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CMB64/128

SPY'S DEMISE THE SPY STRIKES BACK

ELECTRIC
Dreams

Spy's Demise
& its follow up

SPY'S DEMISE
A Paperback Action by Alan Zee
translations by Robert Hardy and Wayne Cooper

SPY'S DEMISE

*The Spy
Strikes Back*



THE SPY STRIKES BACK

COMMODORE 64/128

CMB64/128

SPY'S DEMISE

THE SPY STRIKES BACK

You were quietly sipping a double vodka martini (stirred, not shaken) with a twist of Persian lime peel in the lobby of the Bangkok Hilton when you overheard two KGB employees discussing an encoded message which was giving fits to their superiors. The message was the key to a fortune in valuable computer data, but so far all the cryptologists in the Ukraine couldn't put the puzzle together again. Slavic security being what it is, each component of the message was kept on a separate floor of the diplomatic mission in Pyongyang.

It didn't take long to figure that the person who could assemble the parts of the puzzle and then solve it would not have to work another day in his or her life. And you, of course, had been getting progressively more bored with the life of spy-for-hire. Perhaps retirement awaited ...

A little research proved fruitful. Each floor contains bits of the puzzle stored in dossiers, tapes, microfilms, and other tools of the trade. All you have to do is gather these and crack the code.

What your research didn't turn up was the schedule of rounds made by the embassy guards ... but you decide to go ahead with the mission. No one said making a fortune would be easy.

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You thought you had pulled perpetual office duty while recuperating from your mission in the Russian embassy in Korea, when the phone call yanked you from bed at 4:00 Sunday morning demanding your presence in 3's office.

When you arrived, Ms Moneypenguin showed you right in. The old man sat at his desk with the contents of a dossier spread out before him. The name at the top of the folder was Dr. Xavier Tortion, an international terrorist of particularly vile repute. Present whereabouts: unknown.

"I think we've located Dr. X," 3 said. "Several of our operatives have vanished into a converted castle in the East German town of Aichenbach. One chap finally got back out and managed to let us know the name of the owner before transmission abruptly ended.

"As you well know, Dr. X has threatened to detonate a nuclear device in a major population centre if the world community does not meet certain demands. Our time is running out. We're sure that we can find where he plans to use the device by searching the fortress, but the security is so tight that none of our agents has managed to return. I'm sorry, OOP, but your administrative career is over. You must enter that castle and find the information it contains.

"It is imperative that your presence go undetected. Should you be spotted, run. Do not fight. As long as Dr. X feels that his security has been successful he will not change his plans. However, should you destroy any of his electronic guards, he is likely to alter his strategy and we'll need to start over, totally in the dark. Need I emphasize the need for stealth! Now be on your way and don't dally in the outer office!"

Instructions

Loading Instructions

Commodore 64 – Cassette

1. Insert cassette and press 'RUN/STOP' and SHIFT keys together.
2. Press **PLAY** on cassette and game will load and run.

Commodore 64 – Disk

1. Turn on disk drive.
2. When drive motor stops, insert disk.
3. Turn on computer.
4. Type **LOAD " ", 8, 1** and press **RETURN**

Atari – Cassette

1. Remove all cartridges from your Atari computer.
2. Advance the tape by hand up to the beginning of the brown magnetic tape (to the end of the yellow leader tape).
3. Put the tape in your recorder and press play.
4. Hold down the **START** (and **OPTION** on **XL** and **XE** machines) key on your Atari and turn the computer on.
5. After the short tone, release the **START** key and hit the **RETURN** key to begin loading.

Atari – Disk

1. Turn off drive and computer.
2. Turn on drive, turn on computer (while holding down **OPTION** key on **XL** and **XE** models). Disk will load automatically.

SPY'S DEMISE

Gameplan

The idea is to reach the top of the building. As you cross each floor, you move up one level. Avoid the guards in the lifts, and try to pick up the occasional flashing secret spy decoder rings, as they are worth bonus points. The faster you get across each floor, the more points you will receive. The point counter in the upper right corner of the screen shows the points you will receive for crossing each floor. Note that the point total drops with the passage of time.

After you work your way to the top of the building, the screen will clear and you will see part of the secret encoded message that may or may not save the world. Press any key to continue after you've digested the message, and you'll put in another, slightly shorter building.

