlled or dominated by the military, right-wing death squads sprung up to put down threats to the status quo. They gained international notoriety for murders of church leaders and involvement in disappearances of students and other dissidents. Even where the military has now been restrained, these groups have often maintained a secret existence. They are now less motivated politically and work for the pay of the entrenched establishment.

Death Squad

Dignity Battalion

Dignity Battalion

Assembled from the impoverished and unemployed of Central America, these mobs serve the purposes of charismatic dictators. They provide a pool from which a cadre of promising agents can be recruited. Their active branches have carried out a number of illegal operations intended to solidify the power of their patrons, including the murders of opposition leaders. They have not yet demonstrated extreme violence, but that may come with experience.

Direct Action

A left-wing French terrorist group responsible for bombing attacks, bank robberies, and attempted assassinations. Due to their successful bank raids they are very well funded and equipped. They maintain contact with other European left-wing groups and have occasionally worked with some of them. Their operations are mainly centered in France or Western Europe and they are trying to rekindle the radical left movement of the 60's and 70's. They have made a number of violent attacks against courts, computer companies, and the Ecole Militaire, but have not yet shown excessive brutality.

Direct Action

FLN (Force de Liberation Nacionale)

A left-wing terrorist group operating in El Salvador and other South American nations. Not satisfied with the removal from power of the region's dictators, they want an end to big business and a more socialistic government. Responsible for kidnappings and several murders, including missionaries and other church leaders. Capable of extreme violence.

Haitian Junta

Since the overthrow of the Duvaliers, a series of strongmen and military cabals have played football with the government of Haiti. While the winners in this game change from week to week, the people of this impoverished nation are the clear losers. The junta appears to have a firm grip on power, and the only issue is who is at the top. Dedicated to maintaining their power, the junta has also been involved in illegal activities outside of Haiti and appear interested in the drug business.

FLN

Haitian Junta

Iraqi SP

Iraqi SP

The Iraqi secret police has been very active throughout the Middle East and Europe. Their main targets have been Iraqi dissidents and other threats to the current regime, both at home and abroad. With the capture of Kuwait and subsequent international embargo of Iraq, the secret police have become more active in attacking both their Western and Arab enemies.

Jamaican Gang

A loose confederation of drug traffickers that found reason to pool resources and information to improve their business. They operate mainly in the Western Hemisphere transporting illegal drugs into North America and have demonstrated extreme violence when dealing with competitors or problems within their own organization. They were recently implicated in a mass murder of associates in Baltimore. They are interested solely in profit and use extreme violence to strengthen their business.

Libyan Embassy

Unable to project military power in the world, the Libyan government has actively supported terrorist groups around the world. Agents attached to their embassies have been linked to a number of terrorist activities, both directly and in support roles. Examples are a night club bombing in Germany and an airport bombing in England. They have mainly operated in the East and Europe. Interested mainly in the destruction of the wealthy Western democracies and preservation of some national pride.

M-18

Left-wing Colombian guerrilla/terrorist group most notorious for their takeover of the Bogota Palace of Justice in 1985. More than 100 people were killed in the takeover and subsequent assault by the Colombian army. With the loss of so many important members in that battle the group's activities dropped dramatically. Initially formed to bring about a more Marxist government, there have been signs recently of cooperation between them and the drug cartels of Colombia. They are thought only to operate in the Americas and are capable of extreme violence.

Jamaican Gang

Libyan Embassy

M-18

Mafia

Mercenaries

Mafia

The largest and best organized crime syndicate in the U.S., it arose originally from the poor Italian immigrants who came to America around the turn of the 20th Century. Mainly interested in operating their illegal businesses, they resort to violence to improve their profits and settle disputes. Active in gambling, control of unions, and extortion, the Mafia's involvement in drugs is not as large as one would expect.

Marxists

A small but fanatic group of Arabs determined to bring the Marxist ideals to power in the Middle East. Fighting both the establishment and the fundamentalist reactionaries, they have an uphill battle. No major acts of terrorism have yet been attributed to their efforts.

Mercenaries

Disenfranchised by the fall of dictators in both the Middle East and South America, small bands of mercenaries continue to do illegal work for the highest bidder. Capable of violence or stealth as the buyer demands, they are effective only to a point. Not possessing the dedication and fanaticism of most groups, they do not take on anything approaching a suicide mission and melt away from real resistance. Most recently they are thought to have been involved in the coup in Liberia.

