

PLAYING THE GAME

After 50 years service in M.I. 4½ you discover that you are to be pensioned off! There is only one thing to do and that is to sell your secret service memories to the highest bidder.

To complete the game you must:

a) collect all three research documents,

b) transfer them to microfilm,

c) obtain a typewriter, a passport and an airticket to Greenland,

d) proceed to Heathrow Airport,

e) emigrate to Greenland to write your memories.

Keep an eye on your energy level as you will die if it falls too low.

Energy may be replenished by finding and using an energy pill or a glucose pill.

Rooms which have a skull and crossbones over the door usually contain something fatal tread carefully!

To open a door, stand in front of the door and activate the "IN" icon.

There are 16 objects positioned in the rooms and a further 15 objects which may be obtained from cupboards, machines etc.

You may carry upto three objects at any one time.

Transferring the research documents to microfilm is achieved by using the document in the appropriate room.

GAME CONTROLS

Z	Walk Left
X	Walk Right
RETURN	Jump
CURSOR KEYS	Select Icon
SPACE	Activate Icon
SHIFT/ESCAPE	Exit

BBC	ACORN
f0 f1 f2 ..... Highlight pockets	1 2 3
	1, 2, 3 respectively