JAMES BOND
THE STEALTH AFFAIR

Type: Animated Adventure
Difficulty: Intermediate
Systems: Amiga, ST (512K), MSDOS (512K;
    CGA, EGA, Tandy, MCGA and 256-color
    VGA; Ad Lib, Roland and Sound Blaster;
    mouse and hard disk supported and recom-
    mended)
Company: Delphine/Interplay/U. S. Gold
    (ST version)

A "technological sequel" to *Future Wars*, this French spy story was modified to feature James Bond when it was imported to the USA. (In the ST version, Bond doesn't play a role: the original European program, not Interplay's version, is distributed in this country by another company.) It employs the same clever interface, in which menus pop up on the screen, so you can play solely with the mouse; convenient keyboard shortcuts also come in handy. The plot challenges you, as Bond, to recover stolen plans for a Stealth bomber, a mission that takes you around the world.

It's not as humorous but more involved than *Future Wars*. Many of the puzzles are based on interactive graphics that require you to click on objects in the pictures. The pictures were improved, so you don't have to struggle as much to find the correct place to click on things. Graphics take on a more cartoony look than the elegant style of *Future Wars*, and the sound effects and music are outstanding on all versions.

General Tips

In addition to the traditional and enjoyable role-playing puzzles and exploration, *Stealth* uses frustrating arcade sequences interspersed with animated cut scenes. Save your game before every animated sequence. you can accelerate ("+"), or decelerate ("-") the action to make the arcade sequences easier to complete. Save the game often, and label the saved files intelligibly.

Walkthrough

Getting past the Guard

Examine newspaper box. Examine coin return slot. Use coin on coin slot. Examine newspaper, noting which country is making peace talks (**G27m1n6**). Enter bathroom.

In First Bathroom

Enter stall. Operate briefcase. Take American passport. Examine American passport. Take currency (in passport). Take pen. Examine calculator. Take unused passport. Use unused passport on opening of passport falsifier. Select nationality on falsifier to **G27m1n6**. Operate enter button. Operate briefcase. Return to lobby. Use new passport on customs official.

Getting the Baggage, Leaving the Airport

Speak to welcome hostess. Examine telegram she gives you. (Note name and flight). **W.** Use airline ticket on guard. **W** to baggage claim. Examine bags until you find Martinez' bag. Take the bag **E** to bathroom.

The Second Bathroom

Enter stall. Operate baggage. Examine razor. Operate razor. Exit stall. Use electric cable on electric socket. Use **b1gg1g2** on **b3n.** Exit bathroom. **W.** Use new passport on customs official. **W** to taxi sign. Wait and enter taxi.

Downtown

W. Enter bank. Use currency on bank clerk (twice). Exit. **E.** Use coins on florist. Take red carnation. Use red carnation on James. Go to park. Sit on bench. Wait until you are given the key. **E.** Enter bank. Use card and key on bank clerk. Go to vault. Use key on safe 2475. Take little box. Examine envelope. Take envelope.

Escaping the Cave

Examine the ground. Operate ground. Use ropes on piece of metal. Examine rock wall until you feel a fresh breeze. Operate pickaxe at different points on east wall until you notice it having an effect, and repeat until you have cleared a passage. Exit cave. Save game. Complete arcade sequence to return to land. (Come up for air before you suffocate halfway through the third screen.)

Back on Land

Go to the beach. Speak to the man twice. Use coins on man. Go to hotel lobby. Speak to the receptionist. Take stairs to top floor, last door at the end of the hall. Operate door.

Escaping a Deep Six

While on the boat, operate bracelet. When you reach the bottom of the sea, save. Operate bracelet. Swim next to girl. Operate girl. Swim for surface.

Searching the Palace

After negotiating the arcade maze, operate hall door. Examine statue. Operate statue's arm. Use little box on safe door. Operate validation button. Operate up and down buttons, watching little box to tell which numbers are part of the combination and the order they're in. Once you have the correct number for the column, operate lock combination to proceed to the next column. After entering last number, operate validation button. Take little box. Operate lock combination. Examine envelope. Take envelope.

Boat Chase

Save. Avoid rocks until you're beside bad guy, then crash into him. In second arcade sequence, avoid bad guys until you reach the sub.

