

SECRET AGENT

Story, Hints and Cheat Mode!

Designed by Peder Jungck and the Apogee Crew

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The Plot Thickens!

You're 006½, top agent of a secret organization committed to protecting the world from terrorists.

Your mission is to parachute into a high-security island outpost and recover the stolen plans to the ultimate satellite laser weapon. In the wrong hands this weapon could mean world domination by the DVS, the world's most dangerous terrorist organization. You will need to knock out the vast security system, bypass dozens of extreme traps, overcome hundreds of multi-talented guards (such as thugs, ninjas, sharp-shooters, knife throwers, sentries, dogs, and many robots), and find the missing blue prints. If possible, take out the head honcho of the DVS.

The Point of Playing!

★ If you complete any level without being hurt (without losing a Secret Agent head at the bottom of the screen) you get the 25,000 point "Perfect Health" bonus.

★ Collect S, P, and Y in that order and receive 10,000 bonus points, otherwise they're only worth 100 points each.

★ If you grab a Tombstone its worth a 1000, otherwise shoot it for 100, but if you let it go off-screen it will disappear.

★ Grab the DVS Flag, its worth 10,000 points.

★ Check all open areas, there may be hidden triggers that will cause money bags to fall from the ceiling.

★ Don't always kill everything, you may have only enough bullets to waste a few so avoid the easy ones and get the robots worth the points.

The Man With the Golden Hint

Here is a list of general hints that will help you solve all three episodes of the Secret Agent trilogy.

★ You need the dynamite to blow the door to exit the level.

★ You can stand on signs to duck out of the way for awhile, or use them to reach other areas.

★ If an enemy shoots at you get out of its way because there is nothing you can do.

★ Is there a laser field in the way? Well the computer will turn it off but don't forget the disk.

★ Be careful with your keys, you may have a blue key and many blue doors to open and only the right order will lead to wealth and success.

★ Robbie the Robot's force field is tough, but if you shoot

him several times he will destruct.

★ Don't stand by the dynamite after you drop it by the door!

★ Some robots require your skill to hit them when are where they are vulnerable in order to destroy them.

★ Some robots are indestructible.

★ If a level seems too hard or you get stuck you can always press ESCape, then Quit. Then select Island Map and start the level or another again.

★ If you see a indentation in the ground, watch for a Scanner above, you may need to destroy it before you can pass.

★ Avoid spikes, water, and ooze, they all kill upon contact.

★ If you cannot jump high enough to get something that looks like you need try searching for a pushable block. Look above because you can only push them down. Be careful where you push them because you may need to use a pushable block more than once to solve the level.

★ Don't want that nasty rocket to get you? Jump in its path to trigger a shot, then jump past it while it reloads.

★ If you can't find a pushable block and need to somehow get up higher, look for the Inviso glasses, they help you see hidden platforms.

★ The super speed sneakers may be fun but they are there for a purpose so figure out what that is before you put them on because they wear out faster than you think.

★ If you get confused, wait briefly, it will wear off.

Secret Codes

The following secret codes were given to you by the Bureau for emergencies only! The Bureau has officially stated that these codes are unnecessary for the completion of your mission. Yet, you might find them useful in a tight situation.

★ Hold down the letters Z G I simultaneously to award yourself 25 extra bullets (you can only use this secret code once per game).

★ Hold down the letters U V K simultaneously to get the computer diskette and the dynamite.

Registered players may call Apogee's hints line for questions regarding *Secret Agent*, at (214) 278-5655. Please be at your computer when calling for hints. Best of luck and thanks for playing!