

Spy Snatcher



Jon Thackray + Jonathan Partington

Authors of 'Acheton'
'Kingdom of Hamil', and 'Avon & Murdac'



The Masters of Classic Text Adventures!



ADVENTURE GAMES - Technical Notes for IBM/MS-DOS version

'Getting Started' Switch the computer system on, then follow the instructions on the disc label. The disc drive will whirr, and the program should start. Refer to the separate 'How To Play Adventure Games' booklet for details of how to use the program itself. If, after following all the instructions, you still can't get the program to start, or you are in any way not satisfied with its performance, return it to us in its original packaging, and we'll test it and replace if necessary. *This version does not use sound effects.*

SOME QUESTIONS ANSWERED:

I wanted to load a game I saved a week ago, but I couldn't remember what I called it. How do I find out? The only way to research names of saved games is to check them out before you start a game, ie from the A) prompt of DOS. (Use the DIR command, as described in your system manual under reference 'DIR'.)

I'm using a double disc system. Can I have the adventure disc in drive A, and my data disc in drive B? Yes. To save to drive B at the ':' prompt, type

SAVE <RETURN>. The computer will respond with:

Please insert saved game disc.

Save

:

Put your 'data' disc in drive B, then type:

B:gamename <RETURN>, where 'gamename' is the name that you are using for your saved position.

To get back to that saved position at a later date, type LOAD <RETURN> and follow the on-screen instructions, using B:gamename at the appropriate time.

I tried to save a game, but got a 'Disc full' message. This means what it says. The disc is full. You have two choices: either put another (formatted) disc in the drive that you are using, or use the DEL facility, from DOS, to delete one or more of your old files (see your system manual for details).

I tried to save my position, but it won't let me! If the name that you're typing in is too long (maximum 8 characters) the computer will just keep saying:

Save
:

until you use a name it likes. If you've inadvertently put a write-protect sticker on the disc, or if the disc itself is faulty, you will get the message:

Abort, Retry, Ignore?

If a sticker is the problem, remove the disc, then the sticker. Put the disc back in the drive and type R <RETURN>. If a sticker isn't the problem, put a different (formatted) disc in the drive, and type R <RETURN>.

I want to back up the disc. Can I do this? The disc is copy-protected. Attempts to copy it may result in damage to the code. Replacement or back-up discs are available from TOPOLOGIKA for a nominal fee.

When I try to LOAD a saved position, I get the message: Open failure - please try again

The program can't find a file of that name on the disc. You may have just mis-typed the name (in which case just type it again). You may be trying to load a game that you think you've saved, when in fact you didn't! Finally, you may be using drive B for your saved game disc, and omitting the drive reference from the 'gamename' (see above.)

TOPOLOGIKA SOFTWARE
1 South Harbour
Harbour Village, PENRYN
Cornwall TR10 8LR
Tel 01326 377771
Fax 01326 376755

IMPORTANT

If you did not purchase this product direct from Topologika, please return the enclosed postcard to the address below in order to register your ownership of this product and to receive details of updates and new releases. Remember to include your name and address and the make of computer. Please also affix a second-class stamp.

GAMEPLAY INSTRUCTIONS

Loading

See separate 'Technical Hints Sheet'

Screen Display

The top line contains a short description of where you are, together with your current score. The bottom section displays your current location in greater detail, together with your own input and the game's responses.

Specimen commands

GO NORTH, THEN EAT THE PIG, E, SW, IN
GET ALL BUT THE DUCK AND GOBLET, LEAVE

GET – takes the first relevant object

DROP – drops it

TAKE THE PIG AND UNICORN, WAIT

SAY HELLO

HELLO – equivalent to saying it

LOOK – gives a full description of your current location

SAVE – stores your current position on disc

RESTORE – brings back the saved game

RESTART – begins at the beginning

QUIT or STOP

VERBOSE – makes game give the full description of where you are

NORMAL – makes game give the full description the first time you arrive at a new place, with short descriptions for later visits

TERSE – forces game to give short descriptions

INVENTORY – lists your current possessions

In general, 'mode of play' commands (like SAVE, NORMAL, LOOK, etc) don't take a turn.

The puzzles

You may be puzzled why the **EXAMINE** command is of such limited use. The game is conceived in such a way that in solving the puzzles you are not involved in merely happening to discover things about the objects. It is only by manipulating them where possible, or combining them in some way, that the relevant features are revealed. (Some locations, however, may contain hidden depths.)

On-line Help

If you get completely stuck, on-line help is available by typing **HELP**. Look up your problem on the list of hints (in the relevant sealed envelope) and give the hint number you require. You will then be given some sort of clue. The **HELP** facility is structured in stages so that you will initially get a partial clue, and will be given due warning if the entire puzzle is about to be revealed to you.