Deep Sea Diving

Follow small schools of fish to get across screens safely. On sea floor, examine seaweed. Move close and operate **921w228. E E E.** Examine palm tree. Operate tree. Operate button. Enter tunnel. Operate porthole.

Escaping the Cage

After everyone leaves, use pen on lock. Use watch on wall twice (once for the left wall, once for the far right wall). Climb across line until in front of grill. Operate grill.

Getting Past the Bathroom Soldier

After the mazes, operate soldier. Take clothes, boots, laces, napkin. Examine sink. Take glass. Use laces on soldier. Use napkin on soldier.

Getting Past the Thumbprint I. D.

Go to the storage room. Operate and examine all drawers. Take blank stamp and laces. Use laces on James. Go to quarters. Examine clothes. Take mission instructions. Operate garbage disposal. Take lifeboat. Go to northeast corridor (officer will send you to get a glass of water). Return to quarters. Use **gl199** on **f45nt13n.** Go to officer's station. Use **f5ll gl199** on **4ff3c27.** While he's **873nk3ng,** take stamp on desk. Return to quarters. Use stamp on ink pad. Use inked stamp on mission instruction. Return to northeast corridor. Examine thumbprint I.D. Operate cigarette case. Examine cigarettes. Operate cigarette with **bl52 73ng.** Use **c3g172tt2 p1p27** on **gl199.** Use fingerprint on fingerprint I.D.

