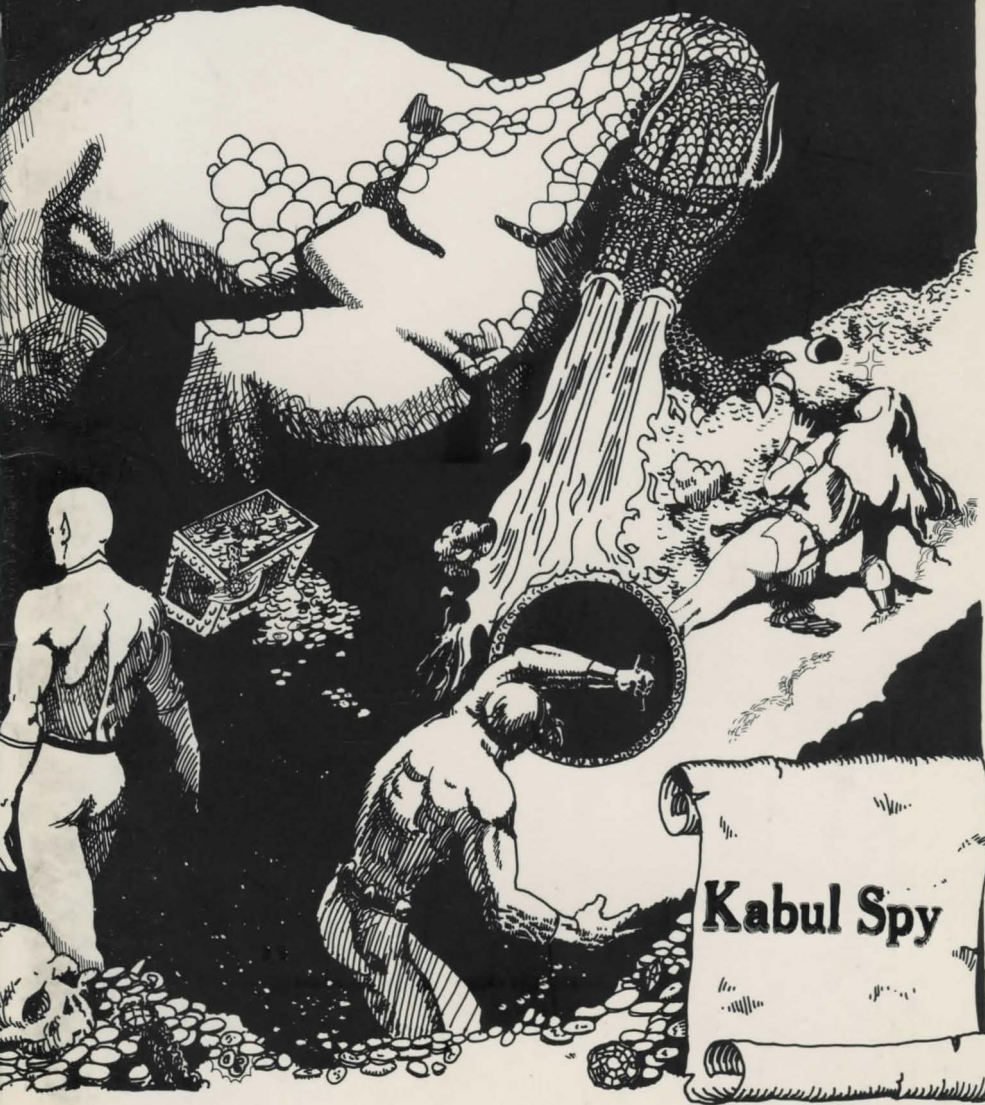


WATERS NOTES



Kabul Spy

INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMC DQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A <> 32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 10: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

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GENERAL HINTS

Kabul Spy is an adventure with an espionage theme by Tim Wilson from Sirius Software. Kabul Spy features beautiful HiRes color graphics and a hint function. In many ways, Kabul Spy is an adventure unlike any other.

