

# **OPERATION STEALTH**

## **Typed in by SKID ROW. Edited by PARAISTE.**

### **REFERENCE MANUAL FOR THE CINEMATIQUE SYSTEM**

We recommend that you make safety copies of your original disks and use these when you are playing.

Note: Before you start playing, it is advisable to make sure that you have a blank formatted disk at hand so that you can save games part way through.

### **HOW THE GAME WORKS**

You can move the figure that represents you around the screen at will. All you have to do is make him move is to move the cursor and press the LEFT mouse button. The hero will then walk towards the spot you have chosen.

The figure will stop if an obstacle en route blocks his way. Choose another point that will allow him to get round the obstacle.

### **THE ACTIONS MENU**

You can carry out numerous and varied actions, by using the hero, even though the actions menu is very simple.

The actions menu is displayed if you press the RIGHT mouse button. Move the menu bar until it highlights the action you desire and press the mouse button.

The actions activated by the LEFT button are as follows:

**EXAMINE:** Lets you get more information about an object in your vicinity.

When the cursor changes to a '+', point to the object you want to examine and press the LEFT mouse button.

**TAKE:** Use this command when you want to pick up an object which you think may be useful. When the cursor changes to a '+', point to the object you want to pick up and press the LEFT mouse button.

**INVENTORY:** Shows you the objects you hold. Press on either mouse button to quit the inventory.

**USE:** Lets you use an object you possess, to carry out an action on any object or person in the vicinity. When the cursor changes to a '+', choose the object in the list then click on the object or person you want to use it on.

**ACT:** Lets you carry out an action on any object or person. When the cursor changes to a '+', point to the object or person to be affected and press the LEFT mouse button.

**SPEAK:** You use this to speak to the people you will meet. When the cursor changes to a '+', point to the person you wish to speak to and press the LEFT mouse button.

The actions activated by the RIGHT button are as follows:

**EXAMINE:** Lets you find out more about an object you possess. Move the menu bar until it highlights the chosen object then press the LEFT mouse button.

**USE:** Lets you use one object you have, to carry out an action on another object you have. Move the menu bar until it highlights the chosen object then press the LEFT button.

**ACT:** Lets you carry out an action on an object you have. Move the menu bar until it highlights the chosen object then press the LEFT button.

## THE USER MENU

This menu provides additional functions. The menu is displayed when you press on both buttons at the same time.

**PAUSE:** Stops the game until you press one of the mouse buttons.

**RESTART:** Allows you to restart the game from the beginning.

**DISK DRIVE:** Use this to tell the program which disk drive you want to use for savings games.

**LOAD A GAME:** If you wish to rename a saved game, when the program asks you, insert the disk containing your saved games. The list of games saved on a disk will be displayed. Move the cursor to the name of the game to be loaded and confirm.

**SAVE A GAME:** To save a game, when the program asks you, insert your saved game disk. A list of all the games already on the disk will be displayed. Choose an empty space and confirm. Type in the text box the name you wish the game to be saved under, and confirm. If there is no free space, either use a new disk or save it over an existing game.

**NOTE:** As long as your hero is alive, you can save the game. We recommend that you use this option frequently, especially if facing a dangerous situation. In the course of certain animation sequences, you cannot guide your figure or save the game. But don't worry, nothing really dangerous can happen to you during these sequences, or if it does, it is already too late to take any action.

## HINTS

- Examine all the objects in your vicinity.
- Get close to objects to examine them. No one is infallible and our hero cannot see certain details unless he examines them closely.
- Read the comments that are displayed carefully. They may contain clues which may be important later.
- Pick up the greatest number of objects possible.
- Think about all the possible different uses of the objects you possess.
- Act on everything you see.
- Speak to as many people as possible, they may give you a lead.
- Make a copy immediately you sense danger.

If, after all this, you get stuck at a certain point in the game, try and remember if you have forgotten an object, or if you did not do something earlier on...

## HARD DISK INSTALLATION

- Check that the number of bytes available on the hard disk is larger than that used by the game.
- Create a new directory and copy the contents of each disk into it.

## LOADING FROM THE HARD DISK

- Double click on the hard disk icon.
- Double click on the icon of the directory that contains the game.
- Double click on the icon DELPHINE.PRG.
- The game will load and run automatically.

## KEYBOARD COMMANDS

- The eight arrow keys move the cursor one pixel each time they are pressed.
- Pressing SHIFT and an arrow key, moves the cursor rapidly.
- Pressing CTRL and an arrow key, Positions the cursor in the centre of one of eight squares into which the screen is divided.
- The ESC key functions like the right mouse button.
- Pressing CTRL and the "S" key turns the sound on and off.
- The RETURN, ENTER and "5" key (the central key on the numeric keypad) function as the left mouse button.
- You can also use the function keys to directly access the commands as follows:

"F1" EXAMINE	"F5" ACTIVATE
"F2" TAKE	"F6" SPEAK
"F3" INVENTORY	"F9" The actions menu
"F4" USE	"F10" The user menu

- Pressing "P" halts the game until you press the key again.
- Pressing "+" speeds up the animation.
- Pressing "-" slows down the animation.

