



## Instructions Booklet



### WARNING

Do not scratch, bend, eat, burn, step on or damage the disk in any way.

Keep away from water.

Keep away from children under 3 years old.

Software requirements: OS Windows 7 or 8, Java SE Runtime Environment (JRE) 7

Hardware requirements: All requirements for running JRE 7

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## Summary

You are a spy who receives a new mission. You have to save some poisoned agents in order to retrieve the important intel they have acquired. You will do this by mixing potions to create antidotes using maths.

The intel you receive will then lead you to the second mission at a seemingly abandoned suspicious building. Since all the doors are locked, you can only fit your tiny spy robot into a small vent. Then you have to code the robot to destinations while avoiding robot guards.

In the last mission, you will go around the interior of the building finding information and then sort that information using biology.

# Start Menu Choices



**START GAME** - starts the game

**SPY RANKINGS** - displays the high score board

**CREDITS** - displays the credits

**EXIT GAME** - exits the game

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## Mission 1 [Elixir]

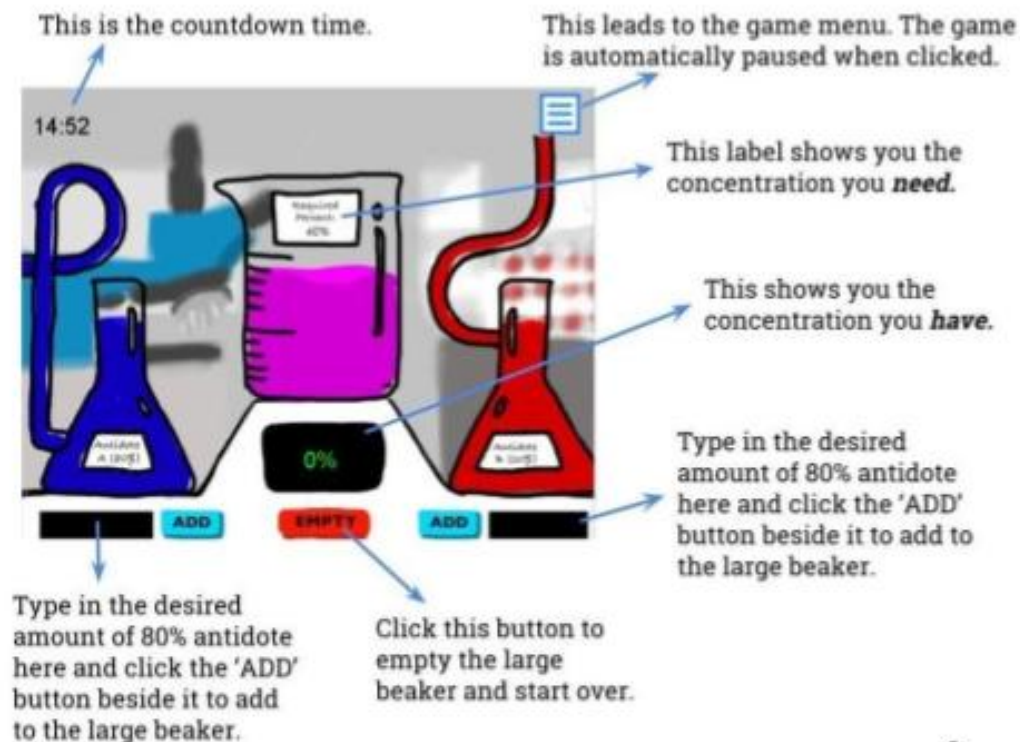
Four agents have been poisoned by different concentrations of a mysterious new substance called MW2704. Each of them carry a part of the information they have gathered to prevent it from being stolen. Since they have deadly poison in their bloodstream, you only have 15 minutes to save them!

You only have antidotes with a concentration of 20% and 80%. You have to mix these to create the antidote with the required concentration for each agent.

Substances in antidotes are not entirely safe. Too much of a certain antidote may actually harm someone. Use the formulas given to find the correct dosages for each agent. If the dosage is incorrect, it will be **Game Over!**

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## Controls



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## Mission 2 [Glitch]

The intel from mission Elixir brought you to a suspicious building. All doors were locked so you put your tiny robot through the only entrance: a small vent.