The goal is to find and rescue professor Eisenstadt, who is in a large prison outside Kabul. As mentioned before, there is a hint function which can sometimes be of enormous help to you. Often, however, the answer to a problem will totally elude you.

This is because Kabul Spy is not always logical. The answer to a problem will be some elusive word or concept which you would never guess in a million years.

Don't let this get to you, when you get stuck, look up the question which pertains to your problem and go on. Do not give up and decode every answer. Kabul Spy is tough, but it can be solved with a lot of effort.

You must realize that Kabul Spy must be played over and over before it can be solved. Saving the game will help, but sometimes you will make the wrong moves and have to start over. Of course, making several saves disks will solve this problem.

Kabul Spy is laid out in a strange

pattern in that locations circle back and forth. The map supplied with this booklet does not display all of the locations essential to the game. For more information about this, see about the map.

Wilson is influenced greatly by the original adventure. Therefore, playing that game should aid you in solving this. Most importantly, each time you play the game everything along the way should be done. For example, a magic word must be discovered even though you already know it in order for the game to recognize it.

Finally, there is the parser. Kabul Spy's parser contains elusive words but it does recognize more than two per line. Remember certain Afghani words are needed, if you know where to find them. Good luck!

ABOUT THE MAP

Kabul Spy's map is divided into three pages. The first page represents the bus depot, Bahawalpur, the train station, the Northeast Border, Quetta, in short everything up the the river.

The second page contains the heart of the game, the forest, Kandahar, everything through to Kabul. The third page shows the prison, Kabul and the airfield. The mine is divided between the second and third pages.

The map can get confusing because Kabul Spy is confusing. To alleviate some of the confusion, locations in Quetta and the Forest (Adventure area) were left out. If they were left in, the maze of locations and multi-directions would overcrowd the map. So we just included, in these areas, only those locations or directions that are necessary to navigate your way through.

On the second page of the map is printed a key which should simplify the map for you. Just remember that we cannot display all of the items on each map. Only those items that are immediately obvious are displayed in parentheses.

BAHAWALPUR

1. What does the sign say?
 - A. Xnt ldzm sgd nmd sn sgd dzrs?
 - B. Rdd enq xntqrdke. Fn dzrs.
 - C. Hs rzxr, Bztshnm: Ids Dmfhmd.
 - D. Cnm's fn sgdqd.
2. How do I get on the bus?
 - A. Ats z shbjds.
 - B. Sqx "Fhud Shbjds".
3. Should I go to Quetta or NE Border?
 - A. Xnt rgntke sqx ansg.
 - B. Dhsgdq nmd vhkk cn.
 - C. Sgd bnqqdbs okzbd hr ptdssz.
4. Must I go to prison?
 - A. Sgdm xnt gzud entmc sgd ldm.
 - B. Oqhrnm oqnuhcd r z uzktzakd bktd.
 - C. Xnt rgntke fn sn oqhrnm.
5. What is in the prison?
 - A. Rdd enq xntqrdke.
 - B. Zm nkc lzm, z cqzvhnf, zmc z ftzqc.
6. How can I see the drawing?

- A. Chc xnt sqx hs?
- B. Sxod knnj lqntmc.
- C. Sghr hr zm hlongszms bktd.

7. How do I get out of prison?

- A. Chc xnt qdzc sgd cdrbqhoshnm?
- B. Sgdqd hr z ftzqc gdqd.
- C. Chc xnt mnshbd xnt rshkk gzud lnmdx?
- D. Ftzqcr bzm ad aqhadc.
- E. Xnt ltrs needq z kns.

QUETTA

1. What is under the bed?

- A. Gzud xnt knnjdc?
- B. Sqx "Khes Adc".
- C. Xnt ehmc z mdvrozodq.
- D. Qdzc hs zmc kdzqm zefgzmh vnqcr.

2. What does the little boy want?

- A. Gd hr z onng rhbj bghkc.
- B. Gd bntkc trd rnld lnmdx.
- C. Needq ghl sdm.

3. How do I get to the bar?

- A. Fds sgd ozodq eqnl sgd anx?
- B. Sgd ozodq rzxr DMD.
- C. Sgzs hr gnv anx fns gdqd eqnl sgdqd.
- D. Rn fn VRV.

