

S *THE TRACER* **ANCTION**™

AN ILLUSTRATED TEXT ADVENTURE

INSTRUCTIONS

You are the highest ranking agent of the Stellar Intelligence Agency. And now the bad news. Your present mission is to capture the "Wing", the galaxy's most infamous criminal. His previous pursuers have all disappeared. He may be on any planet, in any solar system. It's up to you to gather up clues and find him.

ACTIVISION®

LOADING INSTRUCTIONS

APPLE II, IBM® PC and PCjr.

- Insert disk. Label side up.
- Turn computer on.

COMMODORE 64™

- Insert Disk. Label side up.
- Turn computer and disk drive on.
- Type: LOAD "***", 8, 1 and press RETURN.

GETTING STARTED

When you select the TUTORIAL option on the menu, you'll be taught the basics of becoming a first-rate graphic adventurer.

Select the SNEAK PREVIEW option for a quick look at another great Activision adventure.

Now and then, in the thick of THE TRACER SANCTION, you may feel baffled. Type HELP CONDOR and a bird may offer advice (but only 3 times)! Details are in the tutorial.

Whenever you wish to view the most recent 24 lines of text, press RETURN. The graphics will be replaced by text until you press RETURN again.

FUNCTION KEYS

Your computer's function keys are shortcuts to typing in commands.

KEY

- 1** SAVE A GAME. Stores a game and assigns a number to it. You can save up to 10 different games using the numbers 0-9.
- 2** LOAD A GAME. Retrieves and loads game number of your choice.
- 3** REPEAT LAST COMMAND.
- 4** HELP CONDOR.
- 5** DROP _____. Type in object to be dropped.
- 6** GET ALL. Picks up all objects on screen.
- 7** QUICKSAVE. Press before a risky move!! Informal saving of your current game, with no number assignment given. Erased each time another game is Quicksaved.
- 8** QUICKLOAD. Loads the game from "Quicksave".

IBM ONLY

- 9** TALK TO THE _____. Type in who or what you want to talk to.
- 10** LOOK AT THE _____. Type in appropriate word.

WHENEVER A FUNCTION KEY IS PRESSED, the screen will display the command for verification. Give it your 'OK' by pressing RETURN.

NOTE TO APPLE USERS: Function keys are activated by pressing SHIFT and the desired number.

Remember to "SAVE GAME" frequently. Therefore, you won't have to restart the whole game every time you make a mistake.

TEXT COMMANDS

There's a useful reference list of key commands on the package and in the tutorial. Keep it handy. Remember, too, that other words may often be substituted. Experiment!

IF YOU REALLY GET STUMPED. . .

Don't be embarrassed about asking us for help. Would we ever leave you stranded?? We've prepared a handbook of hints, things even the Condor wouldn't tell you. To get a handbook, send your name, address, and \$1.00 for shipping to the address below. Be sure to tell us which computer system you are using.

CONSUMER RELATIONS
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Write "The Tracer Sanction Hints" in the lower left hand corner of the envelope, for quicker processing.

Design by Interplay. Creative assistance by V. David Watkins. Condor character by Condor Communications.

From the designers at Interplay
"We have always enjoyed creating Illustrated Text Adventures and plan on making even more intriguing and entertaining ones. We hope you enjoy them."

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