Muslim Jihad

Pro-Iranian Lebanese fundamentalist group that has waged a particularly violent campaign of kidnapping, bombing, and assassination against Western interests in the Middle East. They are not thought to take their orders from Iran, although they sympathize with the fundamentalist government and its interests. They want to see fundamentalist religious governments in charge of all Islamic countries and destruction of the decadent Western democracies. They are thought to have been involved in the U.S. Marine Corps barracks bombing and the murder of the American University President, both in Beirut.
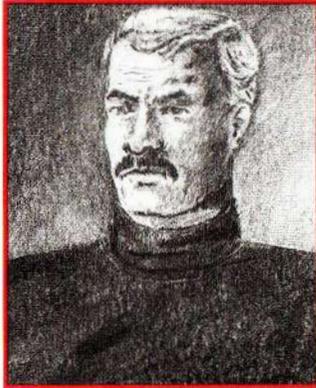
Marxists
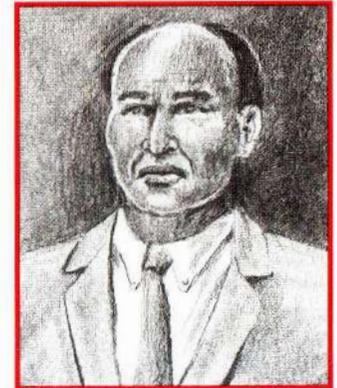
Muslim Jihad

PRC

PRC (Palestine Revolutionary Council)

A splinter group of the military arm of the PFO, this "umbrella" organization of terrorist groups is backed by the Syrian government. Dedicated to the recovery of the nation of Palestine, they have been involved in many notorious terrorist attacks including the hijacking of an Italian cruise ship, various airliner hijackings, and bloody attacks at Rome airports.

PFO (Palestine Freedom Organization)

Dedicated to the restoration of Palestine, this large body has outposts throughout the Middle East and in parts of Europe. They have actively participated in a number of terrorist acts, but most of their violent activities are carried out by fanatic splinter groups.

PIFA (Provisional Irish Freedom Army)

A faction of the group that brought about Irish independence from Great Britain in the 1920's, this terrorist organization is responsible for a great many bombings and assassinations across the Northern Ireland border and in Britain. They were responsible for the murder of Lord Mountbatten, the Hyde Park bombing of the Household Cavalry, and the continuing deaths of British soldiers. They operate mainly in the British Isles but have representatives throughout Europe and North America. A very violent organization dedicated to uniting all of Ireland.

Red Army Faction

Left-wing German terrorist organization founded in the late 60's and at least partially responsible since then for many notorious kidnappings, bombings, and murders, including the Entebbe airline hijacking and an attack on the U.S. airbase at Rhein-Main. Although the group's founders and early leaders are now dead, most having committed suicide in prison, the group continues to function. They are working for a radical change in Western culture. Operating mostly in Europe, they have demonstrated extreme violence.
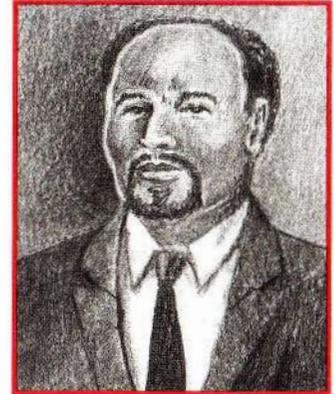
PFO

PIFA

Red Army Faction

87

Red Battalion

Red Battalion

A notorious Italian left-wing organization that has developed contacts with most of the main European and Middle Eastern terrorist groups. They specialize in the murder and kidnapping of judges, politicians, and businessmen, and at one point were planning an attack on the annual conference of Christian Democratic Party. Noted for shooting targets in the knee and the murder of ex-prime minister Aldo Moro, they are brutally violent and operate mainly in Southern Europe.

Red September

A terrorist splinter group from the PFO formed in response to the bloody eviction of Palestinians from Jordan. Thought to have been involved in several brutal terrorist acts, including the murder of Olympic athletes. Many of the identified leaders of Red September have been hunted down and assassinated in turn by the Mossad. The Red September is one of several groups dedicated to recovering Palestine and possibly the most violent.

Red September

Revolutionary Guards

Originally a spontaneous organization born in the Iranian Revolution, the guards remain active defenders of the fundamentalist movement. They are best known for the attack on the U.S. Embassy in Tehran, but a related group tried to stage a Shi'ite fundamentalist uprising in Egypt with the assassination of President Anwar Sadat. Outside of Iran they continue a covert campaign of destabilization, attempting to spread their revolution to other predominantly Muslim nations.

