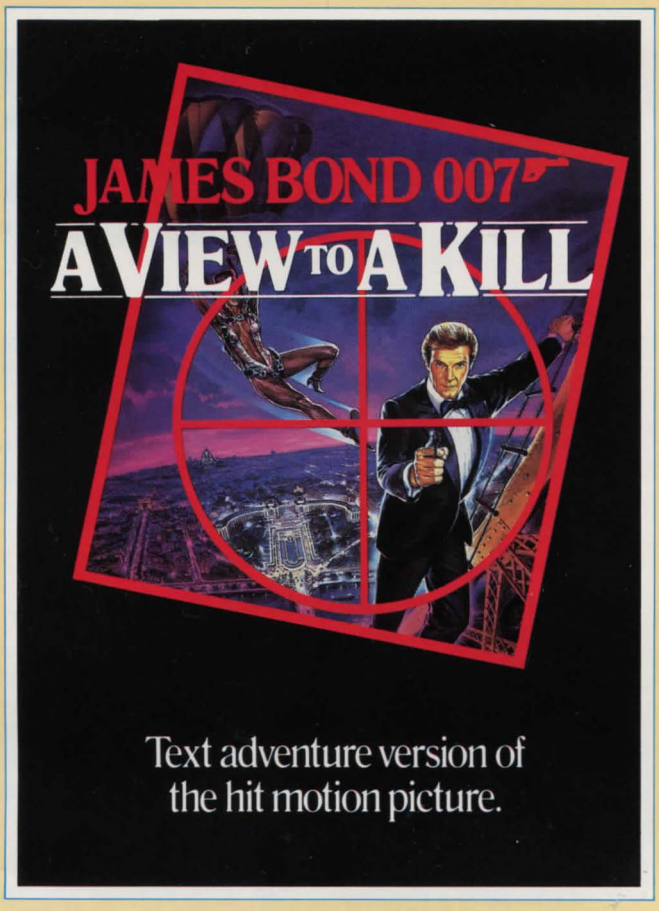
THUNDER MOUNTAIN



Apple® II
Family 64K,
single disk drive

00097

JAMES BOND 007
A VIEW TO A KILL

Reference Card

LOADING

Apple® II family

1. Turn on your monitor or TV.
2. Insert the game disk into the disk drive.
3. Turn on the computer.
4. Follow the on-screen instructions.

IBM® PC/PCjr™

To load the game using a DOS disk:

1. Insert the DOS disk into drive A.
2. Turn on the computer and your monitor or TV.
3. Respond to the date and time prompts.
4. When an **A>** prompt appears on the screen, replace the DOS disk with the game disk.
5. Type **AUTOEXEC** and press **Enter.** The game will begin.

To install DOS on the game disk:

1. Follow instructions 1 through 4 above.
2. If you have a two floppy disk drive system, type **INSTALL2** and press **Enter.** If you have a PCjr™ with one floppy disk drive, type **INSTALL1** and press **Enter.**
3. Follow the on-screen instructions.

Macintosh™

NOTE: If you have two disk drives, use only the internal drive for all steps on this card.

1. Turn on the computer.
2. Insert the game disk into the internal disk drive.
3. Click on YES to begin a new game or, if you have saved games to a data disk, click on NO to load an old game.

SAVING

To save a game in progress, you'll need a blank disk to use as a storage disk. You can save up to nine games on a storage disk. In some cases, you need to format a storage disk before you play the game, so check the machine-specific instructions below before you start. When you save, you assign the game a number (1-9). Specify that number to load the game at a later date.

Macintosh™/Apple® II family

The first time you save a game, use a blank disk, and follow the on-screen instructions to format it as a storage disk.

IBM® PC/PCjr™

You should format a blank disk to be used for storage before you start to play the game. To format a disk, follow the instructions in your DOS manual.

All machines

1. Type **SAVE** at the **=>** prompt.
2. Follow the on-screen instructions to number and save your game.

QUITTING/RESTARTING

All machines

1. To quit, type **QUIT** at the ➡ prompt (you'll be given the chance to save your progress before exiting the program). To restart, type **RESTART** at the ➡ prompt.
2. Follow the on-screen instructions.

PRINTING

You can print a running transcript of the game. Make sure your printer is "on-line" before printing.

All machines

1. Type **PRT** at the ➡ prompt. The game will respond **OK.** Printing will begin with your next turn.
2. To stop printing, type **PRT** again.

SYNOPSIS

You are James Bond. Your goal is to foil the plans of Max Zorin, an evil industrialist. If you fail, a deadly explosion will rock Silicon Valley. You begin the game in Siberia, pursued by Soviet agents. Figure out how to escape the Soviets. If you can find some transportation in the middle of an ice floe, head for M's. If you've been watchful, the right things will come your way. Then, it's off to Paris for some life-threatening espionage. If all goes well, your travels also will lead you to San Francisco for the final showdown with Zorin. Remember, you're a spy, so snoop around a lot and take risks!

CONVERSING WITH A VIEW TO A KILL

To enter your commands, questions, or responses, just type them in when you see the ➡ prompt. Then press **Enter.** If you make a mistake while typing, use the left arrow or backspace key to erase your error.
The standard commands appear in the enclosed documentation. Special additional commands, unique to A VIEW TO A KILL, are listed below (examples of how you might use some of the verbs are provided in parentheses):

climb
destroy
dial
draw (a weapon)
enter
flip
get in
get out
hide
hold
insert
jump
kick
kiss
leap
load (a gun)
look at
look in
punch
screw (a lid)
shine __ on __
shoot
take __ off of __
take __ out of __
trip
turn (a handle)
turn on/off
wait

Interactive Fiction – Teens/Adults

JAMES BOND 007

A VIEW TO A KILL

You grip your ski poles tightly as the snow above your head suddenly explodes with ricocheting bullets. "All right, 007," you tell yourself, "let's get on with it." And so begins an adventure that takes you from Siberia to Paris to San Francisco in pursuit of the evil industrialist, Max Zorin. Your name is Bond, James Bond. And only *you* can defuse the madman's plot.

An all-text adventure that features:

- Crisply written prose that captures all the action and romance of James Bond
- A taste of life in the fast lane as the world's most famous secret agent
- Advanced techniques that allow you to give commands in plain English
- Fully developed, individualized characters that respond realistically

"With the release of *A View to a Kill*, the real 007 is you." – A+ Magazine, *May, 1986.*

THUNDER MOUNTAIN
P.O. Box 1167
Northbrook, IL 60065-1167

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