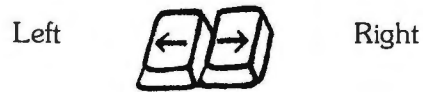


Generally there are two instructions. Left. Right. These are implemented in several fascinating ways:

On the keyboard, it's:



With a regular joystick, it's:



And with an Atari-style joystick with a Joyport or similar device, it's:



The idea is to reach the top of the building. As you cross each floor, you move up one level. Avoid the guards in the elevators, but the occasional flashing secret spy decoder rings are worth bonus points. The faster you get across each floor, the more points you will receive. Note the point counter in the upper right corner of the screen that ticks down with time.

After you work your way to the top of the building, the screen will clear and you will see part of the secret encoded message that may or may not save the world. (At least it may win you an official Spy's Demise T-Shirt.) Press any key to continue after you've digested the message, and you'll be put in another, slightly shorter building. Of course, with the same number of guards patrolling less space, the task gets more difficult.

Press Control-R to restart the game.
Press Control-S to turn off the sound.
Press ESC to pause the game.

If you think you have solved the puzzle, you will know what to do. You'll then be asked to submit a dossier consisting of your name, address, and the score achieved when the end of the puzzle was reached. For those who think that the secret may be found in the program code, sorry, you'll be doomed.

Disk Replacement

If your Spy's Demise disk should fail after 60 days from purchase, return it with \$5 to Penguin Software and we'll rush a new one to you right away. We feel this is a fair replacement policy, in line with our policy of not copy-protecting our applications software. Please help us by not copying our products for other than your own use.



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