

THE SPY STRIKES BACK

(or How to not be Seen)
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While recuperating from your mission at the Russian embassy in Pyongyang, you received a phone call at 4:00 a.m. Sunday morning demanding your immediate presence in 3's office. When you arrived, Ms. Money Penguin 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 while investigating a converted castle in the East German town of Aichenbach. One chap contacted us and managed to let us know the name of the owner before his transmission was 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 the device he is planning to use by searching the fortress, and neutralize it. The security is so tight that none of our agents has managed to return. I'm sorry OOP, but you must infiltrate that castle and find the information we need.

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

PLAYING THE GAME

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 say that there are five floors, each divided into twenty-four sealed and guarded sections containing sixteen small rooms in which you may hide. Your homing device will allow you to determine which section of the fortress you are in as follows:

At the bottom right corner of the screen you see
Floor Map — a 6 by 4 grid

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

Level Map — A column of five rectangles

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

Each section of the fortress is guarded by electronic security devices roaming the halls. There are sixteen small rooms in each section, some of which contain bonus objects. You may hide in these rooms to avoid being seen or to escape pursuit. Doors to these 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 flashing ring will sometimes appear in the corridors. Getting the ring will reveal an exit door. Occasionally a spy shape will appear in place of the ring. This is one of the nine clues.

The counter at the lower left corner of the screen shows how many points you will receive for successfully completing a section, and it will start counting down each time you enter a new section. If a guard sees you in the hall, an alarm sounds, the point counter's value is halved, and all the guards will home in on you. You may run for an exit, or duck into one of the rooms. If you duck into a room the alarm shuts off, and the guards will go about their business of patrolling. If you are seen again the point value will be halved again!

HINTS

- 1) Don't be seen.
- 2) Make a map of connecting sections and elevators. Sometimes to get to another section of 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 items in the rooms are worth more points.
- 4) You will receive an extra spy for every 2,000 points, up to a maximum of five at any one time.

APPLE VERSION CONTROLS

Press "J" for joystick, or "K" for keyboard control.

Joystick: Controls the direction and movement of the spy.

Keyboard:

A is up, Z is down, the arrow keys control left and right movement, and the spacebar stops the movement of the spy.

Other significant keys:

S — Allows you to choose sound options (for Mockingboard). The sound comes ready to run on the Apple's speaker

ESC — Pauses the game, hit ESC again to continue

CTRL-S — Toggles the sound

CTRL-R — Restarts the game

V — View high scores

ATARI VERSION CONTROLS

Press START to begin the game. You will enter the game in joystick mode. The joystick controls the direction and movement of the spy.

Other significant keys:

ESC — Pauses the game, press ESC again to continue

SELECT — Toggles the sound on/off during actual game play

COMMODORE VERSION CONTROLS

Press "J" for joystick, or "K" for keyboard controls. Plug joystick into port 1.

Joystick: Controls the movement of the spy.

Keyboard: The A key is up, the Z key is down. The arrow keys control left/right movement. The spacebar will stop movement altogether.

Other significant keys:

P — Pauses the game, press P again to continue

"f7" — Toggles music on/off

"f1" — Changes the musical voice parameters for a different sound

RUN/STOP — Restarts the game

READING THE CLUES

APPLE Version — When you find one or more of the clues, the RETURN key will cycle you through the clue sequence. Once you've found more than one clue, the spacebar will let you choose which clue you want to see. Pressing P or the joystick button takes you back into the game.

ATARI Version — When you find one or more of the clues, the START key will cycle you 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 clue, the SELECT key will let you choose the line you want to see. Pressing the joystick button takes you back to the game — get ready to run!!

COMMODORE Version — When you find one or more of the clues, the RETURN key will allow you to see and hear the clue sequence. Once you have found more than one, the Spacebar will let you choose which clue you want to see. Pressing the P key will take you back into the game.

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