

007[™]
JAMES BOND



The
STEALTH
Affair[™]

Interplay[™]

Exchanges

We will exchange between your James Bond: The STEALTH Affair 5.25" disks and 3.5" disks if you send us your original disks (not the box) and a check for \$10 in U.S. funds. See the address on the manual's inside front cover.

Backup Copies

We advise you to make backups of your original diskettes and only use the copies to play the game.

IBM/Tandy and 100% Compatibles

Loading Instructions

If you plan to play from floppy disk, you must format a blank DOS disk for your saved games. You will also be required to play from a non-write protected backup of Disk One.

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver installed.
2. Insert your backup of James Bond Disk One. The first time you play James Bond, you will want to run the INSTALL program.

Type **INSTALL** and follow the instructions on screen.

3. When you are finished configuring James Bond to your system with **INSTALL**, you will want to save it to disk. Select the save option from the **INSTALL** menu. If you installed to a hard disk, the configurations will be saved on your hard disk.

4. When you are finished installing, exit to DOS and type **BOND** to load the game.

Amiga 500, 1000 & 2000

If using an Amiga 500 without expanded memory, unplug the external drive if necessary.

Playing on Diskettes

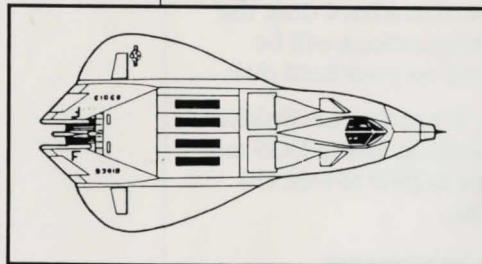
Amiga 1000

1. Switch off the computer.
2. Insert the Kickstart diskette into the DF0 drive and switch on the computer.
3. When the computer



asks you to insert the Workbench diskette, insert Game diskette No.1.

4. If your menus have a clear background, load JAMES BOND from your Workbench CLI by typing DELPHINE - C.



Amiga 500 & 2000

1. Switch off the computer.
2. Insert diskette No.1 in the DF0 drive and switch on the computer.

How to Play on the Hard Disk

Installation

Check to see that you have more than 1080 kilobytes free on your hard disk. Create a new directory and copy the contents of each of the diskettes into it.

From the CLI, enter your newly created directory and type DELPHINE -H.

You can combine options together, e.g. DELPHINE -C-H.

Game System

"James Bond" uses the Cinematique system. This is a new game system which is entirely mouse-controlled and is designed to make the game as user-friendly as possible.

Moving James Bond

The character you are playing moves across the screen as you direct it. To move him, point the mouse cursor where you want him to go. James will then move to the designated spot. James will stop on the way if an obstacle blocks his path. All you have to do is designate a different spot which will enable him to move around the obstacle.

The Activation Menu

Through James, you can take a wide variety of actions using the very simple activation menu. The activation menu is displayed when you press the right-hand button of the mouse. Move the menu bar to the chosen action and press the left-hand button.

You can take the following actions:

EXAMINE Enables you to obtain more details about an object in your environment. When the mouse cursor becomes a +, choose the object to be examined and press the left-hand button. To examine an item already in your inventory, press the right-hand button when "EXAMINE" is highlighted and your inventory list will appear. Select the item in your inventory you want to examine and press the left-hand button.

Note: just as in real life, your character will not be able to see some of the details if he is too far away from the object he is looking at.

TAKE Used when you want to collect objects that seem to be useful. When the mouse cursor becomes a +, choose the object to be taken and press the left-hand mouse button.

INVENTORY Tells you at all times what objects you have. Press one of the two mouse buttons to quit the inventory.

USE Allows you to take action using an object in

your inventory to affect an object or person in your environment.

Example: You have a key which you want to use to open a door - USE KEY on DOOR.

You want to give money to your boss (!!!) - USE MONEY on BOSS.

You want to lace up your shoes. - USE LACES on JAMES.

When the cursor changes into a +, select the object you want to use from the list, then click on the object or person it is to be used on.

If you want to use an item on another item in your inventory, click on the first item you want to use with the right-hand button. Your inventory list will reappear. Select the item you want to take action on by highlighting it and pressing the left-hand button.

OPERATE - Lets you take action on an object or person.

Example: To Open a door ... OPERATE DOOR.

To swing a pickaxe ... OPERATE PICKAXE.

To Dig in Rubble ... OPERATE RUBBLE.

