

Kabul Spy

To Begin Your Assignment:

Start by booting side #1, the labeled side, of the disk (Note: you must always boot from side #1, even if you were playing on side #2 and saved a game). After the introduction, the game will load and the first picture will appear. You will be prompted during the game to flip the disk over.

If a description is too long to fit under the picture, only the first three lines will print, and the last character of the lowest line will flash. This feature allows you to read the text before it scrolls under the screen. When you are ready to read the remainder, press any key and printing will continue.

If you need to "turn off" the graphics to view previous descriptions and commands (or because the pictures are simply too breathtaking to behold), press the "ESC" key to toggle back and forth between the text and graphics screens.

It is very important for new adventurers to save the game frequently. You may get very frustrated if you fall prey to one of the many traps and must start over from the beginning. Saving the game by entering "SAVE" at strategic locations can "freeze" your place in the game should some terrible fate befall you, or just because you want to quit playing for awhile.

To restart a saved game, enter "RESUME" at any time during play and follow the instructions given.

Communication:

Playing the game is accomplished by entering commands from the keyboard in the form of short sentences. You do not need to limit yourself to simple verb-noun combinations. Kabul Spy will understand almost any sentence. However, it is very important that a verb always precede the noun or object of the sentence. (In some cases a noun will not be needed for action, such as ENTER, EXIT, etc.) A good example would be a command such as "TURN THE FLASHLIGHT ON." To be correctly understood, this sentence must be phrased "TURN ON THE FLASHLIGHT," where the operative verb is "ON" and the object is "FLASHLIGHT."

In some cases you may find it necessary to include noun clauses as in "MOVE THE ROCK WITH THE LEVER." As with many other adventure games, some experimentation may be necessary in certain situations. However, Kabul Spy has an extensive vocabulary, so that very specific word combinations are not required.

When you want to "speak" to another character in the game, you must always precede your words with "ASK" OR "SAY," such as "SAY HELLO TO THE GIRL." Any other method will result in an error message of "verb not found." Other messages you may see will inform you if your sentence structure needs to be modified in order to be understood.

Movement may be accomplished in several ways. You may use up, down, and the four cardinal directions (North, South, East, and West). Any of these may be abbreviated by using only the first letter (i.e., N, S, U, etc.). In many instances you may use a phrase like "ENTER BUILDING" or "GO DOOR," or maybe "CLIMB THE TREE," however, these may not work in all cases.

Multiple commands are acceptable as long as the input line is no longer than 40 characters. Multiple commands must be separated by commas, no other delimiters will be recognized.

To repeat a command, use the backslash (/). If the backslash is the only character entered, the entire preceding command line will be re-executed (i.e. 'GO NORTH,GET ROPE,W' followed by a "/" on the next command line will be equivalent to re-typing "GO NORTH,GET ROPE,W"). However, if the backslash is part of a multiple command line, only the command

directly preceding it on the input line will be re-executed (i.e. "GO NORTH,ATTACK MAN,/" is equivalent to typing "GO NORTH,ATTACK MAN, ATTACK MAN."

All words entered are only significant to five characters in length, so you may avoid overworking your fingers in many cases by just typing the first five letters of any word.

Other Commands:

Some special commands are available, they are:

- 1) SAVE — save your place in the game.
- 2) RESUME — resume a saved game from the place that it was saved.
- 3) SCORE — display current score and number of moves.
- 4) CONCISE — causes all descriptions to be one line long whether you've been in the "room" or not.
- 5) BRIEF — abbreviate descriptions after a "room" has been visited (this is the default condition).
- 6) LONG — always display long descriptions.
- 7) L or LOOK — describe your surroundings.
- 8) I or INVENTORY — list your possessions.
- 9) / — repeat command (see above).
- 10) WITH — If you are asked "WITH WHAT?" during the game, you must always use the word "WITH" or "USE" IN YOUR REPLY (i.e. "WITH WHAT?," your reply "USE THE NAIL").
- 11) HINT — requesting help at some point may or may not result in a helpful hint. You will lose ten points every time you are given a hint (no points are lost if no hint is available).
- 12) PR#1 — causes all output to be sent to a printer in slot #1 as well as the screen.
- 13) PR#0 — restores printing to screen only.

Special Notes on Saving Games:

Always use a blank or un-needed disk to save games on. Any previous data on the disk may be destroyed.

You may save up to ten "versions" of the game on a diskette. When prompted during the save, enter a number from 0 to 9 (default is zero). You must use the same number when resuming the game.

Scoring:

You will be scored partly upon your actions and partly upon other variables. It is possible to lose points in several sections of the game, so be careful. The score is displayed as a ratio of 700. It is possible to get over 700 points in some circumstances, but rest assured that reaching 700 confers the status of "expert" upon the player.

Playing Kabul Spy successfully involves solving many puzzles. They are not intended to be solved quickly, so don't get frustrated if you can't make rapid progress.

Important:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all of our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

Sirius Software Replacement Policy: Sirius Software, Inc. will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.