## MOVING THE FIGURE

KEYBOARD KEY	DIRECTION
Q	NW
W	N
E	NE
A	W
S	STOP
D	E

Z	SW
X	S
C	SE

## Moving the Mouse Numlock key on:

KEYPAD	KEY	DIRECTION
7		NW
8		N
9		NE
4		W
5		STOP
6		E
1		SW
2		S
3		SE

## Moving the Mouse Numlock key off:

KEYPAD	KEY	DIRECTION
7		NW
8		N
9		NE
4		W
5		STOP
6		E
1		SW
2		S
3		SE
.		User Menu
0		Actions Menu
ENTER		CONFIRM

## INSTRUCTION MANUAL

### THE HERO: JOHN GLAMES

John Glames has been a member of the CIA, the American secret service, for the last 7 years. His pedigree is outstanding, which is why he has been chosen for numerous dangerous and delicate international missions. The mission he is being entrusted with today is of capital importance, for the diplomatic stability of the world hangs in the balance.

### CONFIDENTIAL REPORT

SUBJECT: AGENT DSC 3 - JOHN GLAMES CHOSEN FOR THE MISSION  
BRIEFED: MARCH 1990  
Height: 1.85 m

Weight: 75 kgs.

Age: 33

Born in 1957 to an upper middle class family in Vermont, from his earliest childhood his acute intelligence was remarkable. He went to school in his home town where he became a member of the local skiing and swimming teams.

After having studied at the famous university in Boston, where, as a member of the swimming team, he established university records for the 1.500 m freestyle and the 200 m butterfly, he was admitted to Westpoint military academy at the age of 22.

In 1981 DSC 3 spent a year at an American base in Asia. He put his time to good use, learning all the techniques of the martial arts, and is currently a Master of Ninjitsu. In 1983 he was recruited by our agency while he was finishing a brilliant Masters degree in chemistry at MIT (Massachusetts Institute of Technology).

He is, therefore, an excellent skier and a very good swimmer (he is particularly fond of skin diving, which he learned during his stay in Asia). His mastery of the techniques of the martial arts makes him very strong in hand-to-hand combat and very resistant both to effort and to injury. His brilliant studies, (he was among the top students both at MIT and at Westpoint) have made him an expert on armaments, shooting and chemistry. He is also infatuated with electronics and is passionately interested in anything touching upon that area. DSC 3 is also a great enthusiast for racing cars and car chases, an area in which he excels.

His weakness? Women.....

## **REPORTS ON HIS PREVIOUS MISSIONS**

Restricted access - Top secret documents.

### **STEALTH FIGHTER**

MODEL A:

## **TECHNICAL SPECIFICATIONS OF THE STEALTH FIGHTER**

### **ARMAMENT:**

- Selected targets are located by Laser technology, which guides the bombs onto the chosen one.
- Target error factor : 0.001%.
- 2 missiles with nuclear warheads : "Smart bombs".
- Each bomb can destroy a town the size of New York in 10 seconds.

### **FUEL:**

- A mixture of refined aviation fuel, CAT 08 and 34% liquid hydrogen.
- Quantity of fuel : minimum of 300 litres.
- STEALTH Model A is not refuellable in flight. This option will be incorporated in Model B.

## **OPTION "OZX":**

- Jams all radars. When it is in operation, the Stealth Fighter is undetectable.

## **SPEED**

- 3,000 km/h.
- from 0 to 800 km/h in 10 seconds.
- from 800 to 2,500 km/h in 5 seconds : option "ULTRA".
- from 2,500 to 3,000 km/h in 3 seconds : option "HYPER BOOST".

**DANGER!** Only use HYPER BOOST option in cases of last resort because the fuel consumption is enormous. There is a risk of fuel shortage.

## **YOUR WEAPONS**

### **1) THE FALSE ATTACHÉ CASE**

The false attaché case has a double bottom.

### **CALCULATOR : DANGER!!!**

Never take the calculator far away from the attaché case. The calculator is linked with the attaché case by an infra-red beam. If you separate the calculator from the attaché case, the infra-red beam is broken, setting off an explosion equivalent to 10 kg of plastic explosive. (Serious damage to everything within a radius of 10 meters).

### **NTY FORGER:**

This ultra modern machine is designed to forge passports. The forger is in the secret compartment of the attaché case and has three programs:

- o false French passport.
- o false British passport.
- o false German passport.

Type in the required code on the calculator to get the NTY FORGER.

