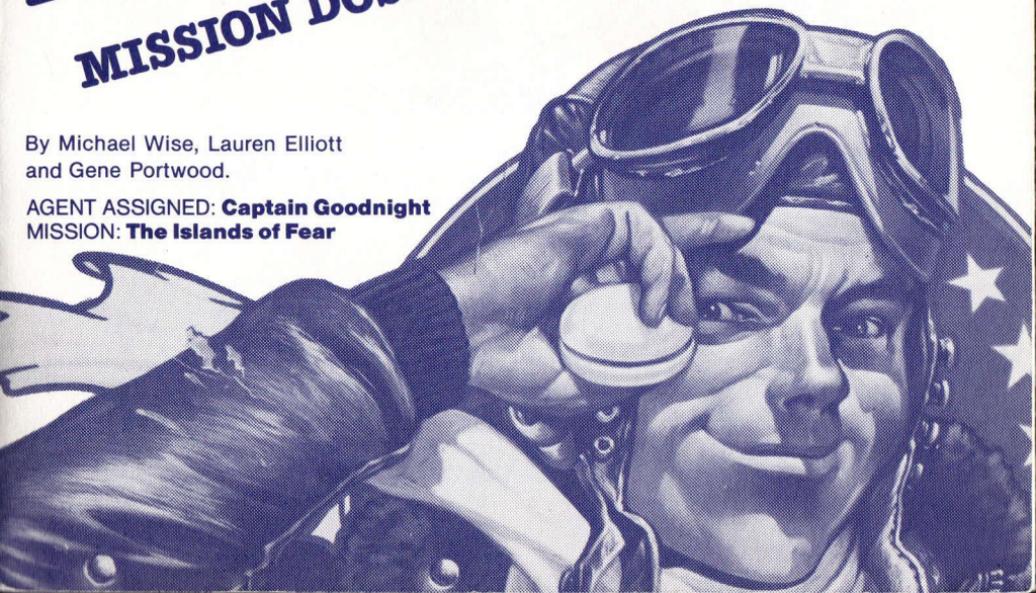# CAPTAIN GOODNIGHT

AND THE ISLANDS OF FEAR™

TOP SECRET

Department of Covert Operations

MISSION DOSSIER & DECODER RING

By Michael Wise, Lauren Elliott
and Gene Portwood.

AGENT ASSIGNED: **Captain Goodnight**
MISSION: **The Islands of Fear**

TOP SECRET CLASSIFIED MATERIALS

MISSION CLASSIFICATION CC24-F 034127
COVERT OPERATIONS DIVISION, F.O.G.

MISSION BRIEFING

TO: **Captain Roscoe "Buzz" Goodnight**
FROM: **Com.Brod.For.San.Raf.**
SUBJECT: **Ultimatum, World Control**

An ultimatum has been received at F.O.G. H.Q.—200 billion dollars in gold bullion must be delivered to Federation of Evil (F.O.E.) agents within 24 hours or the Free World will be destroyed.

The source of this message is somewhere on or near the Fear Islands, last known location of the laboratories of the evil and infamous Dr. Maybe.

Your mission: Travel to the Fear Islands and locate and destroy the Doomsday device before it can be activated.

Complete your mission briefing by reading the section titled Command Control and proceed immediately to the briefing hut.

COMMAND CONTROL

The Free World is in your hands, Goodnight. Can you foil the demonic Doctor's plan and deactivate the deadly Doomsday machine? Can you escape before the Self-Destruct mechanism is triggered? Can you beat the legendary heroes of yesteryear??

GETTING STARTED:

To start, put the disk in your disk drive, label side up (Side 1). Close the disk drive door, and turn on your computer and monitor. Title, credit pages and a series of demo screens will be displayed. When you are ready to start your mission, press any key (or either joystick button) and follow the on-screen prompt to turn over the disk to Side 2.

A two-button joystick is required for playing the game. Press either button (or any key) to start play. (Check the trim on your joystick if you or any vehicles drift one direction or another.)

NOTE: On the Apple IIc, the keyboard switch MUST BE UP for the game to function.