If despite the **HELP** system you are completely stuck, **TOPOLOGIKA** will be pleased to help out. Send a **S.A.E.** with full details of the problem **AND PROOF OF PURCHASE** to:

Topologika
P.O. Box 39
Stilton
PETERBOROUGH PE7 3RL

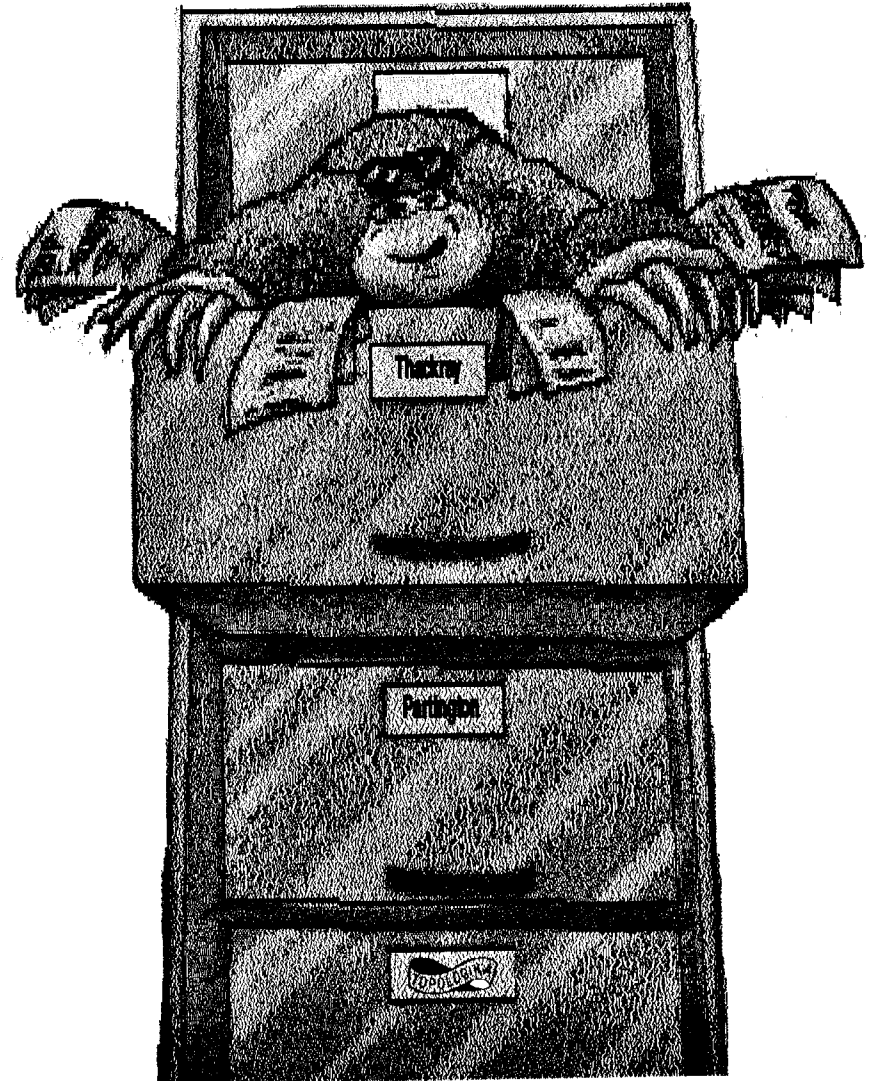
We regret that telephone help is not available.

AVON and MURDAC written by Dr. Jonathan Partington.
BBC DFS, Electron DFS, Master 128 DFS, Compact DFS and Archimedes
implementations by Dr. Jon Thackray.
All AMSTRAD (inc. Spectrum Plus 3) implementations by Locomotive Software.

COPYRIGHT NOTICE

All rights reserved worldwide. The name and contents of the programs are the exclusive property of Dr. Jonathan Partington. It is forbidden to copy, transmit, store on a network, reproduce, hire or lend in any form without the prior written consent of the author and **TOPOLOGIKA**.

Spy Snatcher



The Masters of Classic Text Adventures!

Licence Conditions

SpySnatcher is Copyright © Jonathan Partington and Jon Thackray 1988.

You may make one back-up copy of *SpySnatcher* for your own use.

You may install the program on a single hard disc.

The software may not be installed on a network.


Copies may not be given, sold, loaned or hired to any other person or institution.

Cover Design

Artwork by Gary Jones. Sleeve design by Brian Kerlake. The sleeve and this booklet were prepared using Impression from Computer Concepts.


SpySnatcher was written, designed and programmed by Jon Thackray and Jonathan Partington.