- a) Use the nationality best suited for the current political situation.
- b) Use the arrows on the NTY FORGER to select the nationality you have chosen.
- c) Press the button to confirm your choice.

**NOTE!** This attaché case is a new invention of our weapons service. The director of the service, Professor CARLING is very attached to it.

### **2) THE WATCH CABLE**

This can be an invaluable aid under any circumstances. An object like a watch is so ordinary that it would never raise the suspicions of your enemies, for example: the Watch Cable was very useful to agent DSC 2 during a chase over the roofs in HONG-KONG in the course of his last mission.

## THE CHASE IN HONG KONG

After stealing documents from the Chinese secret services building in HONG-KONG, agent DSC 2 was spotted by the security services of the building. After a wild chase, DSC 2 found himself on the roof of the building. The enemy was at his heels. There was another building facing DSC 2. He used the cable option on his watch and was thus able to escape from his pursuers.

- Maximum length of cable : 30 m.
- Maximum weight the cable will support : 100 kgs.
- The cable plays out in 10 seconds.

## 3) THE CUTTING PEN

Just like the watch, an ordinary pen will never awaken the suspicions of your enemies. The cutting pen looks like an ordinary fountain pen. It is special because it contains a pressurised capsule of benzoic acid. When the swivel ring on the pen body is turned through 180 degrees, the benzoic acid capsule depressurises and lets drops of benzoic acid fall from the nib of the pen.

## PROPERTIES OF BENZOIC ACID:

DISSOLVES ALL	AMOUNT OF ACID
METALS	NEEDED
STEEL	3 drops
IRON	2 drops
GOLD	10 drops
MANGANESE	5 drops
TUNGSTEN	1 drop
PLATINUM	8 drops
LEAD	12 drops
COPPER	2 drops

## SWIVEL RING

Use the prescribed number of drops. If you exceed the dose the vapours given off by the chemical reaction could suffocate you.

NOTE: The cutting pen was used successfully by agent DSC 1 to escape from the ALMADENA prison.

## 4) THE RECORDING RAZOR

Recorder Option:

- a) Make sure the razor contains a blank micro cassette. To do this, first press the Eject button. You will find the micro cassette located towards the upper rear portion of the razor. Make sure the cassette has been rewound.
- b) Replace the cassette.
- c) To record a conversation : switch the On/Off switch to the On position.
- d) The shaving heads will now function as very powerful microphones, capable of recording any conversation within a radius of 20 meters of the razor.

e) When the razor is recording : the indicator light is green. When the razor is not recording : the indicator light is red.

f) When the cassette is full, the razor rewinds it automatically. When the cassette has been rewound, the indicator light changes to red.

- Recording time of the micro cassette : 30 minutes.

## 5) THE SAFE - CRACKING BOX

Allows you to find the combination of any safe. This box was dreamed up by world famous burglar known as "The Cracker". When he was caught by agent DSC 3, this mastermind of burglary told us all of his secrets.

With his help, Professor CARLING perfected the Code-Breaking Box. Let it be said that Professor CARLING added his own personal touches so as to improve on the ideas of "The Cracker".

## HOW TO USE THE CODE - BREAKING BOX

a) Place the box on the safe.

b) Press the On/Off button.

c) Slowly turn the tumbler of the safe.

d) The numbers in the code will be shown on the number display in the same order as they occur in the combination lock.

e) Recompose the code in the same order as that shown on the number display of the box and the safe will open.

## WARNING!

The Code-Breaking Box is powered by two batteries containing enriched mercury. This substance allows it to sense all of the infinitesimal variations in sound. That is why it is used in the box. The disadvantage of enriched mercury is that it does not last very long when in use. You must act quickly.

## 6) THE CIGARETTE CASE

This cigarette case contains two types of cigarettes.

A) Rocket launching cigarettes.

B) Finger print revealing cigarettes.

### A) ROCKET LAUNCHING CIGARETTES

This cigarette contains a rocket near the filter. The rocket is linked to a heat sensor at the end of the cigarette by a minute thread. When the cigarette is lit, the thread burns and launches the rocket.

## CHARACTERISTICS OF THE ROCKET:

- Length : 3 cm.
- Range : 25 m.
- Hit Rate : at 5 m - 100%.
- at 10 m - 95%.



- at 15 m - 92.5%.
- at 20 m - 90%.
- at 25 m - 87.5%.
- It can destroy an object the size of a car.

## B) FINGER PRINT REVEALING CIGARETTES

The cigarette contains an ultra-sensitive micro-film made of CrO<sub>2</sub>. With this micro-film, you can photograph any finger print. All you have to do is to place the micro-film on the spot where you have found the finger print. The computerised database research unit can then identify the owner of the finger print you have photographed.

## THE SUSPECTS

### SUSPECT No. 1 - GENERAL MANIGUA

He was democratically elected by the Paraguayan people three years ago.

