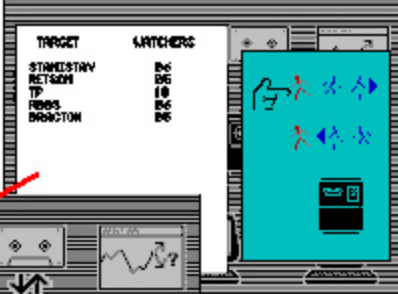


When the phone rings, answer it - it's for ... ! Make a careful note of telephone messages as you can't file them for later perusal. You can also make out-going calls if you know the number - a TELEPHONE list may be found in Cencom. If you're rushed off your feet elsewhere, an incoming call can be put on 'hold' till you're ready to take it.



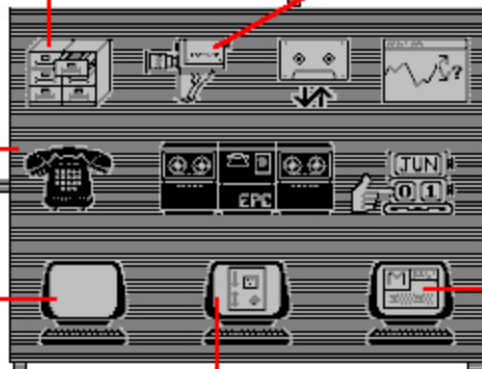
Here you'll be granted access to some of the most closely guarded secrets in the free world. You'll be able to see files transferred via the telephone from the main computer at Blenheim or reaccess memos and reports you've filed during the game.



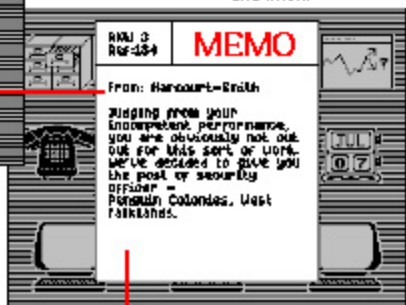
Watchers are your prime weapon - they're your eyes and ears whilst you're in the office. At the start you are assigned fifty of these highly trained men and women - chameleons who can blend into any background as they stalk their prey! But only by assigning watchers to suspects *at the right time* can you be sure of learning who is doing what to whom, where ... and when.



Sitreps (situation reports) from your team of watchers may not be very formal but they're very important. It might sound as though you've got a bunch of comedians working for you but underneath they're real professionals. Any leads derived from these sources must be followed up ... and promptly.



Reports are of a somewhat more formal and secret nature than memos, but they're treated in the same manner. Occasionally you'll be expect to choose a specific course of action arising from a report. A list of choices is displayed and awaits your decision. Your effectiveness will be assessed according to how well you handle the situation.

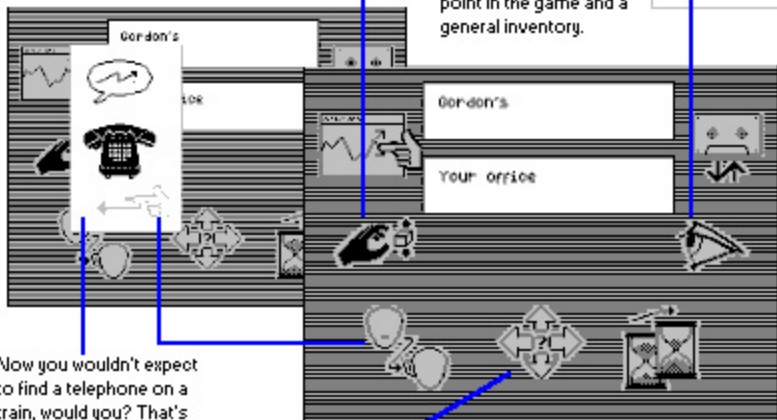


Read these carefully and make notes of events and names mentioned for possible future action. If you reckon you'll want to read a memo again, file it in the Cencom filing system - you choose the file name. A stacking system operates with memos, so you must trash the top one before you can read the next.

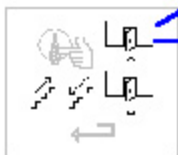
Anything and everything can be of use to a good spy. This icon lets you get your mitts on the goods. But be careful - it's all too easy to drop an object by mistake.



Here you can take a general look at your surroundings, examine a specific object at that location, an even closer look at objects in your possession to see how useful they are at each point in the game and a general inventory.



Now you wouldn't expect to find a telephone on a train, would you? That's why not all the options are available to you at all times - only when they're highlighted can you access them.



Now you're out of the office, this icon is pretty necessary for letting you get out and about. You're offered five immediate options: enter or leave doors, travel up or down stairs, or walk in one of four compass directions, reached via a sub-menu.