When the mouse cursor changes into a +, select the object on which you want to take action and press the left-hand button of the mouse.

You can operate an item in your inventory by clicking on "OPERATE" with the right-hand button. (See EXAMINE).

SPEAK Will allow you to talk to the people you are going to meet. When the mouse cursor changes to a +, indicate the character to whom you want to speak and press the left-hand button of the mouse.

The User Menu

This menu offers functions which are not part of the game itself, but which will, for instance, allow you to save, make backups, or reload previous sessions.

You can access this menu by pressing the two mouse buttons simultaneously.

PAUSE The game is paused when the user menu is active.

RESTART Enables you to start the session again from the very beginning.

QUIT (IBM) Exits to DOS.

BACKUP DRIVE Used for indicating to the program which disk drive you want to use for saved games.

LOAD Continue playing a game you have backed up. When the program asks you to insert the backup diskette, the list of saved sessions which are on the backup diskette will be displayed. Move the mouse on to the name of the session to be loaded and confirm.

SAVE To save the game you are playing to diskette, insert the backup diskette when the program prompts you. (We suggest you have a blank formatted diskette ready.) A catalog containing the list of sessions already on the diskette will be displayed. Choose a free spot, type in a name, and confirm. If there is no room left in the catalog, use a new backup diskette or back up over an existing game.

Note: You can back up a session as long as Bond is alive. Consequently, we advise you to use this option regularly and each time the situation is potentially dangerous.

During some animation sequences when you are not able to control your character, you will not be able to save the game. But be assured that nothing very dangerous will happen during these sequences, unless it is already too late to take preventive action.

Playing From The Keyboard (IBM Only)

1. The arrow keys will move the pixel cursor around as long as the Num Lock is off.
2. Pressing the SHIFT key with an arrow key on the numeric keypad will move the cursor at slow speed.
3. Pressing the CONTROL key with a number (1-9) on the numeric keypad will move the cursor to a spot on the screen corresponding to the number's position on the keypad (i.e. 7 = top left, 6 = middle right, etc.).
4. The ESC key can be used to exit from the menus.
5. The SPACE, RETURN, ENTER, and 5 (on the numeric keypad) corresponds to the left mouse button.
6. The "Shift" key used in

conjunction with F1 (Examine) or F5 (Operate) will work on items in your inventory. To use an item on another item in your inventory, select the first item using "SHIFT" and "ENTER" together.

7. James can be moved around directly using the following keys: Q (up left), W (up), E (up right), A (left), S (stop), D (right), Z (down left), X (down), C (down right).

8. The P key will pause the game.

9. <CTRL>-S will toggle the sound on and off.

10. +/- will speed up/slow down animations respectively. (Especially useful in arcade sequences).

11. The function keys will allow direct access to menus and menu options as follows:

- F1 - Examine
- F2 - Take
- F3 - Inventory
- F4 - Use
- F5 - Operate
- F6 - Speak
- F9 - Display the action menu.
- F10 - Display the user menu.

Advice To New Players

If you are playing an adventure game for the first time, here are a few suggestions.

- Carefully examine all the objects on the screen at every new point in the game. Note that some objects are only one or two pixels wide.

- Read the messages displayed very carefully because they may give you important clues on how to proceed to the next step in the adventure.

- Use every opportunity you can to take action.

- Talk to everyone you can; they may be able to help you choose the best route.

- Most objects you can examine in the game have a purpose. Try operating them or using various items on them.

- Backup your game as soon as you sense danger.

If, in spite of all this, you find yourself stuck at any point in the game, check to see whether you have forgotten an object or if you have forgotten to do something earlier on ...

FOR YOUR EYES ONLY

OPERATION STEALTH

Confidential Report

James Bond has long been a decorated member of the British Secret Service. His mission success record is outstanding, which is why he has been chosen for numerous dangerous and seemingly impossible international missions. His reputation hinges upon his innate ability to survive. In fact, it could be said that his ability to kill is surpassed only by his ability not to get killed.

The mission he is being entrusted with today is of vital importance, for the diplomatic stability of the world hangs in the balance.

Confidential Dossier

Subject: Agent 007 - James Bond

Height: 1.83 m

Weight: 76 kgs.

Eyes: Blue

Hair: Black

Distinguishing Marks:

Small scar on left cheek as well as on left shoulder. Signs of plastic surgery on back of right hand.

Expertise: All around athlete, expert swimmer, diver, skier, and driver. Exceptional marksman, knife-thrower, and boxer. Has also been trained in the art of Judo. Is known to be quite fluent in French and German as well.

