

ARCADIAN #1™



THREE EXCITING ACTION GAMES ON ONE DISK

APPLE



 **penguin software™**
the graphics people

ARCADE ALBUM #1

For the first time, three previously published games are combined into a single-disk album! Because action games require a fraction of a disk for storage, Penguin Software is able to put these three favorites on one disk to give you an exceptional value. Just boot it up, and choose your favorite!

SPY'S DEMISE

One of Penguin's all-time favorite and addicting games. *Spy's Demise* requires quick reflexes to maneuver your spy to the top of the Russian embassy building. Avoid the Soviet guards who will try to stop you.

THE SPY STRIKES BACK

This is a more strategic game of evasion. You must sneak your way through the 120 rooms of the evil Dr. X's castle to find pieces of a puzzle that may save the world! It is imperative that you avoid being seen by the robot guards.

THUNDERBOMBS

Defeat the enemy armada! This is your mission in this all-out, two-way space shoot-em-up game. Outfitted in your interstellar Cloudship, you must defend yourself against enemies while working your way through five increasingly difficult levels.

The *Spy Strikes Back* is written by Robert Hardy and Mark Pelczarski. *Thunderbombs* is written by Thomas Becklund, Atari version by Robert Hardy. *Spy's Demise* is written by Alan Zeldin, Atari version by Robert Hardy, Commodore version by Wayne Barbarek.

All three games in ARCADE ALBUM are playable with joystick or keyboard controls. The Apple version requires 48K and one disk drive. Atari version requires 32K and one disk drive. Commodore 64 version requires one disk drive.

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ARCADE ALBUM #1™

THREE EXCITING ACTION GAMES ON ONE DISK

DISK LOADING INSTRUCTIONS

APPLE Version: Insert game disk into disk drive, then turn on the power to the computer.

ATARI Version: Turn disk drive power on. When drive stops running, insert game disk into the drive. Turn on the power to the computer.

COMMODORE Version: Turn disk drive and computer power on. When the red light on the disk drive goes off, type: LOAD"",8,1 and press RETURN. When the word "Ready" appears on the monitor screen, type RUN and then press RETURN.*

Contests

The first person in each State, Canadian province, or country to solve the coded puzzle in Spy's Demise will win an official Spy's Demise T-Shirt. The first person in each State, Canadian province or country to solve the coded puzzle in The Spy Strikes Back will win \$100 worth of the software of their choice. Anyone who thinks they have solved either or both of the puzzles should submit a dossier containing their name, address, and final score to Penguin Software at P.O. Box 311, 830 4th Avenue, Geneva, IL 60134.

SPY'S DEMISE

by Alan Zeldin

Atari version by Bob Hardy

Commodore version by Wayne Barbarek

You were quietly sipping a double vodka martini (not shaken, stirred) with a twist of Persian Lime peel in the lobby of the Bangkok Hilton when you overheard two KGB employees discussing an encoded message that was giving fits to their superiors. The message was the key to a fortune in valuable computer data, but so far all the cryptologists in the Ukraine couldn't put the puzzle together. Slavic security being what it is, each component of the message is kept on a different floor of a different diplomatic building in Pyongyang.

It didn't take long to figure out that the person who could procure the parts of the puzzle and then solve it would be the best spy in the northern hemisphere. You, of course, have always been quite sure that that title rightfully belongs to you.

A little research proved fruitful. Each building of the embassy compound contains bits of the puzzle stored in dossiers, tapes, microfilms, and other tools of the espionage trade. All you have to do is gather these and crack the code.

What you couldn't find in your research was the schedule of rounds made by the embassy guards . . . but you decide to go ahead with the mission. No one said being the best would be easy . . .

PLAYING THE GAME

Your goal in this mission is to reach the top floor of each building in the embassy compound. As you reach the end of one floor, you'll automatically move up to the next floor. Avoid the guards in the elevators; get hit by one of them and you must start over. You will receive points for everything you pick up on each floor. Occasionally you will see a flashing spy decoder ring; these are worth bonus points. You are allotted a certain amount of time to cross each floor. Keep an eye on the counter in the upper right corner of the screen, it lets you know how much time you have left to get across. The faster you get across, the more points you will receive. Failure to cross the floor during your allotted time will result in starting that floor over.

After you work your way to the top of the building, the screen will clear and you will see part of the encoded secret message that may, or may not, save the world. (At least it may win you an Official 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, you realize that with the same number of guards patrolling less space, your mission gets more difficult.