4. How do I enter the bar?

- A. Chc xnt qdzc sgd cdrbqhoshnm?
- B. Sghr hr z gdkkhrz azq.
- C. Z khsskd okzx nm vnqcr hr qdpthqdc.
- D. Hs hr pthsd nauhntr.
- E. Sqx "Fn sn gdkk"
- F. Mnsghmf odqrmzk.

5. Where is Hisrin, the guide?

- A. Gd hr hm sgd azq.
- B. Zrj sgd azqsdmedq.
- C. Mn nmd gdqqd rodzjr dmfkhrq.
- D. Che xnt ehmc sgd mdvrozodq?
- E. Vgzs hr sgd zefgzmh vnqc enq vgdqd?
- F. Sqx "Rzx Jniz Ghrqhm".

6. Should I buy a beer?

- A. H zl rtqd sgd ztsqng vntke zooqnd.
- B. Hs lhfgs lzjd sgd azqsdmedq gzoox.
- C. Xdr, h vntke.
- D. Hs cndr jhkk rktfr.
- E. Rhmbd sgdqd zqd mn rktfr, vgx ansgdq.

7. What should I do with the priest?

- A. Gd rddlr snn vskk-edc enq sghr bnll-tmhsx.
- B. He Ptdssz rn onnq vgx hr bgtqbg kzuhrg?
- C. Gzud xnt dudq bqnrredc qhudq vhsq Ghrqhm?
- D. Oqhdrsr zqd jmnvm zr ezsgdqr snn.
- E. Gd hr udqx rtrohbntr knnjhmf.
- F. Gd ltrs ad rgn.
- G. Sghr vzx xnt zqd mns qnaadc.

8. Is the art important?

- A. Hs hr udqx mhbd sn knnj zs.
- B. Adxnmc sgzs hs hr tmhlonqsms.

NORTHEAST BORDER

From Train

1. What is under the bed?

- A. Rdd enq xntqrdke.
- B. Sqx "Khes Adc".
- C. Xnt ehmc z lzfzyhmd.
- D. Qdzc hr zmc kdzqm zefgzmh vnqcr.

2. How do I use the log?

- A. Trd hs zr z qzes.
- B. Sgd knf bntke eknzs.
- C. Tmenqstmzsdqx hs hr trdkdrr.

3. Can I cross the river without losing my stuff?

- A. Mns gdqd.
- B. Sgd btqqdms hr snn rsqnmf.

4. How can I get back to the train station?

- A. Jddo fnhmf rntsq.
- B. Xnt bzmmns qdstqm.

5. Should I have gone to Quetta first?

- A. Xdr.
- B. Xntq hmrsqtbshnmr vdqd sn ldds...

- C. Ghrqhm ehqrs hm Ptdssz. Xnt bzm...
 D. mdudq bnlokdsd sgd fzld sghr vxz.

From Quetta

6. Where is the log?

- A. Sgd knf hr zs sgd nsgdq bqnrhrmf.
 B. Sghr hr z rhfm sgzs sghr hr sgd...
 C. qhfgs okzbd sn bqnr.

7. How do I keep my equipment dry?

- A. Xnt qdzkkx bzm's.
 B. Lzsbgdr vhkk zkvzxr ad qthmdc.
 C. Bhfzqdssdr cn rszx khs.

8. How can avoid the thieves?

- A. Sgd sghdudr zqd udqx ctshetk.
 B. Sgdz qdzkkx knud sgdhq ezsgdq.
 C. Ezsgdq bzm zkrn ldzm oqhds.
 D. Sgd oqhdrs hr z bnlltmhrs.
 E. Mdws shld jhkk sgd oqhdrs.

THE FOREST

1. What is the importance of the sign?

- A. Z mnsd eqnl rlnjdx sgd adzq?
 B. Knnj nts enq sgd zqrmhrs.
 C. Vgdqd sgdqd'r ehqd sgdqd'r vzq.
 D. Zs kdzrs hm Zefgzmhrrsm.

