

SECRET AGENT:



MISSION ONE

A thrilling ADVENTURE in hi-resolution

SECRET AGENT: MISSION ONE

INSTRUCTIONS

Most situations require a two word response: a verb followed by a noun. Some examples are GO DOOR, LOOK WINDOW, READ SIGN, etc.

Note: There are a few situations where a one word response will be necessary.

LIST OF USEFUL COMMANDS

N,S,E,W - To move around outdoors, directions must be used. (Of course, commands like GO DOOR, will also be necessary.) You can type GO + a direction, the direction by itself, or simply the first letter. UP and DOWN can also be abbreviated as U and D.

GET (+ a noun) - will allow you to pick up an object.

DROP (+ a noun) - allows you to put down any object in your possession.

LOOK - gives you a list of all the visible objects in a room that you can get, as well as the general room description.

LOOK WATCH - gives you the current time.

I or INVENTORY - shows you a list of all the objects that you currently have.

SAVE GAME - saves the game at whatever point you are at. *Note:* the game is saved within the game disk. No other disks are required.

RESTORE GAME - allows you to continue playing a "saved" game.

QUIT - ends the game

RETURN - by pressing the return key you can review your last few moves.

HELPFUL HINTS

- To avoid frustration (and save time), save the game frequently since many unexpected attempts will be made on your life.
- Keep in mind there are several random elements which will change from game to game.
- Only the first four letters of each word are read, so you can abbreviate your input accordingly. In other words, the command UNLOCK WINDOW can be written as UNLO WIND.
- *Note:* Objects are only drawn in the room in which they originally appear.
- Finally, if you get stuck at any point—call or write us. We'll be more than happy to help.

REPLACEMENT WARRANTY

If one of our disks is defective, we will replace it with a new one for \$5.00. This covers the cost of the new disk, as well as postage and handling. **NO DISK WILL BE REPLACED UNLESS THE ORIGINAL COPY IS RETURNED.**

Some sound routines are from "Hi-Res Secrets" by Avant-Garde Creations.

Copyright 1983, *Jor-And*

“The fate of the world is in your hands...”

An evil scientist is threatening to destroy the world with his awesome new weapon. And you're the only one who can stop him!

An adventure in hi-resolution with intricate illustrations, sounds, animation, and a THRILL A MINUTE.

SECRET AGENT: MISSION ONE

written in Applesoft and Assembly Language

by

Jor-And

**P.O. Box 9180
Glendale, California
(213) 247-6658**

Copyright 1983, *Jor-And*

Requires 48K Apple* II/II+ with Applesoft in ROM, Dos 3.3

***Apple and Applesoft are registered trademarks of Apple Computer, Inc.**