Revolutionary Guards

Shining Way

A left-wing group from Peru hoping to install a Marxist government. Drawing their recruits mainly from college student bodies, they are not normally violent and are almost tolerated by the government. Working primarily through peaceful means so far, they nevertheless are extremely dedicated and capable of turning to more violent tactics if provoked by opposition or failure.
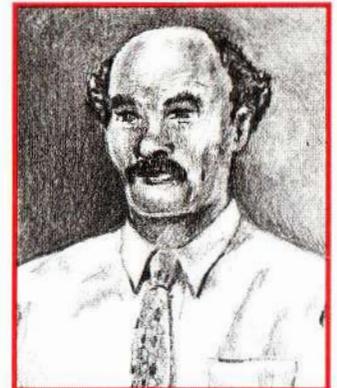
Shining Way

Amazon Cartel

Tupamaros

Amazon Cartel

A second, smaller drug trafficking organization based in Colombia. They act independently of their larger neighbors, but have worked out territories so there is little conflict. Like their larger brothers, they are prone to violence and have been linked to the deaths of a number of DEA agents in Mexico and elsewhere.

Stassi

The remnants of the vast espionage and terrorist network built by the communist East German government went underground with the unification of the two Germanies. Now they work for their own interests. Still dedicated to the Marxist ideal, they work for the highest bidder or to further their own survival. They continue to play by the unwritten rules of the clandestine world and are not excessively violent.

Tupamaros

Named after the Inca "Robin Hood", Tupac Amaru, this left-wing revolutionary terror group concentrates on raiding banks, businesses, arsenals, and even casinos. As their campaign failed to have a major impact, and in fact fostered a swing by Uruguay further to the right, they have become more violent and desperate. They have begun assassinating policeman and soldiers, as well as an American national. A new group of similar name and ideology has recently surfaced in Peru.

Unione Corsique

Known as the French Connection, they are an international crime syndicate that imports illegal drugs into Europe and North America from the Middle East. Originally founded by Corsican smugglers, the group is now based in Marseilles and has its fingers in a number of legitimate and illegal businesses. Violent when necessary, they much prefer to be left alone and let their businesses prosper.

Stassi

Unione Corsique

In addition to the organizations mentioned previously, there are three others that you may encounter during your investigation: the KGB, MI-6, and the Mossad. These security agencies have interests that often parallel those of the U.S. and may occasionally offer assistance. However, they are not immune to infiltration and moles, and one of their agents may be part of a criminal conspiracy. A mastermind is not capable of getting control of these organizations.

KGB (Komitet Gosudsarstvennoy Bezopasnosti - committee for state security): The Soviet Union's equivalent of the CIA and FBI combined, it is the largest security agency in the world with nearly one million employees. The KGB has been very active in espionage and covert action but these activities are expected to decrease due to the thaw in the Cold War. Responsible in recent years in the U.S. for the Walker spy ring and the Falcon and the Snowman. Emphasis on industrial espionage has increased to help the lagging industrial sector at home.

MI-6: The British Secret Intelligence Service is still known to some by its ancestral designation as the 6th department of Military Intelligence. Perhaps the U.S.'s closest ally in the clandestine world, it has a long tradition of effective intelligence gathering. Its reputation has suffered with the revelations of Soviet infiltrators in the organization and it has not in recent times had the resources that the Americans can employ. The SIS, together with other British organizations such the SAS (Special Air Service), remain active and competent.

Mossad: The Israeli intelligence and security organization responsible for human intelligence collection, covert action, and counterterrorism. Its principle function is to conduct operations against those Arab nations that threaten Israel. It is considered one of the most effective security organizations in the world. Although its successes are rarely publicized, it apparently engineered the snatch of a defector in Britain who was revealing evidence of Israeli nuclear weapons and has also assassinated a number of Arab agents thought involved with the Munich Olympic massacre.

Player's Notes

An important concept to grasp for new players of Covert Action is that you are investigating a crime that is being planned, not one that has already happened. Your task is to prevent the crime before it occurs. The best way to accomplish this task is to identify what is going on and who is to do what. Then you can arrest the participants before they can do their part.

Time is your critical resource, so you need to work efficiently. Every move you make in your investigation should be directed toward identifying the participants in the crime, determining what organization they belong to, and locating the city in which each individual operates. Once you know that a suspect who is a member of the PFO is located in Cairo, and you know where the PFO hideout in Cairo is, you can get the evidence you need to arrest this suspect by breaking into the PFO hideout.

Break-Ins: The object of every break-in is to gather the evidence for conviction of suspects and pick up information that can lead you to other suspects. Break-ins are critical because they are your single best source for finding messages between participants. Messages that can be decoded provide the evidence and information you want. Every message that you can uncover and decode paints in more of the picture.

Break-ins are also the most dangerous action you can take, so don't be careless when inside. If you get captured you not only lose time recovering from your wounds and escaping, but your adversaries become more alert. Thereafter it is more difficult for you to take action because there are more guards posted everywhere.