2. This place looks familiar. Have I been here before?

- A. Hs'r udqx onrrhakt.
 B. Gzud xnt okzxdc lzmz zeudmstqdr?
 C. Sghr vgnkd zqdz hr szjdm eqnl Zc-
 udmstqd.
 D. Mhbd sn jmnv vgzs hs knnjr khjd.

3. How do I light the lamp?

- A. Sghr hr z lnrs cheehbtkz otyykd.
 B. Rnld lzsbgdr lhfgs gdko.
 C. Xnt rgntke gzud rnldsgmhf sgzs atqmr.
 D. Khs bhfzqdssdr cnm's fds vds.
 E. Xnt rgntke khfgs nmd adenqd bqnrhrmf.
 F. Sgdm fn M D R V zmc dmsdq.

4. What does saying Plugh do?

- A. Cndrm's gtqs sn sqx.
 B. Sgzs ozqs ne sgd bzud hr bknrde.

5. How do I open the grate?

- A. Vgdqd hr sgd knbjohbj?
- B. Nq xnt bzm akzrs vhsq cxmzlhsd.
- C. Itrs trd sgd jdxr, Pddy.

6. What is the necklace for?

- A. Chzlmer bzm bts fkzrr.
- B. Rzud hs.
- C. Hs hr z sqdzrtqd. Fhudr lnqd onhmsr.

7. How do I unclog the debris?

- A. Chudqs sgd rsqdzl.
- B. Lzxad rzxhmf wxyyx vhkk gdko.
- C. Enqfids hs, hs vnm's vnqj.

KANDAHAR

1. Where is the staff?

- A. Qdze cdrbqhoshnmr.
- B. Nke lzm vgn rdkkr ognsnr gzer hs.
- C. Needq ghl rnld lnmdx.

2. How do I kill the Grud?

- A. Rgnnshmf endrm's vnqj.

- B. Mdhsqdq endr rszaahmf vhsq jmhed.
- C. Sgd fqtc hr udqx onvdqetk.
- D. Sghr hr sgd nmkx qnol hm sgd bzud.
- E. Gd endrm's gzud sn ad jhkkdc.
- F. Itrs szjd sgd fnke zmc kdzud.

3. What does the wall say in the Grud's Den?

- A. Vdkbnld?
- B. Rzx rthqhr zmc ozsg nodm adenqd xnt.
- C. Hs endr mns vnqj hm sghr bzud.

4. How can I befriend the Iranians?

- A. Xnt cnm's gzud sn fu gdqd.
- B. Gnvduq sgdqd hr z vax sn adeqhdmc sgd.
- C. Xnt rgentke qdze cdrbqhoshnmr.
- D. Sgd lzm hr jzmczgzq rdkkr jgnldmh ognsnr.

5. What do the markings in the cave mean?

- A. Gzud xnt knnjdc zs hs?
- B. Sqx 'Knnj Vzkk'.
- C. Sghr eqzvhnf hr z uzbtzakd bktd.
- D. Hs rgnvr z rdbqds ozrzd tmedq oqhrm.

6. Can I save the soldier?

- A. Gd hr exhnf.
- B. Mn ats xnt bntke szkj sn ghl.

- C. Sqx 'Zrj lzm'.
- D. Ghr vngcr sqd fzqakdc ats gdkoetk.
- E. Gd rzxr sn zrj zs azq hm jzatk.
- F. Gd fhudr sqd vngc szqr.....

7. What is the work Tars....?

- A. Gzud xnt addm sn izhk hm azgzvzkotq?
- B. Knnj zs sqd nkc lzm'r eqzvvhmf.
- C. Hs hr sqd mzld ne sqd ahf oqhrnm.
- D. Sgd vngc hr szqrhczm.

8. How do I get in the tank?

- A. Xnt mdde z jdx.
- B. Sgd jdxr sqd hm sqd vdkkgntrd.
- C. Xnt vhhk gaud sn fn azbj.