Of course, with the same number of guards patrolling less space, the task gets more difficult.

Solving the Puzzle

If you think you have solved the puzzle, you will know what to do next. You'll then be asked to submit a dossier consisting of your name, address, and the score achieved when the end of the puzzle was reached. For those who think that the secret may be found in the program listing, sorry, you'll be doomed.

To Move

Atari: Generally there are two instructions. Left. Right. These are implemented in several fascinating ways:

On the keyboard, it's:



With a joystick, it's:



With paddles, it's:



Simply press 'J' for joystick; 'P' for paddles; or 'K' for keyboard to select the control mode you wish to use.

Commodore: In the Commodore 64 version, please note that the cursor movement keys are used – the up/down arrow key for left movement and the right/left arrow for right movement.

Other Options

Press **Control-R** to restart game. (All versions) Press **Control-S** to toggle sound. (All versions)

Press **Escape** to pause the game. (Atari version only)

THE SPY STRIKES BACK

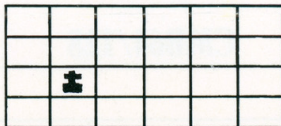
Gameplan

You begin the game on the first floor of Dr. X's hideaway. Hidden in the German fortress are nine clues leading to the location of Dr. X's terrorist operation. The reports we have say that there are five floors, and each floor is divided into 24 vaulted and guarded sections, each containing 16 small rooms in which you may hide. Your homing device will allow you to determine in which section of the fortress you are as follows:

At the bottom right corner of the screen you see:

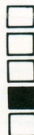
Floor Map – A 6x4 grid

On the Floor Map each rectangle represents one guarded section of the fortress (or one screen display). The picture of the spy shows which section you are in.



On the Level Map each rectangle represents a level of the fortress.

The filled marker shows the floor you are on.



Each section of the fortress is guarded by electronic security devices roaming the halls. There are 16 small rooms in each section, some of which contain bonus objects. You may hide in these rooms to escape pursuit. Doors to the rooms open automatically as you pass them. A room with a flashing square contains a lift that will take you up or down one floor.

When you first enter a section, there are no visible exits except possibly a lift leading to another floor. A timer at the lower left corner of the screen will start counting down. A flashing ring will appear somewhere in the corridors. Getting to the flashing ring will open an exit door from the section (an arrow will point to it). Occasionally a spy shape will be shown in place of the ring. This is one of the nine clues!

The counter at the lower left corner of the screen tells how many points you will receive for successfully getting through a section. If the guards see you, an alarm sounds, the point counter's value is cut in half, and the guards home in on you. You may run for an exit, or duck into one of the rooms. If you get into a room, the alarm will turn off and the guards will cease to zero in on you. If you leave and get seen again, through, the point total will be halved once again!

Hints

1. Don't be seen.
2. Make a map of connecting sections and lifts. Sometimes to get to another section on the same floor you'll have to go up a level, over a few sections, then back down.
3. The upper floors are more difficult, but the bonus objects in the rooms are worth more points.
4. You get an extra spy with every 2,000 points, up to a maximum of 5 at any time.

Reading the Clues

Commodore 64: When you find one or more of the clues, the **RETURN** key will allow you to see and hear the clue sequence. Once you've found more than one, the **SPACEBAR** will let you choose the clue you want to see. Pressing 'P' will take you back to the game.

Atari: When you find one or more of the clues, the **START** key will cycle through the clue sequence. You can press **START** as many times as you like, to run through the sequence repeatedly. Once you've found more than one, the **SELECT** key will let you choose the line to see. Pressing the joystick button takes you back to the game – get ready to run!

To Move

Commodore 64: Joystick controls the direction and movement of the spy. 'K'eyboard – 'A' is up, 'Z' is down, the Arrow keys control right and left movement, and the **SPACEBAR** stops the spy. 'P' pauses the game. Hit 'P' again to restart. 'F' toggles the music.

'H' changes the musical voice parameters for a different sound! 'RUN/STOP' key restarts the game.

Atari: **START** begins the game. Joystick controls the direction and movement of the spy. **ESC** pauses the game, pressing **ESC** again will restart it. **SELECT** toggles the sound on or off during the actual game play.

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