PLAYING THE GAME:

JOYSTICK CONTROLS:

Button 0	to speed briefing
Button 0	to fire weapons of all types
Button 1	to enter vehicles of all types when held down while passing a door or entry
	ALSO to start elevators when joystick is pushed up or down
Down	to kneel down
Up	to stand up
Right/Left	to walk or run right/left (partial movement results in slower speed)
	ALSO to select firing direction for weapons
Up/Down/Right/Left	to move any vehicle up/down/right/left (if vehicle is capable of moving in such a direction)

CONTROL KEYS:

ESC:	freezes action until any key or button is pressed
CONTROL-S	toggles sound off and on
CONTROL-R	restarts game by taking you to End of Mission menu (does not operate during briefings)
T	shows you how much time you have left (reverts to game play automatically or when any key or button is pressed—does not operate during briefings)

END OF MISSION:

Use the joystick to move the flashing highlight bar to the selection of your choice: Start New Game or See High Scores. Then push any key or button to select.

HIGH SCORES:

To record your name on the high score page—possible only after a successful mission— type in your name, using up to 14 characters. The ← key erases and the RETURN key enters. There is space on this page to record the names and time remaining for the top 10 players. Press any key or button to exit this screen.

Note: Similar missions have been undertaken by legendary F.O.G. agents of yesteryear. Against similar odds, official F.O.G. game testers have managed to rack up the following times, which are considered remarkable:

Agent 004-1/2	—5 hours 30 minutes remaining
The Shadow	—4 hours 58 minutes remaining
Fearless Felix	—4 hours 23 minutes remaining

USING THE SECRET DECODER:

Because of the ultra-secret nature of your mission and the intelligence skills of the enemy, you'll need to use your Secret Decoder twice to complete the tough job before you.

OPERATIONS BULLETIN

1) Midway through the mission, you'll need to enter a secret code to confirm your identity before receiving a further briefing. To find the correct confirmation code, use the Secret Decoder in the following manner:

When you see your on-screen Identification Code, follow the instructions outlined below:

Let's use code Blue 3 as an example:

 A) Start by referring to the Blue line on the Decoder Ring/Chart.

 B) Then, look across the Blue line to column 3. There you will see the letter C. This is your Confirmation Code.

 C) Lastly, type in your Confirmation code, C.

These instructions should be followed for all Identification Codes by substituting the appropriate information.

2) As you near the Doomsday Machine, you'll get a Self-Destruct Code that you'll use to get the Deactivation Combination necessary to deactivate and destroy the Doomsday machine. To find the correct Deactivation Combination, use the Secret Decoder in the following manner:

When you see your on-screen Self-Destruct Code, follow the instructions outlined below:

Let's use code White 5 as an example:

 A) Start by referring to the White line on the Decoder Ring/Chart.

 B) Then, look across the White line to column 5. There you will see the letter G.

 C) Next, look at the Deactivation Combination chart. Find the combination that corresponds to that letter—in this example, G. The correct Deactivation Combination for G is Off On On On. This combination is to be used in setting the switches on the Doomsday machine. NOTE: BE SURE TO JOT DOWN OR REMEMBER THE CORRECT COMBINATION SO YOU HAVE IT WHEN YOU REACH THE MACHINE. YOU CAN'T WIN WITHOUT IT!!!

CODE DE-SCRAMBLER RING/CHART

	1	2	3	4	5	6	7	8
PURPLE	F	M	H	G	A	I	J	D
WHITE	I	H	B	A	G	N	O	L
GRAY	C	D	A	F	N	B	H	J
RED	I	D	B	H	M	L	J	G
YELLOW	C	F	N	K	H	G	E	B
BLUE	E	G	C	D	L	J	F	M
ORANGE	A	D	M	B	H	G	J	O
GREEN	I	D	E	C	A	B	H	O

DEACTIVATION COMBINATION

A	OFF OFF OFF ON
B	OFF OFF ON OFF
C	OFF OFF ON ON
D	OFF ON OFF OFF
E	OFF ON OFF ON
F	OFF ON ON OFF
G	OFF ON ON ON
H	ON OFF OFF OFF
I	ON OFF OFF ON
J	ON OFF ON OFF
K	ON OFF ON ON
L	ON ON OFF OFF
M	ON ON OFF ON
N	ON ON ON OFF
O	ON ON ON ON

SURVIVAL HINTS:

Your jet can withstand some, but not much, damage from anti-aircraft weapons. Avoid this fire.

Watch out for radar dishes. If not destroyed, they can trigger heat-seeking cruise missiles!

Keep moving! The more slowly you move, the more demonic enemies Dr. Maybe can mobilize.

Use strategy. It may take several shots and some elaborate footwork to defeat your more devious enemies.

Use any and all equipment you find in your path. Your commando training will come in handy as you commandeer F.O.E. military equipment you find along the way.

And good luck, Goodnight. The entire Free World is counting on you!!

FEDERATION OF GOOD

NICE IS BETTER

OFFICIAL SEAL

SPECIAL STRIKE FORCE

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