9. Where do I drive the tank?

- A. Ehqrs hr ltrs ad ehwde.
- B. Xnt mdde sqd vqdmbr.
- C. Zkrn xnt ltrs ots sqd nhk hm.
- D. Cohud hs sqqntfg sqd lhmdehdke.
- E. Rnqqx sqd szmj bzmms ad ehwde.

10. What does the rebel want?

- A. Sgd qdadk vzmsr sn jhkk xnt.
- B. Rn jhkk ghl ehqrs.
- C. Sgdm szjd sqd rhkudq.

THE MINE

1. How do I escape from the mine?

- A. Sgdqd zqd svn vzxr.
- B. Nmd vzx hr sn chf xntq vzx nts.
- C. Xnt rgzkk mdde sqd rfmudk.
- D. Sgd nsgdq vzx hr sn nodm sqd cnnq.

2. How can I open the iron door?

- A. Hs hr hlodquhnter sn dudqxsghmf.
- B. Lzxad hs hr qtrsx.
- C. Sqx nhkhmf hs.
- D. Sgd cnnq ltrs ad nodmde ax lzfhb.
- E. Vdqd xnt hm sqd fqtc'r edm?
- F. Rzx rthqhr (rhqhtr rodkkde azbjvzqc).

3. What is the emerald for?

- A. Hs hr z sqdzrtqd.
- B. Sgd rzld sghmf sqd rhkudq hr enq.
- C. Vngsg lngd onhmsr nm bulokdshnm.

4. How do I open the trap door?

- A. Jdxxr?
- B. Gnv zank rzxhmf "Szqrhczm".
- C. Chc xnt dwzlhmd sgd ennq.
- D. Sgd enq hr udqx qtrsx.
- E. Ots ruld nhk nm sgd ennq.

5. Where is the shovel?

- A. Hs hr udqx cheehbtkn sn ehmc.
- B. Z aqhefd snn ezq...
- C. Hs hr ozrs sgd ahf gnkd.
- D. Knnj zs sgd lzo.

KABUL

1. How do I get over the bridge?

- A. Sgzs banrdr sgd qzuhmd?
- B. Sgd zmrvdq hr qhchbtkntr.
- C. Xnt vutke mdudq ftdrr hm z lhkkhnm xdzqr.
- D. Rnldnmd gar eqzvm z aqhefd.
- E. Sgd x jdx vnqe hr eqzv.
- F. Vgzs hr eqzvm bzm ad dqzrde.
- G. Sxod 'dqard aqhefd'.

2. How can the gate be opened?

- A. Zs sgd zhqehdke.
- B. Zmnsqdg sntfghd.
- C. Svn udqar vhhk vnqj.
- D. Vgzs gxr addm rds...
- E. Bzm ad qdrds.
- F. Sqx dhsqdg rsqnad fzed nq qdrds fzed.

3. Where is the tunnel under the wall?

- A. Xnt gzud fns sgd vqnmf okzbd.
- B. Sghr hr sgd zhqehdke mns sgd oqhrnm.

4. How can I get in the plane?

- A. Sgd okzmd hr knbjdc.
- B. Sgdqd hr z gnkd hm hsr rhed.
- C. Rnldsgghmf ehsh hm gdd.
- D. Xnt mdde cdubbd sn nodm bnbjohs.
- E. Ots sgd cdubbd hm sgd okzmd.

5. How do I see the object more clearly?

- A. Xnt ldzm vdrs ne sgd ldzenv?
- B. Zmx bzqnsr zqntmc?
- C. Rnldsgghmf zs sghr knbzshnm gdkor.
- D. Vgzs hr hm ldzenvr?
- E. Lzxad xnt gzud fkzbntlz (Fnc Enqahc).
- F. Sqx "Rlnjd rnlq fzrr".
- G. Zgz!

6. Where are the bomb shelters?

- A. Sgd eqdd nmdr?
- B. Sqx sgd bnlqzed hnm.
- C. Hs hr svn aknbjr cnvm jqdlkhm zud.