You spend most of your time doing break-ins. Be sure to close all doors, drawers, etc., behind you. Obtain a disguise as soon as you can. Eliminate guards whenever you can without taking risks. Use gas grenades to shield an escape corridor of rooms to an exit. Create a diversion with a remote control grenade in one part of a building while making an arrest and escape in another. But remain flexible in your plans because you never know what may go wrong.

Many times in a break-in patience is called for. Don't enter the next room if its occupied by a half dozen guards. Don't be afraid to hide behind furniture.

If you are breaking in for information, be sure to take a camera and safe cracking kit. Bugs may also be useful. If you are going in to make an arrest, then some grenades may come in handy. If the guards are alert and plentiful, the Uzi may be a better weapon because you can get off accurate shots faster. When not especially looking for confrontation, the automatic hand gun may be adequate if you are careful to shoot from ambush.

While you are in the building attempt to open as many files and safes as possible to search for clues. Floor safes may contain especially important information such as a listing of the crime participants or a master plan of the entire crime, so open as many as you can.

Enemy computers can greatly assist your investigation if you can get past their passwords and gain access. Their databases may contain information on many topics of interest, including organization hideouts, suspect locations, and the locations of drugs or other evidence. Computers in a suspect's hideout can provide incriminating evidence by revealing his role.

Grenades offer a number of interesting options. Using them advantageously is the mark of pro. When defending against a prison break, booby traps can be very useful both outside and inside the room you are defending.

Electronics: Skill at electronics comes with experience. Before replacing a chip, picture in your mind the changes in the flow of electricity that will result. At the lowest level of difficulty it may be best to work from the left side of the board. At the other levels of difficulty it is probably best to work from the right side because more complex printed circuits, unknown chips, and inverter chips pose a much more complex problem.

Code Breaking: Remembering a few hints can improve your code-breaking. First, the most common letter in the English language is the letter "e". When breaking a code, replace the most common letter in the code with "e" and see if that helps. The second most common letter is "t". Look for a three letter word beginning with "t" and ending with "e". It is probably "the". In tougher codes where the more common letters may have two code letters and where no spaces are left between words, your best clues may be double letters.

Coded messages may look hopeless at first but don't give up too quickly. Getting just a couple of letters right can put you over the hump and the rest flow out easily. Replace a few likely letters and then look for words that may be forming. Look for good combinations of letters that have the feel of English. If the combinations that appear are obviously incorrect, start over. Work on short words first, including single letter words. If you know which group sent or received a message, look for that organization's name in the message. Look for the names of the cities where the message originated or was sent.

Driving: Switching off your cars is a fundamental concept when following a suspect. Remember to keep your cars more than one block behind to minimize suspicion. Use the tracking device to keep the relative position of the suspect in mind if he is not in sight. Plan a role for your cars when they are selected. At least one car should have a tracking device and should be your follower. A faster car can be used to get out in front or cut him off to make an arrest.

The most difficult problem is how to get information when all of your leads appear dead. In this case, reexamine your clues for hints about a city or organization that may be involved. If a city is named, go there and investigate. If an organization is named, find a city in the Organization Summary that has a known hideout of the group and go there. Wiretap and break-in to dig up more clues. If you don't have even these clues, look at the activity report to see what cities or organizations have been active.

If you have no helpful clues at all, try an international scan from the Intelligence Section at headquarters. For help in a city, try a local scan or hang out in the lounge at your hotel. Remember that hanging out in hotel lounges increases the enemy's awareness of your presence. Occasionally check back at headquarters to see if more clues have come in and check with Sam. Don't forget to occasionally review your clue files as they may tie in with what you already know about a suspect.

Although you can succeed to some extent by breaking in everywhere, you will do better by being smart. Always try to take the action that offers the most reward. Examine your clues and pause occasionally to consider what you think is going on. It sometimes is best to arrest some of the less important figures in a crime to force the bigger fish to be more active and leave more clues about their role and location.

Index

Index

Credits

Original Game Design
Sid Meier
with Bruce Shelley

Original IBM Programming
Sid Meier

Original IBM Computer Graphics
Barbara Bents
with Michael Haire, Michael Reis, Jackie Ross, & Matt Scibilia

Research & Documentation
Bruce Shelley & Lawrence Schick

Original IBM/Tandy Sound & Music Programming
Ken Lagace, Jim McConkey, & Scott Patterson

Original IBM Music Composition
Jeffery L. Briggs

Manual
Bruce Shelley

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Illustrations and Layout by Susan Ullrich
Character Illustrations by Michael Reis & Iris Idokogi
Chapter Head Illustrations by Michael Groton

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