

# A View to a Kill

**A**dapted from the James Bond film, this all-text tale puts you in 007's shoes as he confronts Max Zorin, a renegade scientist intent on dominating the global microchip market. Zorin plans to wipe out the competition by triggering an earthquake in Silicon Valley. The adventure adheres closely to the film's plot and to 007's characteristics, taking you from Siberia to London, Paris, and eventually, California. Logical puzzles are worked into the story at key points, so those who saw the movie can't just stroll through the game. Outsmarting the characters often requires action instead of words, and inventory management is important.

The text is lively, well-crafted and interspersed with Bond's witty one-liners. It is linear in the sense that you can't go far in the wrong direction without getting killed or stumped. A time limit is involved, and the Coast is destroyed if you waste too much time in certain places. Bond fans can't go wrong with this one. Others may find it challenging and satisfying, as long as they don't mind meeting their demise frequently: This one's a killer.

## The Walkthrough

### Ledge

Examine ARR. N. [Snowdrift] Examine 003 dbsfvgmmz. Get xbudi. Wait (until you hear Russians from South). E. D.

### Bay & Submarine

Kill Russian with tlj qpmf. S. [Ice Floe] Insert ski pole in ring. Sfnpwf tljt. D. Drop skis. Espq ski pole. Drop ARR. Open xbudi. Get njdspdijq. Drop watch. U. W.

### M's Office

Show microchip to M. Do you have a clip? Put clip in gun. Drop microchip. Get xjsft. Get calculator. Ipx epft ulf dbmdvmbups xpsl? E. S. (Save.) U. E.

### Restaurant

Look. Get car key. E. [Lookout Deck] Open bench. Get backpack. Wear backpack. Kvnq. U.

### Parking Lot

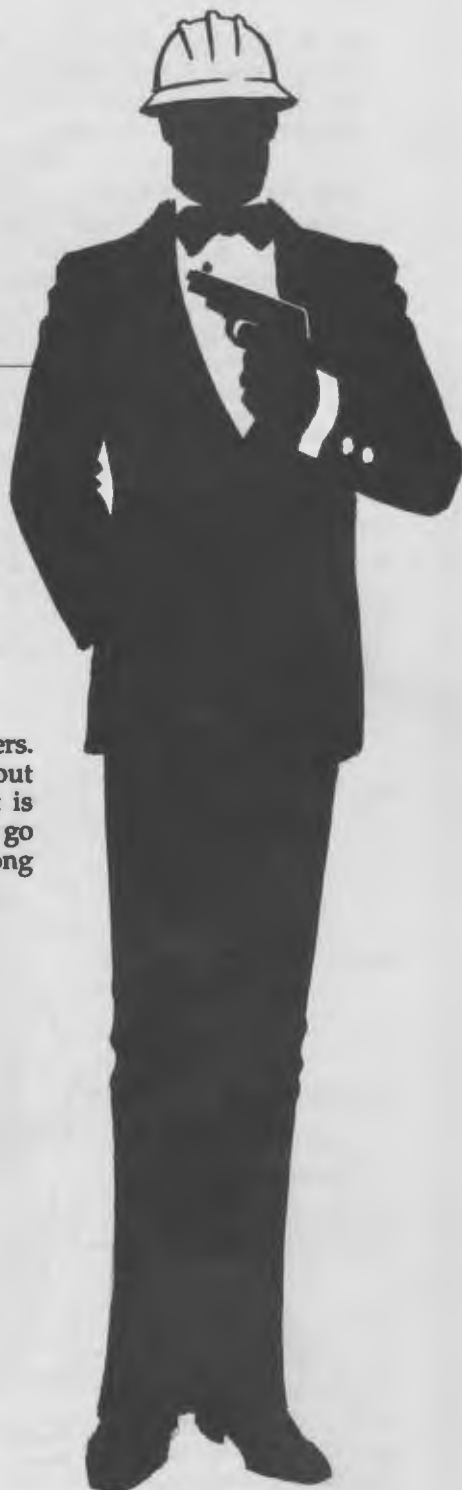
Unlock door with car key. Open door. Get in. Close door. Get envelope. Open envelope. Get printout. Read printout. Drop printout. Get cbehf. Xfbs badge. Drop envelope. N. E. N. N. [Front Drive] Open door. Get out. E. U. E. [Second Floor] Open north door. N.

### Bedroom

Qvodi May Day. Kick May Day. Gmjg May Day. Kiss May Day. S. W. D. S. [Back Hallway] Unlock door with xjsft. Open door. S.

### Study

Examine eftl dbsfvgmmz. Unlock desk with key. Pqfo esbxfs. Get checkbook. Turn calculator on. Fybnjof check-



book with calculator. Uvso calculator Pgg. Drop checkbook. Open trap door. D.

### Laboratory

Examine nfubm cpy carefully.

N. E. [Garden] No. E. N. W. [Front Drive] Get in. Close door. W. [Lot] Open door. Get out. Drop dbs lfz. W. S. (Save)

#### City Hall, White Hall

Unlock door with wires. Open door. E. E. [White Hall] My what qsfuuz fzft. Kiss Stacey. Give me the passcard. Unlock door with passcard. Open door. E.