The Guard behind the Glass

N N. Use authorized mission on mailbox. **N.**

Map Key

A   Coin
B   Telegram
C   Baggage, razor, razor cable
D   Coins
E   Red carnation
F   Key, card
G   Little box
H   Pickaxe
I   Bracelet
J   Elastic band
K   Clothes, boots, laces, glass, napkin
L   Laces, blank stamp
M   Mission instructions, lifeboat
N   Validation stamp
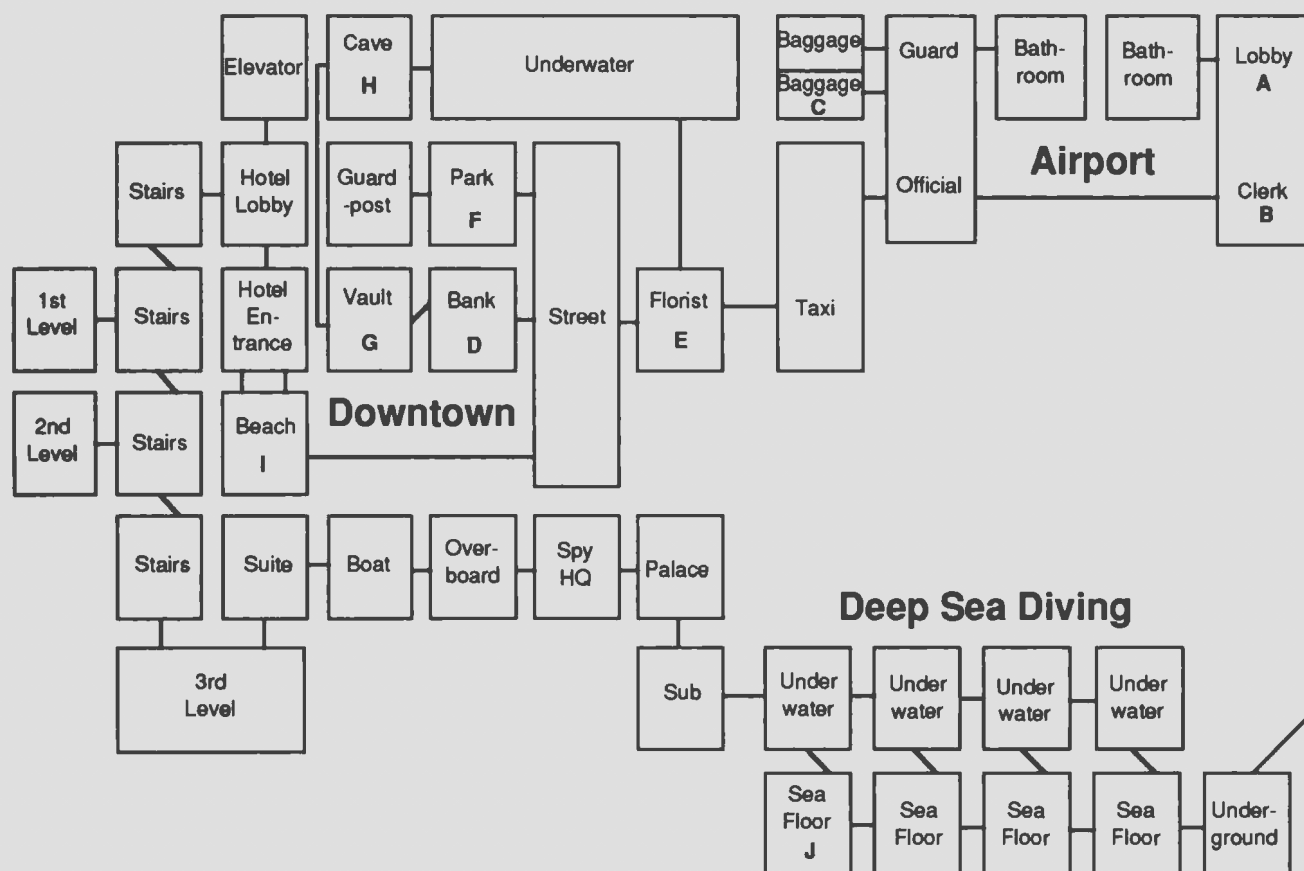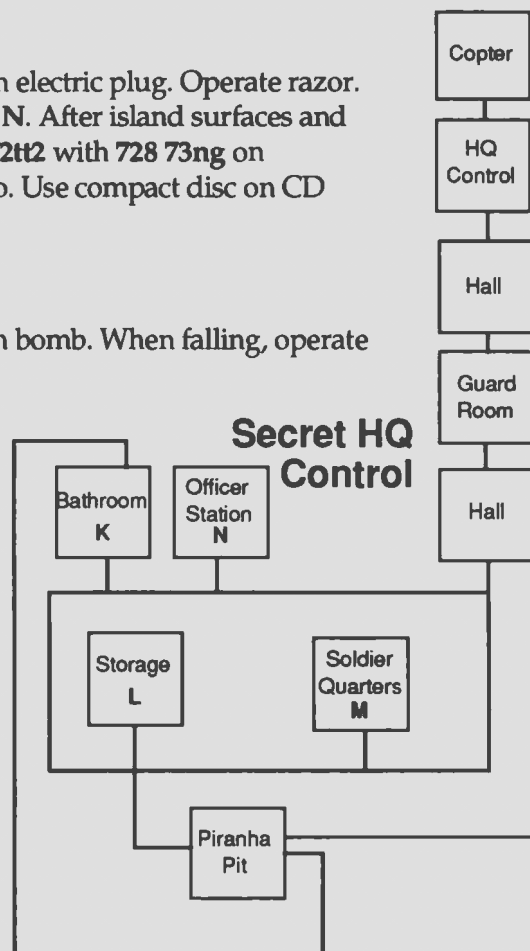
Endgame

Use electric cable on electric plug. Operate razor. Use razor on **t719hc1n**. N. After island surfaces and razor speaks, use **c3g172tt2** with **728 73ng** on **c4mp5t27**. Operate Otto. Use compact disc on CD player. N.

Endgame II

Use **2l19t3c b1n8** on bomb. When falling, operate lifeboat.

Secret HQ Control

Copter — HQ Control — Hall — Guard Room — Hall

Bathroom K — Officer Station N

Storage L — Soldier Quarters M

Piranha Pit

Airport

Baggage / Baggage C — Guard / Official — Bath-room — Bath-room — Lobby A / Clerk B

Downtown

Elevator — Cave H — Underwater

Stairs — Hotel Lobby — Guard-post — Park F

1st Level — Stairs — Hotel En-trance — Vault G — Bank D — Street — Florist E — Taxi

2nd Level — Stairs — Beach I

Stairs — Suite — Boat — Over-board — Spy HQ — Palace

3rd Level

Deep Sea Diving

Sub — Under water — Under water — Under water — Under water

Sea Floor J — Sea Floor — Sea Floor — Sea Floor — Under-ground

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	= a		6	= y
2	= e		7	= r
3	= i		8	= d
4	= o		9	= s
5	= u			