THE SPY STRIKES BACK™
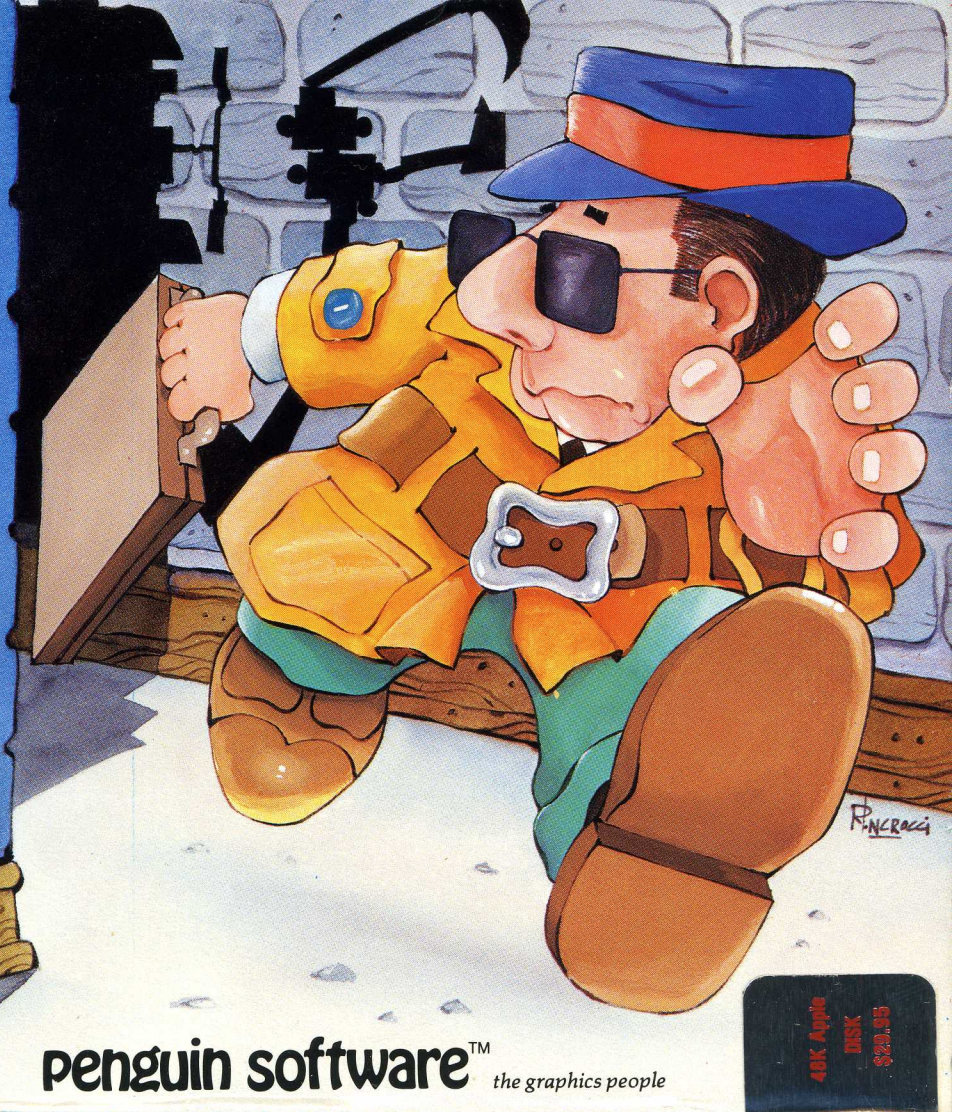
(or How to Not Be Seen)

by Robert Hardy
and Mark Pelczarski

penguin software™ *the graphics people*

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 center 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, 00P, 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!"

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THE SPY STRIKES BACK™

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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:
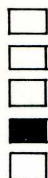
Level Map — a column of five rectangles

On the Level Map each rectangle represents a level of the fortress. The filled marker shows the floor you are on.
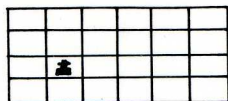
Floor Map — A 6x4 grid

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....

Reading the Clues:

ATARI Version — 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!

APPLE Version — When you find one or more of the clues, the RETURN key will cycle through the clue sequence. Once you've found more than one, the SPACEBAR will let you choose the clue you want to see.

Pressing "P" or the joystick button will take you back to the game.

Controls:
ATARI Version
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 actual game play.

Loading Instructions for Cassette Version:
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 key on your Atari and turn the computer on.
5. After the short tone, release the START key and hit any other key to begin loading.

APPLE Version:
"J"oystick 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.
"S" allows you to choose sound options — for Mockingboard Speech or Sound & Speech boards. The game comes ready to run on the Apple's speaker.
ESC pauses the game. Hit ESC again to restart.
CTRL-S toggles the sound.
CTRL-R restarts the game.
"V" to view high scores.

Disk or Cassette Replacement

If your Spy Strikes Back disk or cassette should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with $5.00 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software and is in line with our policy of not copy-protecting our applications software. Please help us by not copying our entertainment software and by not making any copies of our applications software except for your own use as backups.

Preston Penguin says:

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