At that time, he was adored by his fellow countrymen. He had thwarted a military junta that threatened to seize power. General MANIGUA was not known then as General but as President MANIGUA.

He had never been a military man, but had studied sociology at Harvard. Unfortunately, he has changed a lot since he came to power, but we do not know the reasons why.

A year ago he assumed the title of General and dissolved the People's Assembly, making himself dictator.

The country is now in a state of siege. Even his own family no longer recognise the good President MANIGUA. Freedom of speech has disappeared in SANTA PARAGUA. No one dare voice any opposition. General MANIGUA has surrounded himself with a terrifying secret police force which is ruthlessly efficient in its repression of political opponents.

It is under these circumstances that a resistance group called LIBERTAD has been formed.

This group struggles in secret against the dictatorship. According to them, MANIGUA is only the puppet of an international crime syndicate. However, opinions are divided in the group. Other members believe that MANIGUA rules the country with a rod of iron by himself.

Since General MANIGUA plunged the country into a dictatorship, we have ceased to support him.

We are now supplying LIBERTAD with arms to fight MANIGUA's secret police, making us MANIGUA's enemy No. 1, for without our arms supplies, the local resistance would be incapable of fighting.

We are sending you to SANTA PARAGUA immediately because agent DSC 2, who has been on a mission there for the last six months, has sent this worrying telex:

"IMPORTANT INFORMATION ABOUT THE STEALTH AFFAIR. STOP. I NEED URGENT HELP. STOP."

It is therefore probable that MANIGUA is implicated, either directly or indirectly, in the theft of our STEALTH. We do not know, however, if he planned the whole affair, or whether he was callaborating

with a foreign power.

## SUSPECT No. 2 THE U.S.S.R. (The KGB)

Over the last few years our relations with the Soviet Union have improved considerably.

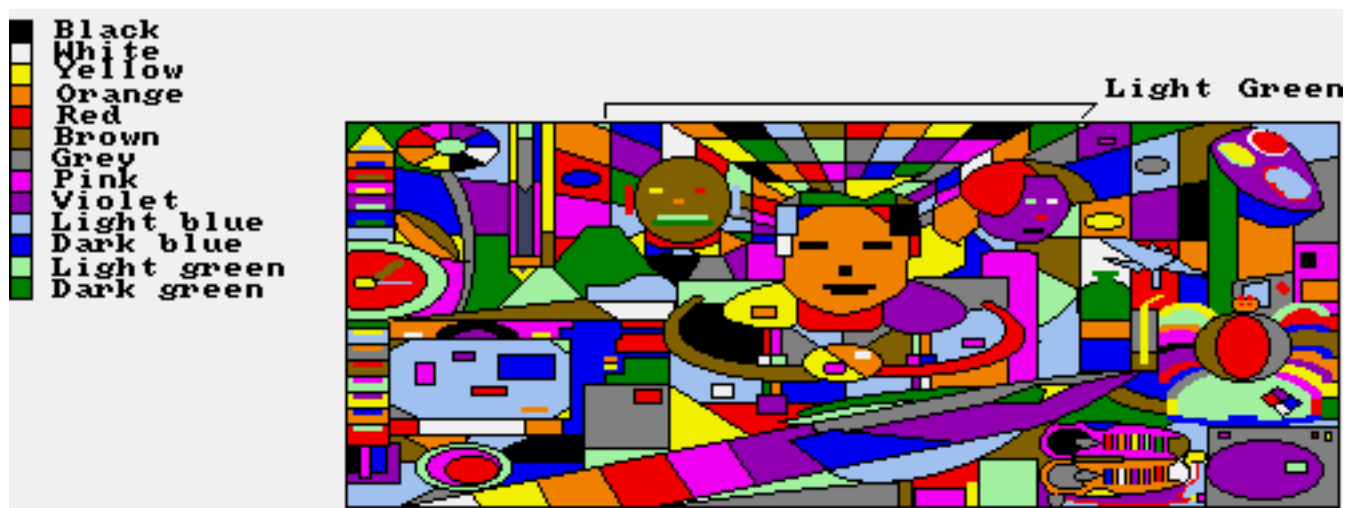
We have jointly signed several treaties in such areas as disarmament and trade. The present leaders of the Soviet Union seem to be looking for dialogue.

However, in the heart of the Supreme Soviet there are extremist elements who advocate the destruction of capitalism and war with the United States. We also know that Soviet scientists have been working for the last two years on an aviation project similar to STEALTH. The man in charge of the project, Professor LUKASIEWICZ, fled the U.S.S.R. and sought asylum in West Germany. Since he left, the project has been frozen. It could be that the Soviets, unsettled by our progress on the Stealth project, have stolen our technological jewel to copy it.

Did they act in collaboration with General MANIGUA?

We have no clues.

Your air ticket. Destination : SANTA PARAGUA.



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