Vices: Bond has a weakness for beautiful women. Drinks Vodka Martinis but not to excess. Smokes specially made cigarettes.

Other Observations: Is usually armed with a Walther PPK kept in a holster under his left arm. Has seldom been known to use a disguise. Generally fights with much tenacity and has an unusually high tolerance to pain.

General Information: Bond belongs to a branch of the Secret Service that is now referred to as the Special Section. This is known to be just a new name for the supposedly abolished Double-O Section. Abolished or not, he holds the secret number 007. The Double "O" numerals signify that the agent has killed and has a license to kill in active duty.

Background: Orphaned at the age of eleven James Bond went to live with his aunt in a small English hamlet. By the time he graduated from Fettes at the age of seventeen he had already gained a reputation as a great boxer. He went on to attend Cambridge but left to join the Royal Navy. He excelled in his training and honed his skills as a crack shot and master of self defense. These skills brought him to the attention of M, head of MI-5, a branch of the British Secret Service, who arranged for then Ensign Bond to act as a courier to East Berlin. With the tremendous success of this first mission, having not only found a double agent but disposing of him nicely, Bond was recruited by M into the Investigation and Enforcement Branch. And the rest is Bond History.

Previous Missions

Restricted access - Top secret documents.

Current Mission

Recover the STEALTH bomber.

We are sending you to

Santa Paragua immediately because agent 006, who has been on a mission there for the last six months, has sent this worrying telex:

"IMPORTANT INFORMATION ABOUT THE STEALTH AFFAIR. STOP. I NEED URGENT HELP. STOP."

Your first task should be to find and assist agent 006. We have learned he has some important documents which reveal the location of the STEALTH. You're on your own after that.

Suspects

Suspect No. 1 - General Manigua

He was democratically elected by the Paraguayan people three years ago.

At that time, he was adored by his fellow countrymen. He had thwarted a military junta that threatened to seize power. General Manigua was not known then as General but as President Manigua.

He had never been a military man, but had studied sociology at Harvard. Unfortunately, he has changed a lot since he came to power, but we do

not know the reasons why.

A year ago he assumed the title of General and dissolved the People's Assembly, making himself dictator.

The country is now in a state of siege. Even his own family no longer recognize the good President Manigua. Freedom of speech has disappeared in Santa Paragua. No one dare voice any opposition. General Manigua has surrounded himself with a terrifying secret police force which is ruthlessly efficient in its repression of political opponents.

It is under these circumstances that a resistance group called Libertad has been formed.

This group struggles in secret against the dictatorship. According to them, Manigua is only the puppet of an international crime syndicate. However, opinions are divided in the group. Other members believe that Manigua rules the country with a rod of iron by himself.

Since General Manigua plunged the country into a dictatorship, we have ceased to support him.

We are now supplying Libertad with arms to fight Manigua's secret police,

making us Manigua's enemy No. 1, for without our arms supplies, the local resistance would be incapable of fighting.

Suspect No. 2: The KGB

Over the last few years our relations with the Soviet Union have improved considerably.

We have jointly signed several treaties in such areas as disarmament and trade. The present leaders of the Soviet Union seem to be looking for dialogue.

However, in the heart of the Supreme Soviet there are extremist elements who advocate the destruction of capitalism and war with the United States. We also know that Soviet scientists have been working for the last two years on an aviation project similar to Stealth. The man in charge of the project, Professor Lukasiewicz, fled the U.S.S.R. and sought asylum in West Germany. Since he left, the project has been frozen. It could be that the Soviets, unsettled by our progress on the Stealth project, have stolen our technological jewel to copy it.

Did they act in collaboration with Gen. Manigua?

We have no clues.

Appendix A

Stealth Fighter, Model A



Armament:

* Selected targets are located by Laser technology, which guides the bombs onto the chosen one.

* Target error factor: 0.001%.

* Two missiles with nuclear warheads: "Smart bombs".

* Each bomb can destroy a town the size of New York in 10 seconds.

Fuel:

* A mixture of refined aviation fuel, CAT 08 and 34% liquid hydrogen.

* Quantity of fuel: minimum of 300 litres.

* Stealth Model A is not refuellable in flight. This option will be incorporated in Model B.

Option "OZX":

* Jams all radars. When it

is in operation, the Stealth fighter is undetectable.

Speed:

* 3,000 km/hr.

* from 0 to 800 km/hr. in 5 seconds: option "ULTRA".

