

Scholastic Wizzware™

AGENT -U-S-A-



Information File

Scholastic Wizware™

**AGENT
U.S.A.™**



Scholastic Inc. New York Toronto London Auckland Sydney Tokyo





**AGENT
U.S.A.**TM

was created by Tom Snyder Productions, Inc.,
Cambridge, MA

Program Authors: Omar H. Khudari and Thomas F.F. Snyder
Program Graphics: Omar H. Khudari and Peter H. Reynolds
Editorial Development: Karen Whittredge and David A. Dockterman
Illustrations: Peter H. Reynolds
Play Testing: David A. Dockterman
Music Composition: Thomas F.F. Snyder
Music Support: Chris A. Lutes, Jr.
Project Management: Richard D. Abrams

AGENT USA is published by Scholastic Inc., under an exclusive license
with Tom Snyder Productions, Inc.

For Scholastic **Wizware:**

Creative Director: Deborah Kovacs; Editorial Direction: Stephen Gass;
Project Editor: Philip Miller; Art Director: Sandi Young

Software: Copyright © 1984 by Tom Snyder Productions, Inc. All rights
reserved.

Handbook: Copyright © 1984 by Scholastic Inc. All rights reserved.
Printed in U.S.A. Published by Scholastic Inc.

ISBN: 0-590-96849-1 12 11 10 9 8 7 6 5 4 3 2 1 1 4 5 6 7 8 9/8

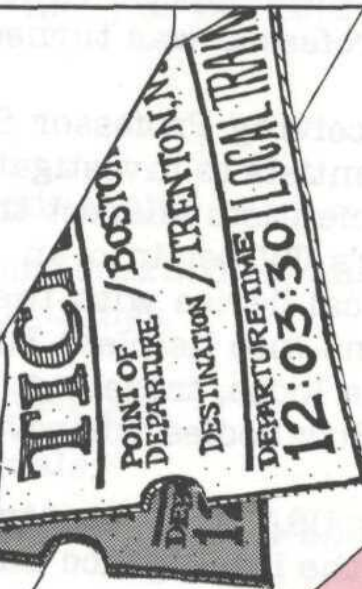


Quick Start Instructions

1. Load AGENT USA into your computer. For instructions, see the REFERENCE CARD included in your AGENT USA package. The REFERENCE CARD also includes directions for playing AGENT USA.

2. While AGENT USA is loading, the program titles will run. Then the computer will begin the AGENT USA demonstration. To start the game or play the advanced level, follow the instructions at the bottom of the screen.

3. For important information on playing AGENT USA, read the rest of this file.





Central Intelligence Bureau
Washington, DC

Dear Agent USA:

Professor Elma Sniddle, inventor and well-known eccentric, has filed an urgent report with us. Two nights ago, a dozen glowing crystals fell into the professor's backyard. At the time, she happened to be puttering around with her latest invention — a new type of television. In need of a power supply, she decided to place one of the extra-terrestrial crystals inside the TV set.

What happened next is still a mystery. The professor remembers being zapped with a strange ray, and being instantly transformed into a mass of fuzzy static. Luckily, when she stepped on another one of the glowing crystals, the professor was turned back into her former self.

On receiving Professor Sniddle's report, we sent a team of scientists to investigate. After examining the evidence, our scientists suspect that the crystals turned the professor's TV set into an evil FuzzBomb — an electromechanical device with the power to change unsuspecting citizens into helpless FuzzBodies. The FuzzBomb is now on the loose, traveling from city to city, turning people into FuzzBodies wherever it goes.

Agent USA, your country needs you. You, and only you, have the intelligence and experience needed to stop this menace and save the country.

Urgently yours,
Helen Aldente
Helen Aldente
Director



FROM: Helen Aldente, Director
TO: Agent USA
SUBJECT: Your Mission

Agent USA, the FuzzBomb is on the move, the FuzzBodies are spreading, and time is short. Your mission: to find and stop the FuzzBomb before it turns every man, woman, and child into a FuzzBody.

I should warn you that, despite your superior skills and intelligence, the FuzzBomb has the power to turn YOU into a FuzzBody. At the start of the mission, you will be given 10 crystals taken from Elma Sniddle's backyard. Use your crystals wisely — they are your only protection against the FuzzBomb and the FuzzBodies.

