

Spysnatcher



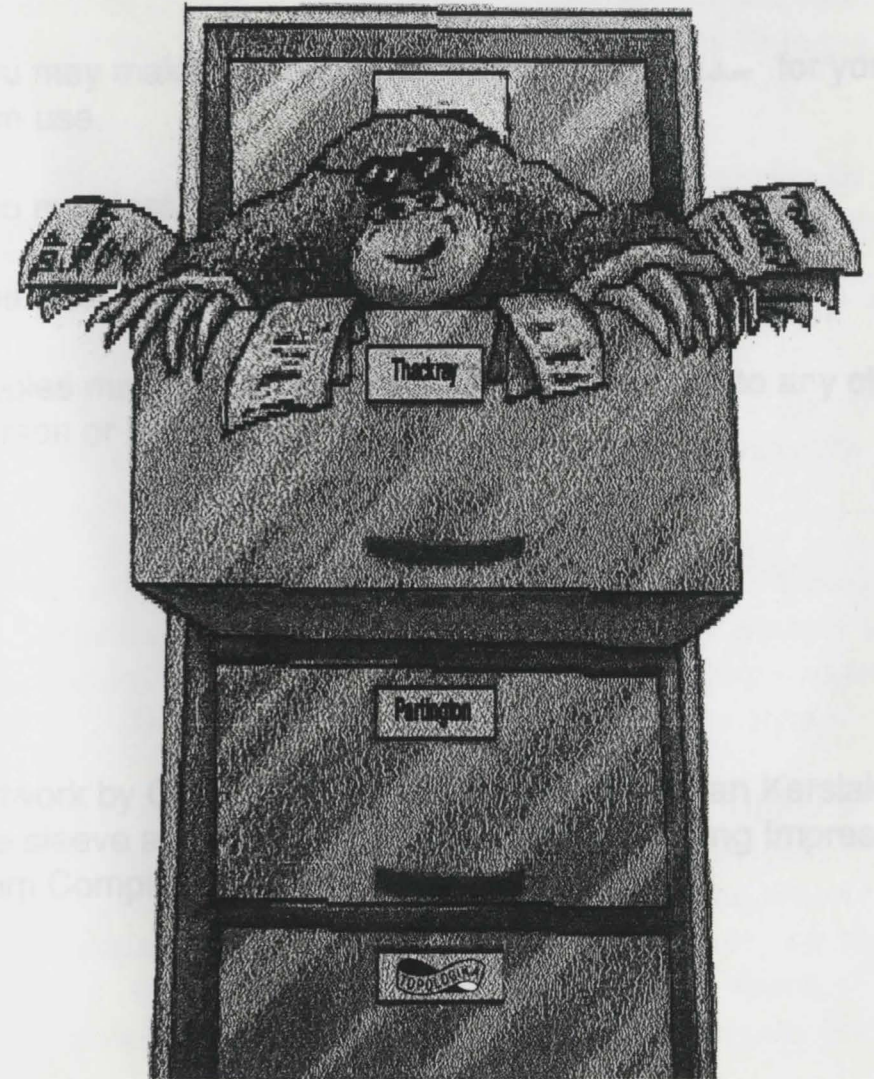
Jon Thackray + Jonathan Partington

Authors of 'Acheton'
'Kingdom of Hamil', and 'Avon & Murdac'



The Masters of Classic Text Adventures!

Spy Snatcher



The Masters of Classic Text Adventures!

Licence Conditions

SpySnatcher is Copyright © Jonathan Partington and Jon Thackray 1988.

You may make one back-up copy of *SpySnatcher* for your own use.

You may install the program on a single hard disc.

The software may not be installed on a network.

Copies may not be given, sold, loaned or hired to any other person or institution.

Cover Design


Artwork by Gary Jones. Sleeve design by Brian Kerlake. The sleeve and this booklet were prepared using Impression from Computer Concepts.

Jon Thackray

Jonathan Partington


SpySnatcher was written, designed and programmed
by Jon Thackray and Jonathan Partington.

The game was written in 1988 following the publication of
the book "Spy Catcher", by Peter Wright. Nothing and no-
one in **SpySnatcher** is intended to bear any resemblance to
any of the characters in that book, whether living, dead,
real or fictitious, sane or insane.