The game was written in 1988 following the publication of the book "Spy Catcher", by Peter Wright. Nothing and no-one in **SpySnatcher** is intended to bear any resemblance to any of the characters in that book, whether living, dead, real or fictitious, sane or insane.

Jon Thackray and Jonathan Partington would like to thank all the (insane!) people who play-tested the early versions of **SpySnatcher**, including Richard Forster, Bob Redrup, Peter Killworth, David Seale, Richard Clayton and 

The Acorn versions would not have been possible without the dedicated work of Jon Thackray, who designed and wrote the playing system.

The Amstrad versions would not have been possible without the dedicated work of Richard Clayton of Locomotive Software, who wrote the playing system for Amstrad CPC, PCW and IBM versions.

Writing games like **SpySnatcher** really is a labour of love. Countless hours have gone into the organisation of the game, the creation of it, and the testing. Please don't give copies away to your friends. Make them buy it, so that  will be encouraged to release even more guaranteed graphic-free top quality classic text adventures!

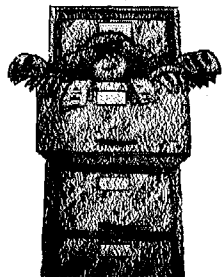
Jon Thackray

Jonathan Partington

Welcome, agent number 3084.

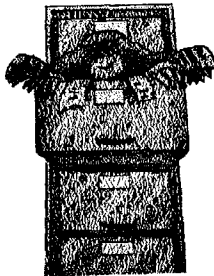
Do you want to be told the details of your mission?

?Y



You have been summoned to MI7 headquarters, popularly known as 'The Zoo', in order to unmask a mole.

The chief of MI7, Sir Arthur Cayley (known to his friends as 'Z') is extremely worried, because the plans for the new Sonic Macrothrodole are believed to have been leaked. They were kept in the safe in his office, and were there yesterday when he came in at 9 a.m.; the safe had been disturbed when he checked it in the morning but the plans were still there.

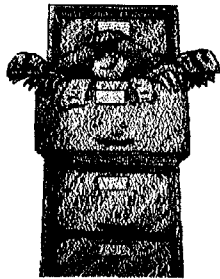


Z reckons that it would take at least an hour to remove the plans, copy them, and return them.

With Cayley is Superintendent Hardy of Special Branch, who has been assigned to MI7 on special duties for some weeks.

"We're off for a drink in the 'Cloak and Dagger' now," says Z. "Take a look round. Because of your unofficial position we can't openly give you access to the files, but if I were you I'd start with my

secretary's office while she's downstairs - she'll have details of my movements yesterday, as well. You can probably



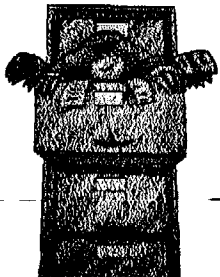
rule out Newton, who is abroad, and Brauer, who's on holiday.

Nobody else knows you're in the building now that a new Security guard has come on duty. the guard usually patrols at about 7 p.m. Don't let anyone see you, or you'll have to abandon the investigation. Come and find us if you think you have some useful information. Good luck!"

Cayley and Harrison are joined by a third person as they go down the stairs.

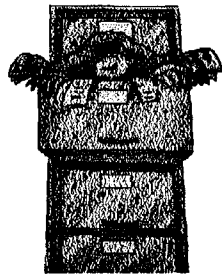
**Are you ready to start?
?Y**

**You are at the
southern end of the**



first floor corridor, which seems to be fairly brightly lit throughout: for security purposes the lights seem to be fixed on at all times. Three doors confront you at this point, each bearing the names of their alleged occupants.

To the south, the notice says "*Sir Arthur Cayley K.B.E. Head of Dept.*" To the west, a similar sign says "*Miss Pell. Secretary.*" and to the east the notice says "*Russell. Accounts.*"



There is a further corridor to the north, with several more closed doors leading off it. Which way will you go?

How to play the game

Supplied with this pack is a note explaining how to load the game on your computer, how to get the game started, and how to load and save positions.

A separate Game Card explains the type of commands that the game will accept.

We assume that you already know how to play adventure games. (If this is your first game, write to Topologika for a free copy of the leaflet '*What is an Adventure Game?*' which shows you the sort of thinking you have to go through in order to get anywhere!)

Stuck?

Stuck?

The next few pages contain questions that even tough players ask, when they're stuck - questions along the lines of:

'What do I use the XXX for?'

Turn over ONLY if you really are stuck and want to look up a particular clue. Once you know the Hint Number, type HELP <Return> at the prompt. The computer will ask you what Hint Number you want. Type the number, then press <Return>. Once you've read that hint, the computer will ask if you want another Hint from that set, i.e. on the same topic. If you do, press Y, and press <Return>. If you don't, press N, then <Return> and you'll be dropped back into the game.