* from 800 to 2,500 km/hr in 3 seconds: option "HYPER BOOST".

DANGER! Only use HYPER BOOST option in cases of last resort because the fuel consumption is enormous. There is a risk of fuel shortage.

Appendix B

Weapons available for this mission.

(Must Be Returned!)

False Attache Case: The false attache case has a double bottom.

Calculator: Never take the calculator far away from the attache case. The calculator is linked with the attache case by an infrared beam. If you separate the calculator from the attache case, the infrared beam is broken, setting off an explosion equivalent to 10 kg. of plastic explosive. (Serious

damage to everything within a radius of 10 meters.)

NTY Forger: This ultra modern machine is designed to forge passports. The forger is in the secret compartment of the attache case and has three programs:

- * false French passport
- * false British passport
- * false German passport

Type in the required code on the calculator to get the NTY Forger.

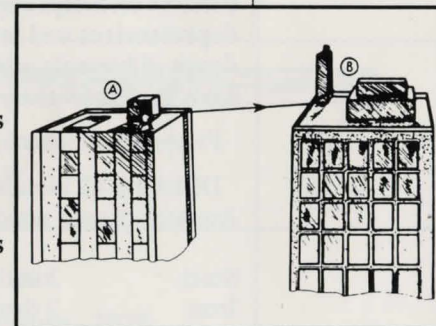
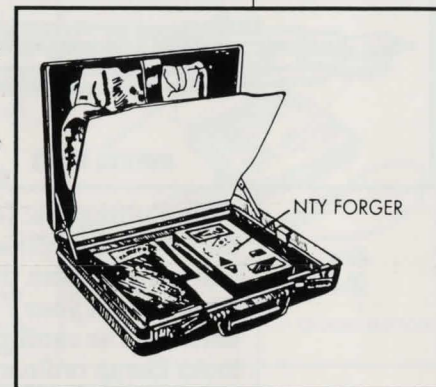
- a) Use the nationality best suited to the current political situation;
- b) Use the arrows on the NTY Forger to select the nationality you have chosen;
- c) Press the button to confirm your choice.

NOTE! This attache case is a new invention of our weapons service. The director of the service, Q, is very attached to it.

The Watch Cable: This can be an invaluable aid under any circumstances. An object like a watch is so ordinary that it would never raise the suspicions of your enemies, for example: the Watch Cable was very useful to agent 002 during a chase over the

roofs in Hong Kong in the course of his last mission.

After stealing documents from the Chinese secret services building in Hong Kong, agent 002 was spotted by the security services of the building. After a wild chase, 002 found himself on the roof of the building. The enemy was at his heels. There was another building facing 002. He used the cable option on his watch and was thus able to escape from his pursuers.



* Maximum length of cable: 30 meters.

* Maximum weight the cable will support: 100

kilograms.

* The cable plays out in 10 seconds.

* The cable will only attach to solid walls.



SWIVEL RING

The Cutting Pen: Just like the watch, an ordinary pen will never awaken the suspicions of your enemies. The cutting pen looks like an ordinary fountain pen. It is special because it contains a pressurized capsule of benzoic acid. When the swivel ring on the pen body is turned through 180 degrees, the benzoic acid capsule depressurizes and lets drops of benzoic acid fall from the nib of the pen.

Properties of Benzoic Acid:

Dissolves all metals.
Amount of acid needed:

Steel	3 drops
Iron	2 drops
Gold	10 drops
Manganese	5 drops
Tungsten	1 drop
Platinum	8 drops
Lead	12 drops
Copper	2 drops

Swivel Ring: Use the prescribed number of drops. If you exceed the dose the vapors given off by the chemical reaction could suffocate you.

NOTE! The cutting pen was used successfully by agent 001 to escape from the Almadena prison.

The Recording Razor:

a) Make sure the razor contains a blank micro cassette. To do this, first press the Eject button. You will find the micro cassette where it is shown in the drawing. Make sure the cassette has been rewound.

b) Replace the cassette.

c) To record a conversation: switch the ON/Off switch to the On position.

d) The shaving heads will now function as very powerful microphones, capable of recording any conversation within a radius of 20 meters of the razor.

e) When the razor is recording, the indicator light is green. When the razor is not recording, the indicator light is red.

f) When the cassette is full, the razor rewinds it automatically. When the

cassette has been rewound, the indicator light changes to red.

Recording time of the micro cassette: 30 minutes.