Jon Thackray and Jonathan Partington would like to thank
all the (insane!) people who play-tested the early versions
of **SpySnatcher**, including Richard Forster, Bob Redrup, Peter
Killworth, David Seale, Richard Clayton and 

The Acorn versions would not have been possible without
the dedicated work of Jon Thackray, who designed and
wrote the playing system.

The Amstrad versions would not have been possible
without the dedicated work of Richard Clayton of
Locomotive Software, who wrote the playing system for
Amstrad CPC, PCW and IBM versions.

Writing games like **SpySnatcher** really is a labour of love.
Countless hours have gone into the organisation of the
game, the creation of it, and the testing. Please don't give
copies away to your friends. Make them buy it, so that 
will be encouraged to release even more
guaranteed graphic-free top quality classic text
adventures!

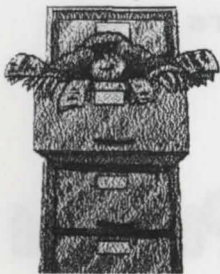
Jon Thackray

Jonathan Partington

**Welcome, agent
number 3084.**

**Do you want to
be told the
details of your
mission?**

?Y



**You have been summoned to MI7
headquarters, popularly known
as 'The Zoo', in order to unmask
a mole.**

**The chief of MI7, Sir Arthur Cayley
(known to his friends as 'Z') is
extremely worried, because the
plans for the new Sonic
Macrothrodole are believed to
have been leaked. They were kept
in the safe in his office, and were
there yesterday when he came in
at 9 a.m.; the safe had been
disturbed when he
checked it in the
morning but the plans
were still there.**

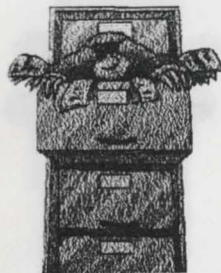


Z reckons that it would take at least an hour to remove the plans, copy them, and return them.

With Cayley is Superintendent Hardy of Special Branch, who has been assigned to MI7 on special duties for some weeks.

"We're off for a drink in the 'Cloak and Dagger' now," says Z. "Take a look round. Because of your unofficial position we can't openly give you access to the files, but if I were you I'd start with my

secretary's office while she's downstairs - she'll have details of my movements yesterday, as well. You can probably

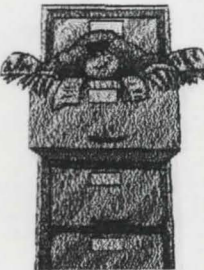


rule out Newton, who is abroad, and Brauer, who's on holiday. Nobody else knows you're in the building now that a new Security guard has come on duty. the guard usually patrols at about 7 p.m. Don't let anyone see you, or you'll have to abandon the investigation. Come and find us if you think you have some useful information. Good luck!"

Cayley and Harrison are joined by a third person as they go down the stairs.

**Are you ready to start?
?Y**

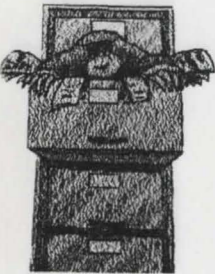
You are at the southern end of the



first floor corridor, which seems to be fairly brightly lit throughout: for security purposes the lights seem to be fixed on at all times. Three doors confront you at this point, each bearing the names of their alleged occupants.

To the south, the notice says "*Sir Arthur Cayley K.B.E. Head of Dept.*" To the west, a similar sign says "*Miss Pell. Secretary.*" and to the east the notice says "*Russell. Accounts.*"

There is a further corridor to the north, with several more closed doors leading off it. Which way will you go?



How to play the game

Supplied with this pack is a note explaining how to load the game on your computer, how to get the game started, and how to load and save positions.

A separate Game Card explains the type of commands that the game will accept.

We assume that you already know how to play adventure games. (If this is your first game, write to Topologika for a free copy of the leaflet '*What is an Adventure Game?*' which shows you the sort of thinking you have to go through in order to get anywhere!)

Stuck?

Stuck?

The next few pages contain questions that even tough players ask, when they're stuck - questions along the lines of:

'What do I use the XXX for?'