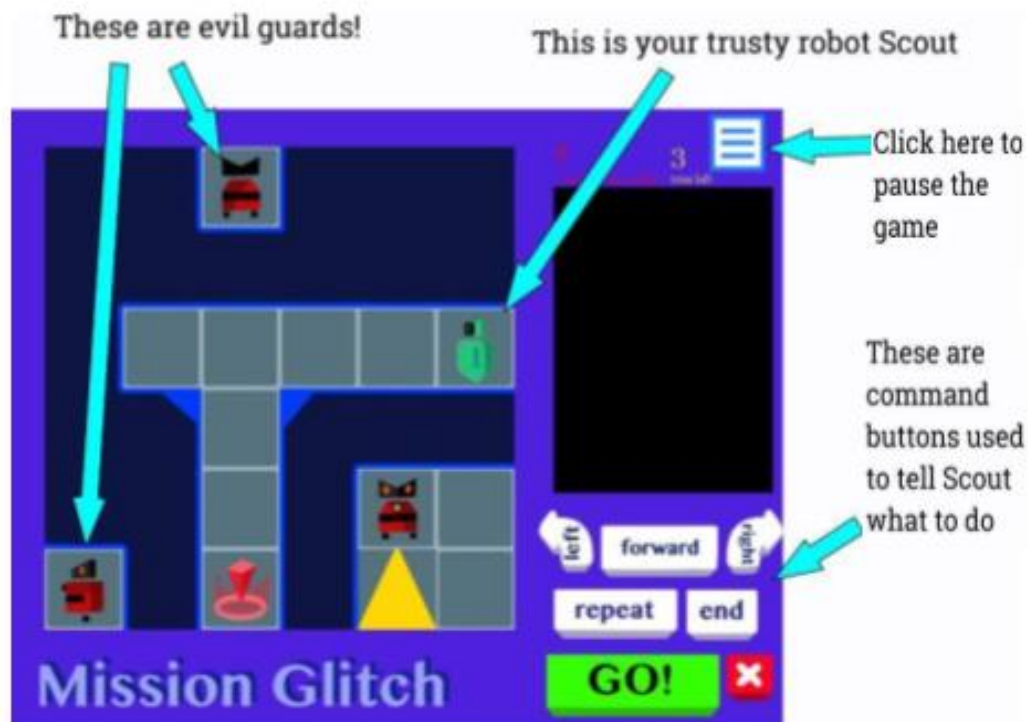
Inside, there are guards stationed almost everywhere. Your trusty robot, 'Scouter', has to be coded to scout the building without being caught by them.

Each guard has a flightlight which covers one unit in front of them. When you reach stage 3, the guards will move 1 unit for every unit Scouter moves.

After scouting the entire building, Scouter will unlock the door for you. However, it will be the **end** of you and your robot if it gets caught!

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## Controls



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## Mission 3 [Darwin]

Now that you have entered the building, you have to snoop around and find all the information you can! Collect information from scattered papers, bookshelves and filing cabinets. Also make sure to look in every cage to see what poor animal is being experimented on!

Some doors will be locked. Find keys to unlock them.

Each stack of paper is considered one piece of information. Each bookshelf and each filing cabinet are also each one piece of information. Each cage/tank is considered one animal.



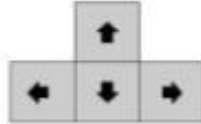
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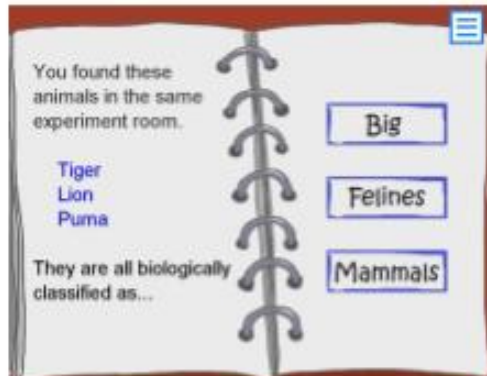
## Controls



This is your sprite. Move around with the arrow keys and interact with the space bar. Interact with doors to pass through them. Interact with keys to pick them up.



SPACE BAR



Click on the answer which is most specific and biologically accurate.

Eg. "Small" would not be a correct answer.

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## Credits

Lead Programmer - Jaclyn Woon

Second Lead Programmer - Yuan Yang

Lead Graphics Designer - Yuan Yang

Assistant Graphics Designer - Jaclyn Woon

Animator - Yuan Yang

Pink Panther Theme

Composed by: Henry Mancini

"Mission Elixir" spy theme - "Secret Agent"

Mark Scetch Lee

"Mission Glitch" spy theme - "Mission Impossible Piano Cover"

Composed by: Lalo Schifrin

Arranged and performed by: Pianoheart

"Mission Darwin" spy theme

Youtube Audio Library

Kevin MacLeod (incompetech.com)

Teknoaxe (Teknoaxe.com)

Prusten SE

Jaclyn Woon



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