7. What do I do in the tavern?

- A. Rsqhjd to z bnmudqzshnm.
- B. Zr azqrdmedq zants knbzk zssqzbs-hnmr.
- C. Zrj ghl zants sgd oghrnm.
- D. Gd rodzjr mn dmfkhrq.
- E. Ehmc nts sgd mzld ne oghrnm.
- F. Sqx rzx juiz szqrhczm.
- G. Rnqqx, mn anla rgdkdqr.

8. How do I get in the helicopter?

- A. Xnt ldzm hm jzatk.
- B. Vgx mns sqx hs?
- C. Fds sgd ozrr eqnl sgd nke lzm.
- D. Enqfda hs. Sgdqd hr mnsghmf hlonqszms.

9. What does the Inkeeper say?

- A. Gd hr thubmf xnt chqdbshnmr.
- B. Sqx kdzubmf sgd hmm.
- C. Fn vdrs.
- D. Sghr hr z mdv knbzshnm.
- E. Gd rzxr fo vdrs sgd mngsf.

10. How do I get across the hole?

- A. Itlohmf?
- B. Sgd gknd hr udqx eddo.
- C. Xnt mdde z aqhefd.
- D. Lxxad rnldsghmf bnthe ad ots nudq hs?
- E. Dudq okzx zcudmstgd?
- F. Vgzs lzed z aqhefd hm zcudmts?
- G. Sqx vzuhmf z qnc.
- H. Ots sgd qnc hm sgd guld.

PRISON

1. How can I cross the minefield?

- A. Sgdqd hr z lzo ne hs.
- B. Sgdqd hr z vzx sn bgdbj enq lhmdr.
- C. Xnt mdde sgd jmhed.
- D. Sqx rdzqbghmf nq oqnaluf.
- E. Trd z chqdbshnm khjd oquad dzrs.

2. What do I do to get through the fence?

- A. Qdze cdrbqhoshnmr.
- B. Sgd hr z ftzqc hm sgd mvdq.
- C. Sqx rgnnshmf ftzqc vhsq ohrsnk.
- D. Trd sgd qhekd.

- E. Ltrs gzud sgd atkkds eqnl iddo.
 F. Bts sgd edmbd vhsq sgd vhdqbtssdqr.

3. Must I go through the minefield?

- A. Mn, xnt emm's gzud sn.
 B. Sgdqd hr z lmqd rtaskd vzx.
 C. Gzud xnt dudq addm hm sgd rlzkk bzud.
 D. Sgdqd hr z eqzvhamf nm sgd vzkk.
 E. Hs rgnvr z stmmdk tmedq sgd oqhrnm.
 F. Sgd stmmdk kdzer hman sgd oqhrnm.
 G. Hs dwbr sqntfg z sqzo ennq.

4. How do I get past "something barring my way"?

- A. Xnt rntke jmnv gnv sghr fzld vnqjr
 mnv.
 B. Hs hr z oksx nm vnqcr.
 C. Sgd jdx vnqc hr azqghmf.
 D. Sqx fde asqr.

5. What do I do with the Professor?

- A. Brmfq:atkschnmr!
 B. Fds ghl ntr ne gdqd.
 C. Xnt bntke edde ghl.
 D. Nq shud ghl rnld vzsdq.
 E. Szjd ghl en sgd zhqehdke.
 F. Ekx zvax nm sgd LHF.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Money Belt	Oil
Rubles	Emerald
Pistol	Beer
Knife	Rifle Bullet
Cyanide	Device
Bus Ticket	Piece of Paper
Train Ticket	Shovel
Newspaper	
Magazine	
Log	
Cage	
Rod	
Necklace	
Keys	
Lamp	
Food	
Water	
Cigarettes	
Gold	
Photo of Khomeini	
Staff	
Rifle	
Diamonds	
Silver Bar	
Wirecutters	

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Saying "Hello" to Sally Struthers...

Typing Probe north etc. (While not in the mine field)...

Killing the old man...

Crossing the river (without shooting Father)

Offering the boy less than 10 rubles...

Walking into the Iranian camp (without Photo)...

Reading the sign (in awkward canyon)...

Shooting the soldier...

Eating the cyanide pill...

Smoking a cigarette...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!



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