Turn over ONLY if you really are stuck and want to look up a particular clue. Once you know the Hint Number, type HELP <Return> at the prompt. The computer will ask you what Hint Number you want. Type the number, then press <Return>. Once you've read that hint, the computer will ask if you want another Hint from that set, i.e. on the same topic. If you do, press Y, and press <Return>. If you don't, press N, then <Return> and you'll be dropped back into the game.

Each Hint contains about 3 clues on the topic you've chosen.

Turning over . . . ?

Hints

- How do I stop the tape from being erased? — Hint 1
- How do I stop the tape from being erased before all the information is gone? — Hint 2
- How do I get information from the tape? — Hint 3
- How do I open the safe? — Hint 4
- How do I determine the code for the safe? — Hint 5
- How do I avoid meeting the couple? — Hint 6
- How do I use the terminal in Russell's room? — Hint 7
- How do I log in to the computer in Russell's room? — Hint 8
- What do I do when I've logged in to the computer in Russell's room? — Hint 9
- How do I get into Burnside's office? — Hint 10
- How do I avoid the guard when he comes up to the top floor? — Hint 11
- What is the significance of the bin in Conway's office? — Hint 12
- How do I use the terminal in Gibbs' office? — Hint 13
- How do I log in to the computer in Gibbs' office? — Hint 14
- How do I turn on the fire? — Hint 15
- How do I find a password for the computer in Gibbs' office? — Hint 16
- What do I do when I've logged in to the computer in Gibbs' office? — Hint 17
- How do I avoid the guard when he comes downstairs? — Hint 18
- How do I prevent Brauer's office from being locked up? — Hint 19
- How do I open the chest in Brauer's office? — Hint 20
- How do I open the safe in the archive room? — Hint 21
- How do I get out of the archive room? — Hint 22
- How do I get into Mrs. Hamilton's room without being attacked by the dog? — Hint 23
- How do I avoid making the guard suspicious after disposing of the dog? — Hint 24
- How do I get out of the building? — Hint 25
- How do I return upstairs past the guard? — Hint 26
- Which key opens the door to Burnside's office? — Hint 27
- How do I avoid tripping over in Burnside's office? — Hint 28
- How do I get into Ramnaujan's laboratory? — Hint 29
- How do I get downstairs after leaving Ramnaujan's laboratory? — Hint 30
- How do I get back into the Zoo? — Hint 31
- How do I see what's happening in Murchiston's office? — Hint 32
- Can I do anything else in Murchiston's office? — Hint 33
- How do I avoid the guard on leaving Mrs. Hamilton's room? — Hint 34
- How do I read what's on the disc? — Hint 35
- How do I get out of the Zoo for the second time? — Hint 36
- Who is the transmission from? — Hint 37

- What do I do after leaving the Zoo finally? — Hint 38
- How do I pay the taxi driver? — Hint 39
- What do I do at the mole's house? — Hint 40
- How do I decipher the secret message? — Hint 41
- What do I do with the information on the sweet wrapper? — Hint 42
- What do I do if the pub is closed? — Hint 43
- What do I say to Cayley and Hardy when I meet them in the pub? — Hint 44
- How do I use any specific object in the game? — Hint 45
-

Still stuck?

Whilst we will always try to give telephone help with *technical* problems, we cannot tell you how to solve the puzzles. If, despite having tried the on-line help system, you're well and truly stuck, drop us a line with a brief but complete description of your problem. We'll pass your letter on to Jon Thackray or Jonathan Partington who will respond in due course - but only if you enclose an SAE for their reply.



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SpySnatcher

The object of SpySnatcher is to identify and catch the 'Mole' (whose premises are known as 'The Zoo').

This person, last night sometime, removed the plans of the 'Sonic Macrothrodude' from the chief's safe, and is preparing to leak them to a hostile power (Ruritania). The chief, Sir Arthur Cayley, in co-operation with Superintendent Hardy of Special Branch, leaves you to explore The Zoo to see what evidence you can find.

Because everyone else is under suspicion, nobody must know that you are about - there will be trouble if you run into the security guard, or any personnel who happen to be working late!

SpySnatcher is Thackray and Partington's best game yet. Inspired by THAT book, SpySnatcher will keep you on the edge of your seat.

And on the edge of sanity too . . .

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