The Safe-Cracking Box: Allows you to find the combination of any safe. This box was dreamed up by a world famous burglar known as "The Cracker". When he was caught by agent 003, this mastermind of burglary told us all of his secrets.

With his help, Q perfected the Code-Breaking Box. Let it be said that Q added his own personal touches so as to improve on the ideas of "The Cracker".

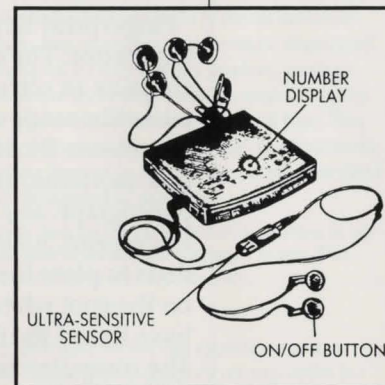
WARNING! The Code-Breaking Box is powered by two batteries containing enriched mercury. This substance allows it to sense all of the infinitesimal variations in sound. That is why it is used in the box. The disadvantage of enriched mercury is that it does not last very long when in use. You must act quickly.

The Cigarette Case: This cigarette case contains two types of cigarettes.

a) Rocket launching cigarettes.

b) Fingerprint revealing cigarettes.

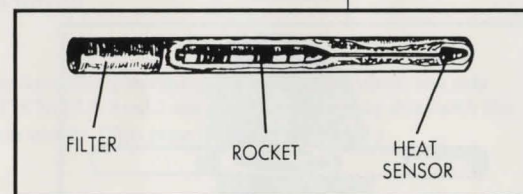
Rocket Launching Cigarettes: This cigarette contains a rocket near the filter. The rocket is linked to a heat sensor at the end of the cigarette by a minute thread. When the cigarette is lit, the thread burns and launches the rocket.



Characteristics of the Rocket:

* Length: 3 centimeters

* Range: 25 meters



* Hit Rate:

at 5 meters - 100%

at 10 meters - 95%

at 15 meters - 92.5%

at 20 meters - 90%

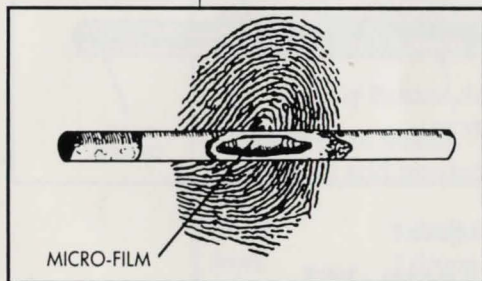
at 25 meters - 87.5%

* It can destroy an object the size of a car.

You can identify rocket launching cigarettes by their red bands.

Fingerprint Revealing Cigarettes: The cigarette contains an ultra-sensitive microfilm made of Chromium Dioxide. With this microfilm, you can photograph any fingerprint. All you have to do is to place the microfilm on the spot where you have found the fingerprint. The computerized database research unit can then identify the owner of the fingerprint you have photographed.

You can identify fingerprint revealing cigarettes by their blue bands.



Technical Support & Hints

If you are having problems getting the game

to function properly, you can call Customer Support from 10:30 AM to 6:00PM (Pacific Time Zone) at
1-714-549-2411

You may reach the hint system by dialing
1-900-370-PLAY

All hint questions **MUST** be directed to this "900" line, as there will be **NO** hints given on our Customer Support lines. You must have a touchtone phone to use this service.

The hintline is open 24 hours a day. The charge for this service is \$1.25 for the first minute, and \$.75 for every additional minute. All long distance charges are included in this. Callers under the age of 18 must get their parent's permission before calling the hintline. At this time, the automated hint system is only available within the United States.

All other questions will be answered by calling our Customer Support at 1-714-549-2411. Again, please note, **ALL** hints must be obtained by dialing 1-900-370-PLAY.

The contents of the Interplay Automated Hint Line are solely the responsibility of Interplay. Thank you for buying Interplay.

Limited Warranty

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Lifetime Warranty

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WARRANTY REPLACEMENTS

Interplay 17922 Fitch Ave., Irvine, CA 92714

System Upgrades

Interplay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original disks and a check for \$15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change.)

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If you have any questions about this, or any other Interplay product, you can reach our Customer Support/Technical Service Group at:

Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Support (714) 553-6678 9:00 AM to 5:00 PM Pacific Time Monday through Friday.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: **We are available for IBM and compatible on-line support.** We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 (Rep #434 for Macs) for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpio, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

CREDITS

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Marc Miner

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