



SPY'S DEMISE™


by Bob Hardy & Alan Zeldin

Instructions

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

On the keyboard, it's: Left  Right

With a joystick, it's: Left  Right

With Paddles, it's: Left  Right

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 elevators, but 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. (At least it

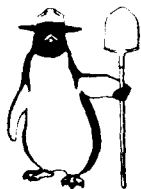
may win you a Spy's Demise T-shirt.) Press any key to continue after you've digested the message, and you'll be put in another, slightly shorter building. Of course, with the same number of guards patrolling less space, the task gets more difficult.

Other Options: Press Control-R to restart game.
 Press Control-S to toggle sound.
 Press Escape to pause the game.

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 code, sorry, you'll be doomed.

Disk Replacement

If your copy of Spy's Demise should fail within 60 days of purchase, send it back and we'll rush a new one to you right away, free of charge. Should it fail after 60 days, please include \$5.00 with your original for replacement. We feel this is a fair replacement policy, in line with our policy of not copy-protecting our applications software. Please help us by not copying our products for other than your own use.



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