



Screen pictures shown
may be different machine
versions of game.



Escape from the clutches of the Russian KGB.
Echappez-vous des griffes du KGB sociétique.
Escapa de las garras del KGB ruso.
Scappate dalle grinfie del KGB russo.
Fliehen Sie aus den Klauen des russischen KGB.
Undslip fra det russiske KGBs grufulde greb.
Ontsnap uit de klauwen van de Russische Geheime Dienst (KGB)
Joystick Only



CBM
64/128

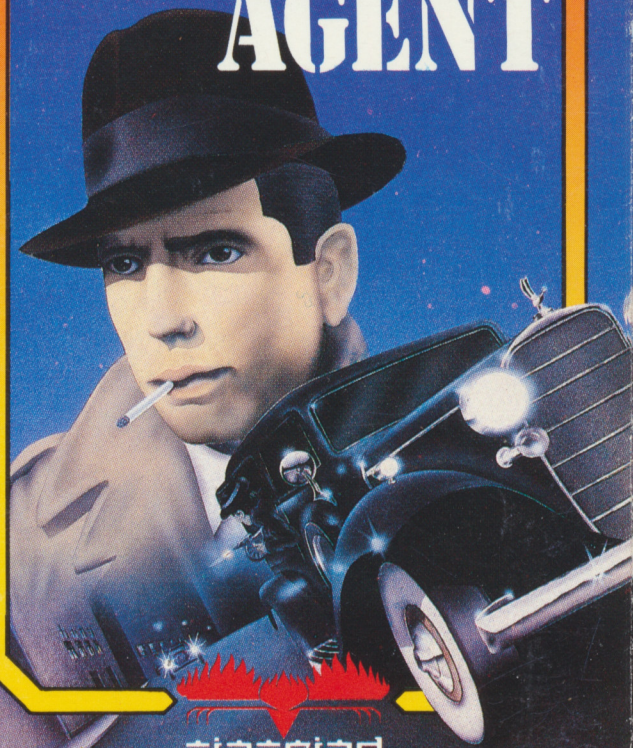
SPECIAL AGENT



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COMMODORE 64/128

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Galaxibirds
Spiky Harold
Mad Nurse
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Thrust II

Amstrad

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Thrust
Harvey Headbanger
Ninja Master
Collapse
Bomb scare
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* Correct at time of printing

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SPECIAL AGENT

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THE GAME

Moskva 1988. Top C.I.A. man Felix Hoover (Codename: 'The Cleaner') has infiltrated the K.B.G. Headquarters. His mission is to steal the top secret blueprints to the Soviet Spacecraft Suya 2. Felix however, is discovered by the K.B.G. guards and they are quickly on his trail. Your job is to help Agent Hoover complete his task and escape safely. Beware, the Russians will show no hesitation in shooting to kill. While you are in action, you should try and collect western cash which will help in your escape. This is done by opening doors, of which there are a total of 75 between you and the escape key.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Special Agent can be played with a joystick connected to port 2 of your Commodore.

Fire=SHOOT

Up=JUMP

Down=LAY DOWN/OPEN DOOR

Left=GO LEFT Right=GO RIGHT

Up/left=JUMP LEFT Up/right=JUMP RIGHT

There are three buildings which must be searched for information before Felix can return stateside.

Scoring

- | | |
|---------------------------------|---|
| Killing an Agent | = 100 points |
| Opening doors | = 50, 100, 500, 1000, 2000 points (random) |
| Obtain Documents | = 1000 points+ 1000 extra points on reaching the exit |
| Obtain Briefcase | = 1000 points+ 1000 extra points on reaching the exit |
| Obtain Key | = Mystery bonus |
| Extra life every 20,000 points. | |

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