



SUPER SPY

A global spy-chase
and maze adventure
for the 48K Spectrum

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SUPER SPY INSTRUCTIONS

48K SPECTRUM

To load this program it is essential that you enter LOAD "spy" CODE.

CODE is obtained by pressing both shift keys until a flashing 'E' appears, then pressing CODE which is located on the I key.

Playing Super Spy

The game has four parts:

- a) The round the world spy chase in which you aim to discover the location of Dr. Death's secret hideaway.
- b) Exploring Dr. Death's island to discover the entrance to his underground maze.
- c) The 3-D graphic maze which you must navigate yourself through to find the control room where Dr. Death has hidden the kidnapped missile.
- d) Breaking the code to disarm the missile and save the world.

Clues are available overleaf, use only in the event of sheer frustration!

CLUES

In part a:

When asked which gadgets you require, enter a single gadget number at a time, pressing enter after each number.

Remember that your destination is not necessarily one of those displayed on the screen — it may be somewhere far more exotic!

When a situation arises, respond in normal sentences.

If your strength or weaponry is running low, return to London for it to be replenished. But not too often!

There are two types of clues to help you to find the location of the island. Firstly there are the coded messages, which you must decode. The second set of clues are the single letters which you may be given. Each letter appears in the name of the location, so if you collect the letters and swap them round you will eventually discover the secret. Please note that if you are killed and re-incarnated you must start the letter collecting clue again because the location may have changed.

When you find the correct location there will be a wait of about 80 seconds whilst the island is set up.

In part b:

Enter 'n', 's', 'e' or 'w' as a direction.

Watch your strength rating. Remember that an island is surrounded by sea.

Note your movements so that if you find the energy tablets you can return to them to gain extra strength.

If you run out of weapons, continue fighting by kicking, hitting, etc.

In part c:

Try not to stay in one room for too long. To retrace your steps press key 6 twice, this rotates you by 180° so that you are facing the opposite direction.

In part d:

You're on your own!

Other exciting adventures in this original series:

Transylvanian Tower

A spine chilling adventure with spectacular 3-D graphics. Can you rid the world of this Transylvanian Terror before he introduces you to the dark world of the Living Dead?

Ship of the Line 16 and 48K Spectrum.

Command a 17th Century Sailing Ship in this naval management adventure.

Everest Ascent

Try to reach the top of the world in this strategic vertical adventure.

48K

SUPER SPY



Follow the villain's trail across continents, through coded messages and 3-D mazes until you find his lair!

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