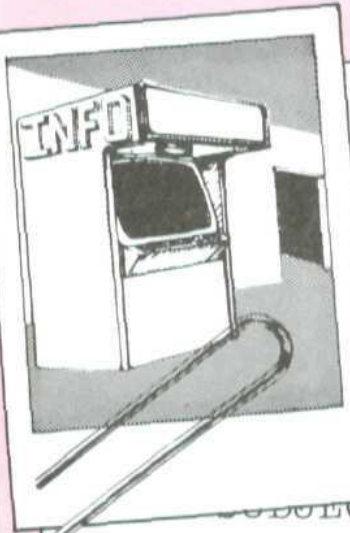
In the rest of this information file, you will find the following:

- One CIB identification card;
- Important Information Bulletins; and
- Photographs of the FuzzBomb, FuzzBodies, and other important people, places, and things.

While tracking the FuzzBomb, you can:

- Grow and harvest extra crystals;
- Check into the nearest InfoBooth for tips and information; and
- Turn FuzzBodies back into people.

Agent USA, the fate of the nation is in your hands. You must stop the horrible fuzz menace!



Helen Aldente, Director
at USA
SUBJECT: InfoBooths

During your mission, we will send you information updates from CIB headquarters. To receive the latest update, visit an InfoBooth. You'll find one at the train station in each state capital and Washington, DC.

Each InfoBooth contains a computer terminal that is connected to the main computer at CIB headquarters. When you enter the booth, the computer will display the "information screen." Follow the instructions at the bottom of the screen to select one of the following:

CITY INFORMATION MAP — This map will bring you up to date on how many crystals are fortifying each city.

FUZZBOMB LOCATION MAP — This map will show you where the FuzzBomb is located. Watch for the city that flashes — that's the FuzzBomb's current location.

FUZZ PREDICTION MAP — Look at this map to find out how the fuzz menace will probably spread from city to city. A flashing city is under attack. A darkened city has been "fuzzed over," with its people turned into FuzzBodies.

To leave the InfoBooth, follow the screen directions for returning to the InfoBooth menu screen. Then, choose the "leave InfoBooth" option.



FROM: Helen Aldente, Director
TO: Agent USA
SUBJECT: The Train Network

To travel from city to city, you must ride the train network. As the map on pages 8 and 9 shows, the trains stop at every state capital and most major cities.

To buy a ticket, go to a ticket booth. You'll find one at each train station. The ticket booth operators have been instructed to give you a one-way ticket to any city you choose.

Here are instructions for buying tickets and riding the trains:

1. When you enter the ticket booth, a train schedule will appear on the screen. Please note that there are two types of trains. The slower "local trains" travel to nearby cities. The faster "rocket trains" cover longer distances. To find a rocket train, look for a star under the "RT" column in the train schedule.
2. Study the schedule, then type in the name of the city to which you want to travel. Be sure to type the city name, comma, and state abbreviation exactly as they are shown. Then, press RETURN.
3. If you have typed the city and state correctly, you will see a message saying "You now have a ticket to," followed by the name of the city.
4. To leave the ticket booth, move backward. Watch the clock, and be sure to be back at the boarding platform in time for your train.
5. When your train stops at the station, hop on.



**AGENT
-U.S.A-**

Official Map Showing Train Stops



★ STATE CAPITAL

○ MAJOR CITY



FROM: Helen Aldente, Director
TO: Agent USA
SUBJECT: Crystals

The crystals are crucial to the success of your mission. They provide you with your only protection against the fuzz menace — and your only way of defeating the FuzzBomb.

At the start of your mission, you will have a supply of 10 crystals taken from Elma Sniddle's backyard. However, our scientists tell us that it is possible to grow extra crystals. Here's how you do it:

1. Plant several crystals, leaving enough room in between for the crystals to grow. (To plant a crystal, press the joystick button while AGENT USA is moving.)
2. Wait for new crystals to grow. While you are waiting, citizens of the city you are visiting may come and try to pick up your crystals. Sometimes, you will want to let them pick up crystals — to help fortify the city against the fuzz menace. If you don't want the citizens to take your crystals, stand in their way or push them back.
3. To pick up a crystal, move across it. It will automatically be added to your supply. The number in the upper-right corner of the screen shows your total crystal supply. You can carry up to 100 crystals at a time.

Agent USA, be careful. If a FuzzBody touches you, it will take half your crystals. To protect yourself from an attacking FuzzBody, drop a crystal in its path. When the FuzzBody steps on a crystal, it will turn back into a person.

The citizens of the fortified cities will help you out by dropping crystals in front of FuzzBodies. Also, if you are fuzzed, the citizens will come to your rescue.

