

# SPY'S

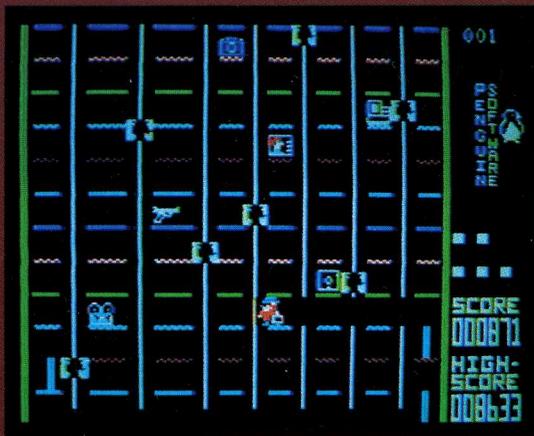
# DEMISE™

Arcade Action by Alan Zeldin



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# SPY'S DEMISE™

You were quietly sipping a double vodka martini (stirred, not shaken) with a twist of Persian Lime peel in the lobby of the Bangkok Hilton when you overheard two KGB employees discussing an encoded message which 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 again. Slavic security being what it is, each component of the message was kept on a separate floor of the diplomatic mission in Pyongyang.

It didn't take long to figure that the person who could assemble the parts of the puzzle and then solve it would not have to work another day in his or her life. And you, of course, had been getting progressively more bored with the life of spy-for-hire. Perhaps retirement awaited . . .

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

What your research didn't turn up was the schedule of rounds made by the embassy guards . . . but you decide to go ahead with the mission. No one said making a fortune would be easy . . .

Spy's Demise is written by Alan Zeldin. Atari version by Robert Hardy. Graphics design by Alan Zeldin, Mary Locke, and Todd Porter, aided by The Graphics Magician.

Apple version requires 48K and one disk drive, and can be played with Apple joystick, Atari joystick, or keyboard. Atari version can be played with joystick or keyboard.



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The first person from each state of the United States, each Canadian province, and each other country to solve the Spy's Demise puzzle will receive an official Spy's Demise T-Shirt from Penguin Software.

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# SPY'S DEMISE

by Alan Zeldin

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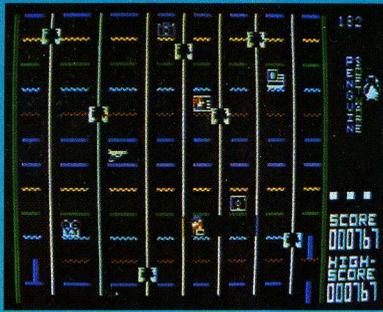
Arcade Action by Alan Zeldin  
Translations by Robert Hardy and Wayne Barbarek



48K Apple  
Disk  
\$29.99



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Spy's Demise is written by Alan Zeldin. Atari version by Robert Hardy. Commodore version by Wayne Barbarek. Graphics design by Alan Zeldin and Mary Locke, aided by the Graphics Magician. Music in Atari and Commodore versions programmed by Robert and Linda Hardy.

Apple, Atari and Commodore versions can be played with joystick or keyboard.



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

On the keyboard, it's:



With a regular joystick, it's:



And with an Atari-style joystick with a Joyport or similar device, it's:



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 the occasional flashing secret spy decoder rings are worth bonus points. The faster you get across each floor, the more points you will receive. Note the point counter in the upper right corner of the screen that ticks down with 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 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, with the same number of guards patrolling less space, the task gets more difficult.

Press Control-R to restart the game.  
Press Control-S to turn off the sound.  
Press ESC to pause the game.

If you think you have solved the puzzle, you will know what to do. 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 Spy's Demise disk should fail after 60 days from purchase, return it with \$5 to Penguin Software and we'll rush a new one to you right away. 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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