

# Assignment East Berlin



SPECTRUM 48K

# ASSIGNMENT EAST BERLIN

by Reg Beale

## 48K SPECTRUM

Checkpoint Charlie — midnight — the icy light of a street lamp glimmers faintly through the mist throwing false shadows on the sidewalk. Each step echoes around the deserted buildings and whispers in and out of empty doorways and broken windows. Six agents dead or missing and no closer to finding the LOBOC — the Russian cipher machine that threatens the West's entire security network. My most dangerous mission yet — straight into the enemy's front line. The stakes are high but the mission vital — find the LOBOC and its code book; discover details of Russian agents working in the West and any other secret information likely to be of value. Bring all the articles back to Checkpoint Charlie and drop them there. For Magnus Steele, the ICE-MAN, just another day's work.

FOR FULL INSTRUCTIONS SEE OVERLEAF



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## OBJECT OF THE GAME

The object of the game is to collect 7 items which would be of value to a spy, take them back to Location 1 (Checkpoint Charlie) and drop them there when they will score certain points. The maximum score is 1500 points.

## LOADING

To load Assignment East Berlin press LOAD "" (ENTER).

Note: Always start with a clean machine. Before loading, unplug the power lead from the SPECTRUM and plug it in again.

Loading takes approximately 5 minutes. Do not press the BREAK key during loading.

## COMMUNICATING WITH THE COMPUTER

Commands are communicated to the computer using the keyboard. Normally, commands consist of two words — a verb and a noun. There are some exceptions which are set out below under SPECIAL COMMANDS. All commands must be followed by pressing ENTER. With the exception of one, which must be discovered, all commands must be entered in lower case:

— e.g. get radio (ENTER)

Sometimes an object is described by the computer with more than one word — for instance, in Location 1 there is a "small book". Only the first word describing the object needs to be typed in:

— e.g. get small (ENTER)

Also in Location 1 there is a "big russian border guard". To attempt to kill the "big russian border guard" type in:

— kill big (ENTER)

## SPECIAL COMMANDS

The following commands need only the first letter to be typed in followed by pressing ENTER:

n: north

s: south

e: east

w: west

u: up

d: down

p: possessions . . . Enter "p" at any time during the game and a list of "possessions" will be displayed. Note: As the game progresses, the number of possessions which can be held at any one time decreases.

h: help

q: quit . . . At this time the game may be SAVED — see below.

## PROGRESS THROUGH THE GAME

Progress is made by moving north, south, east, west, up or down. As progress is made, certain combinations of objects held will result in various positive reactions from the computer.

## SCORING

Points are scored by collecting 7 items to be found in various locations throughout the game and returning them to Location 1 (Checkpoint Charlie). The maximum score is 1500 points. Current score may be checked at any time during the game by typing in:

— score (ENTER)

## SAVING A GAME

A current game may be saved at any stage by pressing q (quit). The player is then given the option to SAVE the game by following the prompts on the screen. The SAVEing routine takes approximately 10 seconds followed by a VERIFY routine. After SAVEing a game, progress may be continued from the point at which the game was saved. It is a good idea to "quit" and SAVE the game before entering a potentially dangerous command into the computer.

## TIME LIMIT

There is a time limit for completing the game. If the mission is not accomplished within this set time then the game will stop and the program will "self-destruct".

## HINTS

1. It is helpful to draw a map as the game progresses to show the situation of each location and what may be found there.
2. Before entering a potentially dangerous location or command, quit and SAVE the game so that, in the event of sudden death or disaster, the game can be re-started at the point the game is SAVED.
3. To leave Location 1 type in:
  - get small
  - show small
  - e

This will take you to Location 2 but not necessarily with all the objects you will need later in the game.

GOOD LUCK ICE-MAN



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Assignment Cast  
Berlin SPECTRUM 48K



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