#### Howe's Office

Drop qbttbse. Unlock cabinet

with wires. Open cabinet. Get folder. Open folder. Drop folder. Get note. Read note. Turn calculator on. Examine note with calculator. Turn calculator off. Drop note. W. W. to elevator, and Stacey must be with you. Open opsui panel. N. D.

#### Bottom Shaft, First Office

Open door. S. E. Get hardhat. Wear hardhat. (Save) W. D. E. N.

#### Second Office, Safe

Examine model carefully. Turn

Ejbm sjhiu 25. Turn dial left tjyuz-gjwf. Turn dial right tfwfouffo. Open cover. D.

#### Main Strike Room

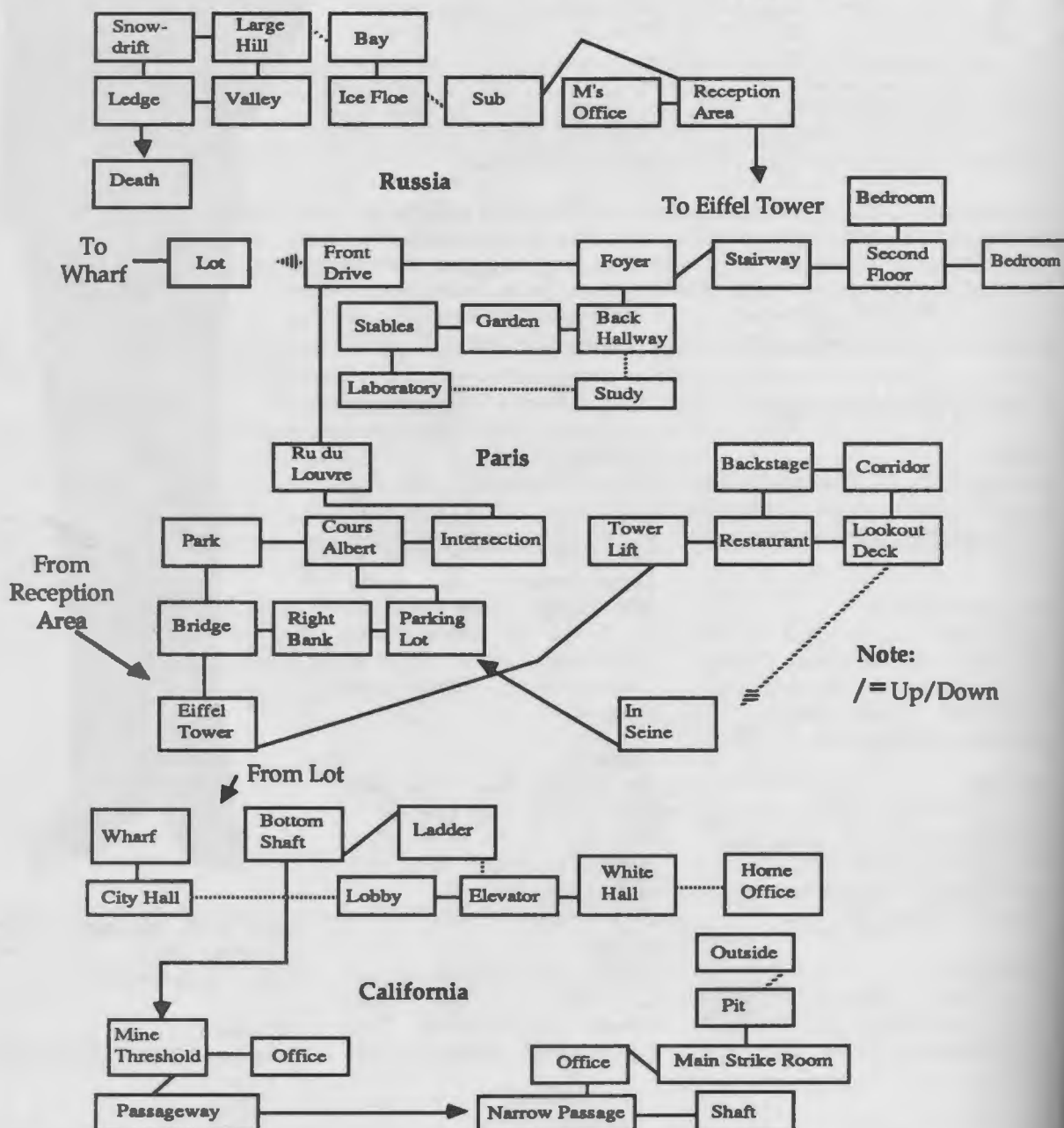
Unlock dome with key. Open dome. Take tape. Turn calculator on. Examine green chip with calculator. Drop tape. Get gun. N.

#### Pit

Shoot Zorin. Examine spdl carefully. Tippu spdl. Look. U.

#### Outside

Kiss Stacey.



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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