GAME INSTRUCTIONS

To put it simply, there are two directions, Left and Right. These are implemented in several fascinating ways:

On the keyboard, it's:

Left Right

With a joystick, it's:

Left Right

And with paddles, it's:

Left Right

APPLE VERSION CONTROLS

Press "K" for keyboard, "P" for Apple joystick, or "A" for Atari joystick control. Refer to Game Instructions for movement control.

Other significant keys:

CTRL-S — Toggle sound on/off

CTRL-R — Restart the game

ESC — Pause the game

ATARI VERSION CONTROLS

Press "J" for joystick, "K" for keyboard, or "P" for paddles. Refer to Game Instructions for movement control.

Other significant keys:

CTRL-S — Toggle sound on/off

CTRL-R — Restart the game

ESC — Pause the game

COMMODORE VERSION CONTROLS

Press "J" for joystick, or "K" for keyboard control. Plug joystick into port 1. Refer to Game Instructions for joystick movement controls.

Keyboard: The up/down arrow key moves the spy to the left, the right/left arrow key moves to the right.

Other significant keys:

CTRL-S — Toggles sound on/off

CTRL-R — Restart the game

If you think you have solved the puzzle, you will know what to do. You should submit a dossier consisting of your name, address, and the score you achieved when you reached the end of the puzzle, to Penguin Software. For those who think the secret to the message may be found in the program code, you'll be doomed!

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THE SPY STRIKES BACK

(or How to not be Seen)

by Robert Hardy & Mark Pelczarski

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. 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 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 00P, 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 00P. 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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THUNDERBOMBS

by Thomas Becklund
Atari version by Robert Hardy

HOW TO PLAY

Outfitted in the latest of P's espionage inventions; the CLOUDSHIP, you will soon encounter another possibly fatal mission. Your objective: annihilate an alien space armada to protect Earth from invasion. You are the cloudship in the middle of the screen. Your job is to destroy the alien ships that appear on either side of you. Be warned, the enemy heavily out-numbers you. Unless you destroy the two Droneclone replenishers that appear in each level, more alien ships will replace whatever ships you have managed to hit. The Droneclone replenishers will appear at the far sides of the screen to survey the battle.

Once you have hit both replenishers on a level, the destroyed enemy ships will not be replaced. When you clear all enemy ships from a level you will move on to the next, tougher level.

Earth Control will award you an extra cloudship for every 2,000 points you accumulate. A maximum fleet of nine ships is allowed at any one time.

APPLE VERSION CONTROLS

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

Joystick: The joystick controls your vertical movement. Button 0 fires to the right; button 1 fires to the left. The spacebar will stop your movement altogether.

Atari joystick: The joystick controls your vertical movement. Pushing the joystick to the left or right results in a missile being fired in that direction. The spacebar will stop your movement altogether.

Keyboard: The A and Z keys control your vertical movement. The right and left arrow keys fire in their respective directions. The spacebar stops your movement altogether.

Other significant keys:

V — To view High Scores

ESC — To pause game

CTRL-S — To view sound options (including Mockingboard)

ATARI VERSION CONTROLS

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

Joystick: The joystick controls your vertical movement. Pushing the joystick to the left or right results in a missile being fired in that direction.

Keyboard: The A and Z keys control your vertical movement. The right and left arrow keys fire in their respective directions. The spacebar stops your movement altogether.

Other significant keys:

ESC — Will pause the game. In keyboard mode, pressing ESC again will continue the game. In joystick mode, the joystick must be pushed in either direction WHILE the ESC key is pressed to continue the game.

CTRL-R — Will restart the game.

COMMODORE 64 VERSION

Press the "f3" key to play with a joystick, or the "f1" key to use the keyboard control. Plug joystick into port 2.

Joystick: The joystick controls your vertical movement. Pushing the joystick to the left or right results in a missile being fired in that direction. Pressing the fire button on the joystick will stop your movement altogether.

Keyboard: The A and Z keys control your vertical movement. The right/left arrow key fires to the right, the up/down arrow key fires to the left. The spacebar stops your movement altogether.

Other significant keys:

"f5" — Raises the sound volume

"f7" — Lowers the sound volume

Run/Stop key — Pauses the game

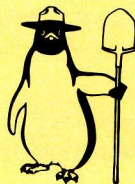
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