

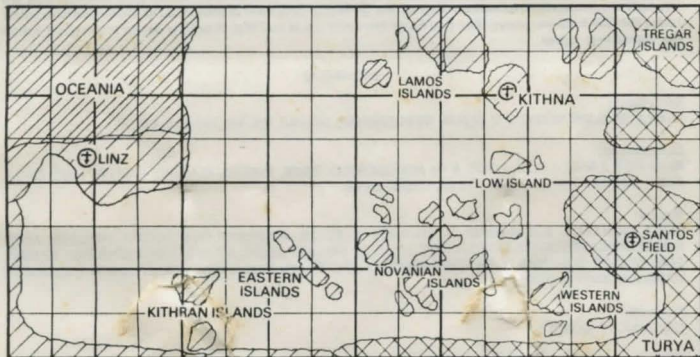
SPY-PLANE

An adventure game for the 48K Spectrum written using 'The Quill' adventure system.

In this game you are the captain of a Long Range Maritime Aircraft flying at 15000 feet over the Arzelean Sea. You are on patrol, with the objective of obtaining as much intelligence as you can about Turyan military equipment. The main objective revolves around either photographing naval vessels or recording other items encountered during the flight.

To assist you in your task, you are well equipped :

1. Radios - for communication and receiving broadcasts. Note that you are on an intelligence mission
2. Radar - can give useful information on contacts, hazards and so on. On this trip, the set you have is a little temperamental with the result that it can go unserviceable at an inconvenient time. However, it may be repaired by your radar operator or by ground crew at an airfield with servicing facilities.
3. ECM (Electronic Counter Measures) - this detects radar which is carried by aircraft or naval vessels. Most warships carry radar (and ECM) so, in large areas of open sea, this may be the only way of finding an elusive ship. It is a piece of electronic equipment however, and is every bit as reliable as your radar!
4. Sonar - This is a monitor which records on a screen all that is picked up by a sonobuoy in the water. You drop the sonobuoy at the right time, and you will obtain intelligence information. The equipment is obsolete though and will only pick up the oldest of Turyan submarines and any surface ship in very close proximity.
5. An Infra Red Detector - an electronic camera which will record temperature variations and tell you what is there - only in certain conditions ...



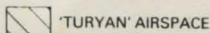
SEA



LOW



HIGH



'TURVAN' AIRSPACE

6. An Ionisation Detector - a name applied to a form of 'Sniffer' equipment. This will detect exhaust fumes of a submarine (if the sub is not nuclear) under certain conditions, and will give an analysis of these fumes to give an indication of how well maintained such vessels are.

7. A MATR (Mission Analysis Tape Recorder) - which is vital to the success of the mission, for this records all that happens during the flight so that the intelligence people on the ground can see what you have. It has an input from all of the above mentioned pieces of equipment.

8. A camera - needs no explanation. You have sufficient film to achieve success - provided you look after the camera!

9. A computer - has a specific function on this trip.

Remember certain points about this mission : firstly, you are in an aircraft and flying in a hazardous area. All of the normal things concerned with flight safety apply - don't fly into mountains, take care in fog or other adverse weather. Secondly, you will not see anything of intelligence value at 15000 feet. You can descend to 500 feet (where you fly at only half the speed) where there are more flight safety hazards. You will not see submarines from this low height. But you cannot normally descend without enormous risk. There are places where you can descend again - where there are submarines! There are always clues present to find these - as with maritime flight in real life, your equipment must be used to best effect to find these clues.

When landing, think about what a normal aircraft must do to land safely - if you don't you may not live to regret it!

The area you are searching is not large in real terms - but in adventure terms, there are over 165 locations. The adventure is not in real time, so you do have time to think about your actions. You are strongly recommended to make a map as you go along - and bear in mind that at 15000 feet you cover twice the distance per move that you do at low level (as in real life). It will be easier to produce a map on square rule paper.

Vocabulary

Directions:

N, NE, E, SE, S, SW, W, NW, U, D, CLIMB, DESCEND, 000, 090, 045, 135, 180, 225, 270, 315.

Commands:

REQUEST, LAND, LOOK, LOOK A (ie REDESCRIBE), TAKE, PHOTO, RECORD, LISTEN, USE, DROP, QUIT, SCORE, UNDERCARRIAGE (!), LOAD, SAVE.

Nouns:

BOAT, CONTACT, SUBMARINE, X, CRUISER, CARRIER, AIRCRAFT, DESTROYER, FRIGATE, ANTI-SUBMARINE, MRCA, WEATHER, LAND, MISSILE, ROCKET, HEAT, IONISATION, INFRA-RED, RADAR, ECM, SONAR, SONOBOUY, PASSIVE, SNORKEL, MATR (Mission Analysis Tape Recorder), JAMMER, CAMERA, PHOTO, DOWNS (!).

Adverbs

CAREFULLY, CLOSELY.

This list is not at all exhaustive - many more words are present in the vocabulary.