CONFIDENTIAL



FROM: Helen Aldente, Director
TO: Agent USA
SUBJECT: Disarming and Defeating the FuzzBomb

After much research, our scientists have finally discovered how to disarm and defeat the FuzzBomb. Here are their instructions:

1. Find out where the FuzzBomb is currently located, and head for that city. Along the way, you may want to plant crystals to help fortify cities against the fuzz menace.
2. Before you arrive at the FuzzBomb's location, be sure to stock up on crystals. You will need 100 crystals — the maximum number you can carry — to disarm the FuzzBomb.
3. When you reach the FuzzBomb's location, be careful. The FuzzBomb will be hiding somewhere in the train station, waiting to fuzz you.
4. The FuzzBomb will send FuzzBodies after you. You may need to use some of your crystals to stop them.
5. Be sure to restock your crystal supply before facing the evil FuzzBomb. Once your crystal supply is back at 100, find and touch the FuzzBomb.

Agent USA, follow these instructions, and you will save the nation. However, if the FuzzBomb catches you with your crystal supply down . . .

Well, I can only wish you, and the rest of the nation, the best of luck.

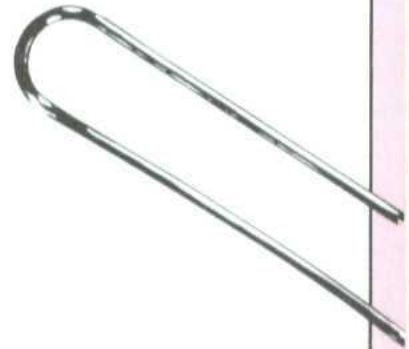


Important!

FROM: Helen Aldente, Director
TO: Agent USA
SUBJECT: Strategy Tips

Our agents in the field have filed the following tips and suggestions with us:

- Get to know the train network and the different types of train service available in each city. It is especially important for you to know which cities offer rocket train service.
- While you are waiting for your train to pull in, use the time to grow more crystals.
- If your timing is right, you can hop a ride on a train without a ticket. But make sure you know where the train is heading. If you don't, you may run right into the FuzzBomb!
- Before you enter a fuzzed city, make sure you have a large supply of crystals with you. You will need the crystals to turn FuzzBodies back into people, and to protect yourself from the fuzz menace.
- To keep the FuzzBodies from spreading, find and save the fuzzed cities as quickly as possible. Remember, the citizens of fortified cities will help you in your battle against the fuzz menace.
- NEVER let your own supply of crystals run out.
- If you are fuzzed, don't give up. An unfuzzed citizen may come to your rescue.



Basics

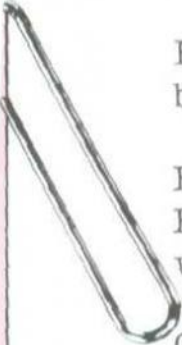
AGENT USA — Super sleuth for the Central Intelligence Bureau. Agent USA's mission is to find and defeat the FuzzBomb.

BUYING A TRAIN TICKET — To buy a train ticket, use your joystick to move Agent USA inside a ticket booth. Then, type in the name of the city and state you want to travel to, and press RETURN. If the computer tells you that "There is no train service to (your city)," press RETURN and type it again, exactly as it's shown. To leave the ticket booth, use your joystick to move Agent USA backward.

CENTRAL INTELLIGENCE BUREAU (CIB) — A top-secret government agency. The CIB is responsible for saving the USA from the FuzzBomb and other evil menaces.

CITIZENS — Residents of the cities that Agent USA visits. The FuzzBomb tries to turn citizens into FuzzBodies. The citizens of fortified cities help Agent USA fight the fuzz menace. Also, if Agent USA is fuzzed, the touch of a fortified citizen will turn him back to his former self.





CRYSTALS — Glowing, glass-like objects that fell to earth from outer space. The crystals turn FuzzBodies back into people. They also help Agent USA disarm the FuzzBomb.

FUZZBODIES — Innocent people that have been fuzzed by the FuzzBomb.

FUZZBOMB — A menacing device that turns people into FuzzBodies. The FuzzBomb was created when a crystal was placed inside a TV set.

GETTING FUZZ INFORMATION — Go into an InfoBooth. When the information screen appears, use the joystick to select the map you want to see.

GETTING ON A TRAIN — Wait on the boarding platform for the correct train to arrive. When the train stops, use the joystick to move Agent USA up into it.

GROWING CRYSTALS — To plant crystals, press the joystick button while AGENT USA is moving. Wait for new crystals to grow. To pick up crystals, use the joystick to move AGENT USA across them.

INFOBOOTH — A booth in each state capital and Washington, DC, where Agent USA can receive fuzz information updates from CIB headquarters.

A sheet of white paper with horizontal ruling lines, framed by a pink border. The lines are evenly spaced and run across the width of the page. There are 20 lines in total, starting from the top and ending near the bottom. The paper is otherwise blank.





Scholastic Inc.

ISBN: 0-590-94916-0