CONSPIRACY

instructions

for use with ATARI® computer systems

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A K-TEK™ product for ATARI® computer systems

Your CIA counterpart, a double agent code-named "Borscht," delivered a coded message naming one of eleven buildings where Slabovian secret police are plotting to snatch the Statue of Liberty from New York Harbor on the 4th of July! Then he mysteriously disappeared, leaving you only $1,500.00 with which to buy the information you will need to crack the code and locate the conspirators. The coded message appears at the bottom of your screen. So pick a building, meet your first contact, and begin bargaining for information. With time running out, weigh your clues, go to the police station and announce the building you'll raid to capture the Slabovians. If you're right, you'll make the arrest. If you're wrong, the Statue of Liberty belongs to Slabovia!

TO LOAD:
1. Insert BASIC cartridge into slot of ATARI® 400/800™ computer.
2. Turn on computer, insert program cassette into recorder.
3. Rewind tape to beginning.
4. Press PLAY on tape recorder.
5. Type CLOAD and then press RETURN.
6. When computer beeps, press RETURN again.
7. After program has loaded, type RUN and then press RETURN.

TO PLAY: Your mission is to crack the coded cypher which will always appear at the bottom of your screen. Move your agent (who appears as a dot on your screen) through the yellow doors of one of the eleven buildings. Meet your contact and bargain for a clue. You will have only $1,500 to buy all the clues you will need, so don't be afraid to refuse the first price offered by the informant. You may choose an easy, medium, or hard clue. Each will point to another building where you will meet a new informant. When you think you know where the conspirators are hiding, go to the police station in the lower left corner and tell the lieutenant you are ready to make a raid. Then go directly to the building where you believe the Slabovians are hiding. Then you'll learn whether you have succeeded or failed.

HINT: Time is limited, and a series of high notes will alert you that time is growing short. Move fast, because you'll only have time to enter 6 or 7 buildings before the game ends.

REQUIRES: ATARI® 400/800™ Computer, 32K, Cassette Drive, Basic Cartridge & Joystick.

K-TEL SOFTWARE, INC.
LIMITED 30-DAY WARRANTY
FOR DISKETTE/CASSETTE SOFTWARE