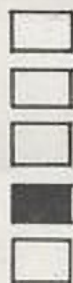


THE SPY STRIKES BACK™

by Robert Hardy & Mark Pelczarski

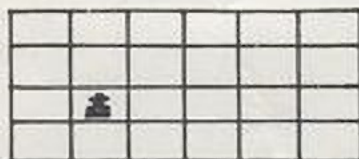
You begin the game on the first floor of Dr. X's hideaway. Hidden in the German fortress are nine clues leading to the location of Dr. X's terrorist operation. The reports we have say that there are five floors, and each floor is divided into 24 vaulted and guarded sections, each containing 16 small 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:



Level Map — a column of five rectangles

On the Level Map each rectangle represents a level of the fortress. The filled marker shows the floor you are on.



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.

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 an elevator that will take you up or down one floor.

When you first enter a section, there are no visible exits except possibly an elevator 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 elevators. 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.

Spy Strikes Back Contest

The first person in each state, Canadian province, or country to solve the coded puzzle will win \$100 worth of the software of their choice.

At the time of this publication, only four people have solved the puzzle from Spy's Demise—can you solve this one? If you do, you'll know what to do....