Each Hint contains about 3 clues on the topic you've chosen.

Turning over . . . ?

Hints

- How do I stop the tape from being erased? — Hint 1
- How do I stop the tape from being erased before all the information is gone? — Hint 2
- How do I get information from the tape? — Hint 3
- How do I open the safe? — Hint 4
- How do I determine the code for the safe? — Hint 5
- How do I avoid meeting the couple? — Hint 6
- How do I use the terminal in Russell's room? — Hint 7
- How do I log in to the computer in Russell's room? — Hint 8
- What do I do when I've logged in to the computer in Russell's room? — Hint 9
- How do I get into Burnside's office? — Hint 10
- How do I avoid the guard when he comes up to the top floor? — Hint 11
- What is the significance of the bin in Conway's office? — Hint 12
- How do I use the terminal in Gibbs' office? — Hint 13
- How do I log in to the computer in Gibbs' office? — Hint 14
- How do I turn on the fire? — Hint 15
- How do I find a password for the computer in Gibbs' office? — Hint 16
- What do I do when I've logged in to the computer in Gibbs' office? — Hint 17
- How do I avoid the guard when he comes downstairs? — Hint 18
- How do I prevent Brauer's office from being locked up? — Hint 19
- How do I open the chest in Brauer's office? — Hint 20
- How do I open the safe in the archive room? — Hint 21
- How do get out of the archive room? — Hint 22
- How do I get into Mrs. Hamilton's room without being attacked by the dog? — Hint 23
- How do I avoid making the guard suspicious after disposing of the dog? — Hint 24
- How do I get out of the building? — Hint 25
- How do I return upstairs past the guard? — Hint 26
- Which key opens the door to Burnside's office? — Hint 27
- How do I avoid tripping over in Burnside's office? — Hint 28
- How do I get into Ramnaujan's laboratory? — Hint 29
- How do I get downstairs after leaving Ramnaujan's laboratory? — Hint 30
- How do I get back into the Zoo? — Hint 31
- How do I see what's happening in Murchiston's office? — Hint 32
- Can I do anything else in Murchiston's office? — Hint 33
- How do I avoid the guard on leaving Mrs. Hamilton's room? — Hint 34
- How do I read what's on the disc? — Hint 35
- How do I get out of the Zoo for the second time? — Hint 36
- Who is the transmission from? — Hint 37

- What do I do after leaving the Zoo finally? — Hint 38
- How do I pay the taxi driver? — Hint 39
- What do I do at the mole's house? — Hint 40
- How do I decipher the secret message? — Hint 41
- What do I do with the information on the sweet wrapper? — Hint 42
- What do I do if the pub is closed? — Hint 43
- What do I say to Cayley and Hardy when I meet them in the pub? — Hint 44
- How do I use any specific object in the game? — Hint 45
-

Still stuck?

Whilst we will always try to give telephone help with *technical* problems, we cannot tell you how to solve the puzzles. If, despite having tried the on-line help system, you're well and truly stuck, drop us a line with a brief but complete description of your problem. We'll pass your letter on to Jon Thackray or Jonathan Partington who will respond in due course - but only if you enclose an SAE for their reply.



TOPOLOGIKA SOFTWARE
PO Box 39, Stilton
PETERBOROUGH
Cambs PE7 3RL

tellfax 0733 244682

SpySnatcher

The object of SpySnatcher is to identify and catch the 'Mole' (whose premises are known as 'The Zoo').

This person, last night sometime, removed the plans of the 'Sonic Macrothrodude' from the chief's safe, and is preparing to leak them to a hostile power (Ruritania). The chief, Sir Arthur Cayley, in co-operation with Superintendent Hardy of Special Branch, leaves you to explore The Zoo to see what evidence you can find.

Because everyone else is under suspicion, nobody must know that you are about - there will be trouble if you run into the security guard, or any personnel who happen to be working late!

SpySnatcher is Thackray and Partington's best game yet. Inspired by THAT book, SpySnatcher will keep you on the edge of your seat.

And on the edge of sanity too . . .

All rights reserved.
Published by
Topologika 1992.



Copyright © 1992
Jon Thackray
and Jonathan Partington

TOPOLOGIKA SOFTWARE
1 South Harbour
Harbour Village, PENNYN
Cornwall TR10 8LR
Tel 01326 37777
Fax 01326 376755

TOPOLOGIKA SOFTWARE
PO Box 39, Stilton, PETERBOROUGH, Cambs PE2 9LJ tel/fax 0733 244682