

JOYSTICKS OPTIONAL

CHALLENGER

CHALLENGER SOFTWARE presents the Official TI Version of
PENGUIN SOFTWARE'S Best Selling Game



SPY'S DEMISE™

Arcade Action by Alan Zeldin.
TI Translation by Mark Sumner and Ken Dibble.

You were quietly sipping a double vodka martini (stirred, not shaken) with a twist of Persian Lime peel in the lobby of the Bangkok Hilton when you overheard two KGB employees discussing an encoded message which was giving fits to their superiors. The message was the key to a fortune in valuable computer data, but so far all the cryptologists in the Ukraine couldn't put the puzzle together again. Slavic security being what it is, each component of the message was kept on a separate floor of the diplomatic mission in Pyongyang.

It didn't take long to figure that whoever could assemble the parts of the puzzle and then solve it would not have to work another day in his or her life. What your research didn't turn up was the schedule of rounds made by the embassy guards, and the embassy is crawling with guards. But, no one said making a fortune would be easy. . . .

Spy's Demise is a nine screen game in which your score is determined by how quickly you move from one level to the next. But, there is a second game to be played. Each time you move up one of the eleven floors on each screen, part of a secret encoded message is revealed. Only after all parts of the cryptogram are known can the code be broken and the hidden puzzle solved. The secret message may not save the world, but the first two people in each state of the United States, each Canadian province, and each other country to solve the Spy's Demise puzzle will win free software.

CONTROL:

Keyboard: To move your spy, use the arrow keys (S < > D).
To pause, type p. To resume, press an arrow key.

Joystick: To move left, pull left. To move right, pull right.
To pause, type p. Use FIRE to resume AND to start the game.

TO LOAD AND RUN:

Extended Basic: Ensure the Extended Basic module is inserted! and select Extended Basic. Type OLD CS1 and follow instructions. Type RUN to start.

MINI MEMORY: Turn console off. Insert Mini Memory module. Switch console on.

Press #3 (Mini Memory), then #3 (reinitialise)

Press PROC'D then QUIT

Press any key, then #2 (Easybug)

Press any key then press L (Load) in response to ?

Follow screen instructions.

When ? reappears, press QUIT

Press any key then reselect #3 (Mini Memory)

Select #2 (Run)

Enter program name: START and press ENTER... and off you go!

THE CODE: The coded message is a riddle. When (!) you break the code and think you have solved the riddle, send your solution to:

STAINLESS SOFTWARE, 10 Alstone Road, STOCKPORT, Cheshire, SK4 5AH
(Offer only applies to residents of the United Kingdom).

The first two correct solutions will be rewarded with a gift from the program author, Mark Sumner, of four of his programs. In addition Stainless Software will award any one program from the current Stainless Software catalogue.

NB: Stainless Software does NOT hold the solution. All claims will be forwarded to the author for confirmation.

This offer will terminate, if unclaimed, on 31st December 1984.