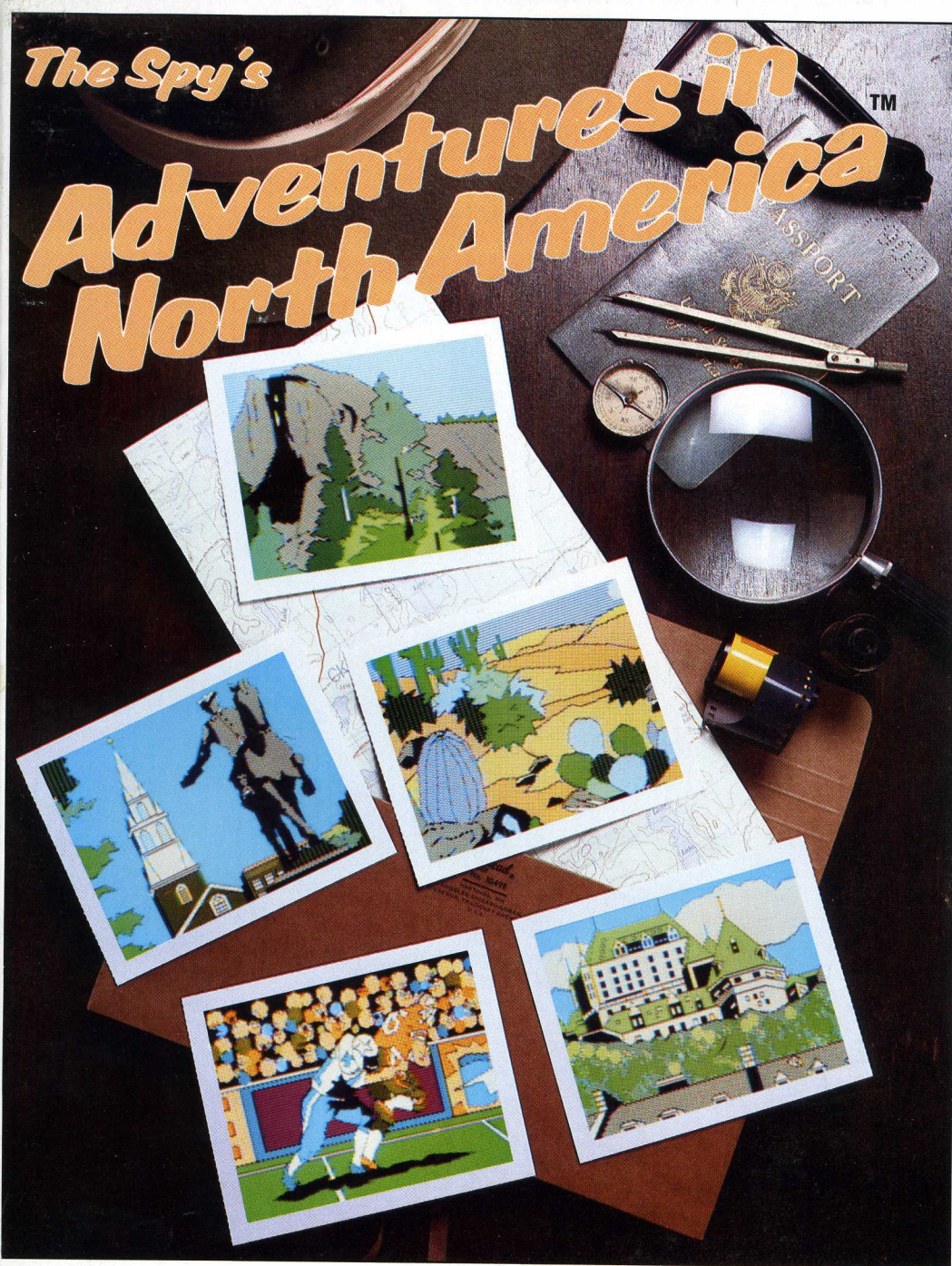


The Spy's

Adventures in North America™



Exploration
Series

A Travel
Adventure
for the Entire
Family

Never Play
the Same
Game Twice

Play Alone, or
with up to 6
people, Spy
against Spy, or
in a cooperative
Spy Network

Learn as you
play or just play
for fun!

Apple
5 1/4" Disk
64K Required

P.  . LARWARE™

The Spy's Adventures in North America

A Travel Adventure for the Entire Family

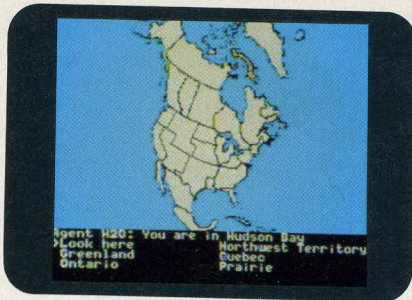
The Spy's **Adventures in North America** takes you on a continental search for the fiendish Dr. X, who may be hiding anywhere from the Yukon in Canada to the Yucatan in Mexico. Travel North America in search of informants, who may give you clues to Dr. X's secret location if you give them something in return.



With one player, it's just you against Dr. X, trying to find informants so you can catch him as quickly as possible. With 2 to 6 players, you can play cooperatively (forming a spy network), where each player moves independently, but work together to find and solve clues, find informants, and ultimately find Dr. X. Or you can play competitively (spy against spy), where each searches for their own villain, but must compete to solve clues and race to get to the informants. The winner may be the one to find his or her villain first . . . or it may be the one to earn the most efficiency points . . .

Travel to any adjacent region shown on the map screen in the game, and search locations in each region. A computer dossier is available for each region, and the computer keeps track of all your clues. Some clues tell where you might find a hidden jewel, and jewels are handy to give to informants in exchange for information on Dr. X's whereabouts.

All information is stored on disk. Separate books are not required for play. All interaction with the computer is handled with just 3 keys on the computer (such as SPACE BAR to move between choices, and RETURN to select a choice), or, in some versions, by selecting choices with a mouse. You don't have to type in complex instructions or remember a lot of keyboard commands.



Each time played, you start with new clues and a new location for Dr. X. Besides "finding Dr. X" to win, points are awarded for efficiency . . . how many clues you solve, how quickly you find Dr. X, and how

much money you are able to save the agency by not spending it and by returning the jewels. Games may be saved in progress so that you can continue at any time.



Travel and search the continent and beyond from Alaska to Florida, Quebec to the South of Mexico, Maine to California. If you happen to learn something in the process, all the better: it'll make you a better spy!

Adventures in North America was designed by Mark Pelczarski. Illustrations are by Brian Poff and Elizabeth L. Redlich, and text by Mark Glenn. Programming by Jeffrey Jay. Graphics were created with The Graphics Magician. Penguins never travel in motor homes.

Note: Central American and Caribbean countries are included in **Adventures in South America**.

Also available are **Adventures in South America, Europe, Asia, Africa, and the Pacific Islands**.



POLARWARE®

1055 Paramount, Batavia, Illinois 60510 (312)232-1984