

PRIORITY ONE

TOP SECRET

Attention Agent H2O:

The evil Dr. Xavier Tortion, the jewel smuggler and international thief and terrorist otherwise known as Dr. X, has been rumored to be working somewhere on the continent. Your mission is to find him. We have very little to go on, but you will find informants along the way who may give you clues to the exact whereabouts of Dr. X. The informants don't work for us, though. Some of them are discontented operatives of Dr. X himself, and you'll have to buy information from them. You can pay them in cash, or better yet, with Dr. X's own jewels which have been hidden away throughout the continent. Our own agents have managed to locate clues to where some of the jewels are, and will pass the clues along to you whenever possible. We believe your best plan of attack, Agent H2O, is to:

- 1) Find clues to where jewels have been hidden. These clues have been placed by our own agents.
- 2) Recover as many of the jewels as possible. You'll be able to purchase some, but it's best to find the ones for which our agents have found clues.
- 3) When you come across an informant, exchange one of the jewels for information as to the whereabouts of Dr. X.
- 4) Keeping as many jewels as possible, locate Dr. X.

We have further information that the clues about Dr. X's location will be in the form of letters that make up a name or location in the area in which Dr. X is hiding. His communications system is such that no one person has all the letters to the location clue, so you'll have to find several informants to piece together the entire name. Of course, if you can find him with fewer clues, you'll be able to return faster and with more of the stolen jewels.

Good luck, Agent H2O. I need not remind you of the importance of your mission.

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The Spy's **Adventures** Around the World

Game Options

You may work solo, or with up to six people in a Spy Network to find Dr. X. Or, you can play with up to six people in "Spy against Spy", searching for Dr. X, and his associates, Dr. N, Dr. Q, Dr. Z, Dr. J, and Dr. K. Each player searches for one of the villains, but you must compete for the same clues, jewels, and informants.

Starting the Game

When you start the disk, you must first choose whether you want to play the one-player game, "spy network", or "spy against spy". Press the number of your choice. This is also where you have the option of restoring a previously-saved game to continue. If you choose one of the multi-player games, you are next asked to enter the number of players, from 2 to 6. Each player is then asked for a code name (seven letters at most).

The display then lists the names of all the countries or regions. Each player can choose the country or region in which to start searching. Use the **Space Bar** and **Return** key to flip through the choices and select.

The Map Screen

Once you begin your search, you will be shown a map. Use the **Space Bar** to flip through the choices at the bottom of the screen. Press **Return** to select a choice. "**Look here**" will take you to a location in the country or region. Once there, you may be given a choice to go to other locations. Selecting the name of another country or region (highlighted on the map) will take you there. In the multiple player games, moving to another region ends a turn.

The Location Screen

Once you go to a location in a country, you are given a choice to do something there (which may or may not lead to a clue or jewel), go to another location in the region, or go to another region (back to the map screen). Use **Space Bar** and **Return** to select your choice.

The Dossier Screen

At any time, you may press the **ESC** key for a dossier on the current region or country. Also listed is the amount of money you have in local currency and its value in US Dollars. At the bottom of the Dossier Screen you are given choices to:

Look at your clues : look at the clue screen
Look here : go to a location in this region
Go to another region (country) : goes to the map screen
See if Dr. X is here : make a guess that Dr. X is in this region
Save Game : saves the current game for continuing later

Use **Space Bar** and **Return** to select your choice.

You may also save the game at any time by pressing the "**S**" key, and you can restore a saved game at any time by pressing "**R**".

The Clue Screen

If you select "Look at your clues" from the Dossier Screen, your Clue Screen is shown. The Clue Screen lists:

- 1) The jewel clues that you've found (with a star in front of each one for which the jewel has already been recovered).
- 2) The clue to the location of Dr. X (dashes for each letter, filled in as informants give you clues).
- 3) A list of locations where informants have been found (with stars in front of the ones who have already given their clues).
- 4) The number of jewels in your possession.
- 5) Your current "Efficiency Rating".

Press any key from the clue screen to go back to the Dossier Screen.

Winning

The first way to "win" is to successfully locate Dr. X. To do this, once you think you have the solution to his location, travel to that country or region, press **ESC** to get to the Dossier Screen, then select "**See if Dr. X is here**". You have three guesses with which to find him.

Being quick in finding Dr. X is not the only mark of being a good spy. Notice that your Efficiency Rating is affected by everything you do. In fact, in the "spy against spy" game the first person to find their villain is not always the one who ends up with the best Efficiency Rating! In the one-player and "spy network" games, try to get your Efficiency Rating as high as you can. In the "spy against spy" game, you can play either to be the first to find your villain, or for a twist, play to see who can get the highest Efficiency Rating.

Your Efficiency Rating

Although there is always some element of chance in where clues, jewels, and villains are found, there are certain things that you can do to increase your efficiency. Factors that are critical in your Efficiency Rating:

- 1) Locating Dr. X on your first guess.
- 2) Try to recover jewels as soon as you can after you receive clues. The faster you recover them, the more bonus points you receive. Remember, though, that in the multiple-player games, you might find a clue, but one of the other players can go and BUY that jewel before you get there!
- 3) Bring back as much money as possible. Finding a jewel after receiving a clue is usually better than buying the jewel. More points are awarded for money than for jewels, and buying jewels doesn't give you the bonus points in #2 above.
- 4) Bring back as many jewels as you can. Although you have to give some jewels to informants for clues to Dr. X (unless you're *really* good!), the more jewels you return to headquarters, the better your rating.
- 5) Solve the clue to Dr. X with as few letters as possible.
- 6) Use as few turns as possible (in general, this is the least important factor).

The Spy's Adventure series includes **Adventures in North America, Adventures in Europe, Adventures in South America, Adventures in Asia, Adventures in Africa, and Adventures in the Pacific Islands**. Watch for other titles in the Spy Adventure series in the future. Enhanced school editions of each of these titles are available.

The Spy's Adventure series was designed by Mark Pelczarski and programmed by Jeffrey Jay. Illustrations are by Brian Poff and Elizabeth Redlich, and research and text are by Mark Glenn, Marsha Meuse, and Mark Pelczarski. Additional programming is by Robert Hardy and Pete Schmitt. Graphics were created with The Graphics Magician.

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