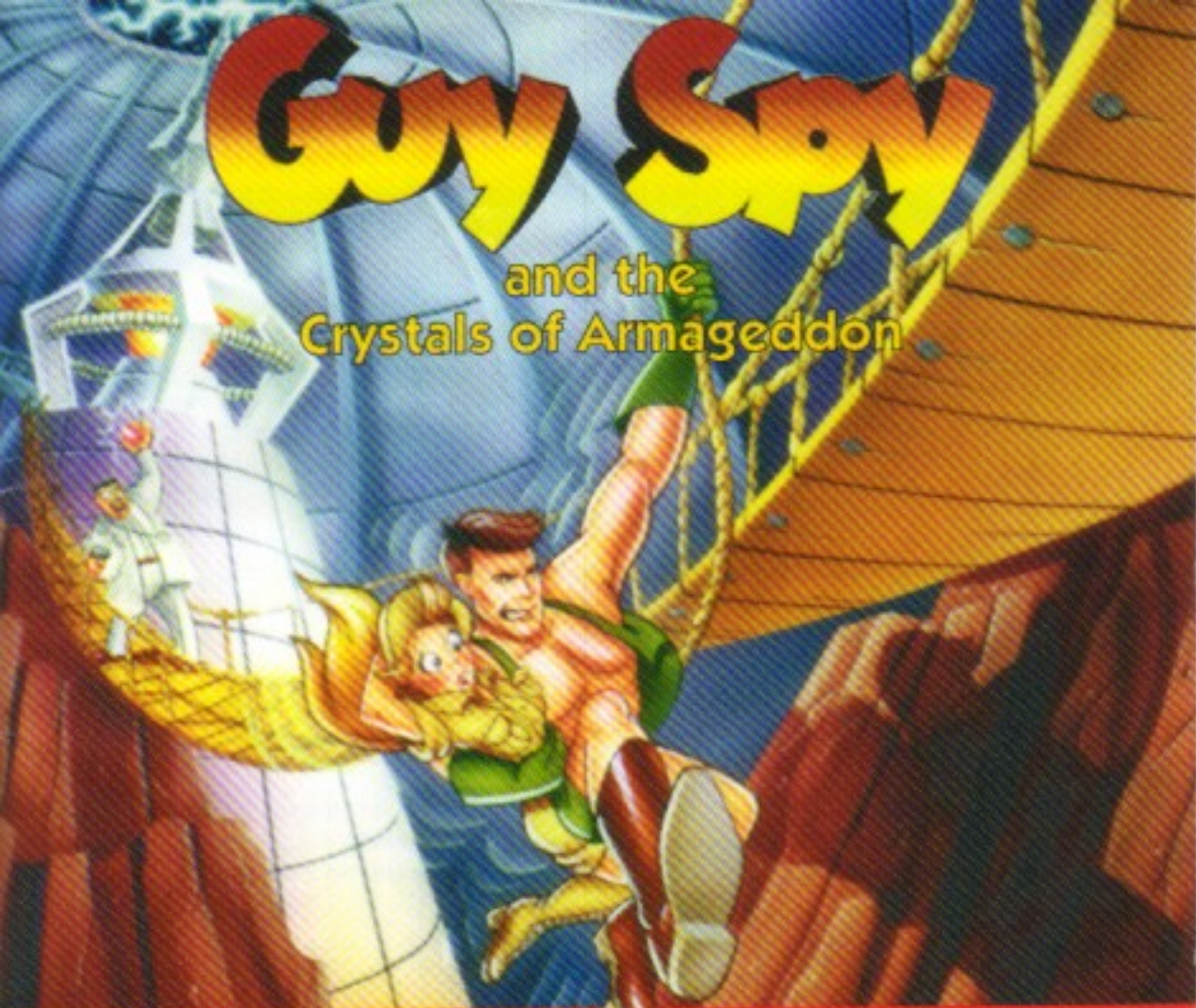


# Guy Spy

and the  
Crystals of Armageddon



**Macintosh** Macintosh II or LC

- Requires: CD ROM Drive  
16 or 256 Color Video Card
- Supports: System 6 and 7  
Keyboard



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## INTRODUCTION

Williams moved slowly in the half light of the barricaded storeroom. This was the place he had hidden the radio transmitter two months previous, at the beginning of his operation. Becoming a part of the German Military Underground had been a difficult task, but after several weeks of searching and darkened alley encounters, the blond haired American spy finally gained entry to the Underground elite. They took him to where they had set up a base of operations far outside any city, in an abandoned mining shaft. Since then, Williams had learned of the evil Baron Von Max and his plans to dominate the world with a deadly doomsday device. He called it the Tower of Armageddon and wanted to succeed where the Nazi War Machine had failed.

Stepping up to a series of bare shelves, Williams pressed his fingers against a section of backboard which slid aside at this touch. The wooden panel looked no different from the others to either side, except for the hollow space behind it, and the small brown leather box hidden there. Taking the box from the space, Williams crossed the room to a small table in one corner, placed the box down and opened it, revealing the transmitter's various controls.

Von Max was a twisted man, his dreams of an Utopian society tainted by evil ambition and his quest for world conquest. The doomsday device, as powerful as it was supposed to be, lacked the very thing Von Max strived for the most: power. Conventional energy sources were not enough to operate the massive machine of destruction. The evil Baron had searched in vain for almost four years, trying to locate several mysterious crystals, which contained strange energies strong enough to fire the tower's weapons.

Williams flipped a switch on the side of the box, and the radio transmitter began to hum softly. Several indicators lit up on the radio's control panel and the spy began to turn various knobs. Satisfied with the numbers appearing in the displays, Williams attached a small headset to the transmitter and placed the earpiece in his right ear. He then began to tap out a coded message, transmitting to his contact in Berlin, faint 'beeping' noises sounding with each press of a button.

Somehow Von Max had finally discovered the resting places of the crystals, and was even now readying an expeditionary force. The crystals lay hidden in various cities around the world, and the evil Baron would lead his elite troops to each of the cities, to steal the crystals from wherever they might be. However, Williams had one problem, Von Max disclosed to no one the locations of the crystals. The spy had learned the crystals were useless on their own. If even one of them was not found, the rest could do nothing, and the doomsday tower would never be used for its evil purpose.

The transmission almost complete, a scraping sound caught Williams' attention and he froze. The spy held his breath as he listened to the night's darkness. Had the sound simply been the result of Williams' strained nerves? After a moment's pause, he continued transmitting, satisfied nothing lurked outside the storeroom shack. The loud crash of wood splintering broke the silence, as the storeroom door was kicked in. Williams tumbled to the ground and rolled behind several boxes, as machine gun fire tore into the room and destroyed the radio transmitter. The American spy clutched his head as the gun shots continued, shaking as bullets ricocheted by. When the shots ceased, the sound of boots scraping along the wooden floor filled the room, until long shadows fell over Williams' hiding spot.

"Get up!" A thick accented voice demanded. "Get up, or vee vill shoot you vair you hite, American coward!" The cocking of machine guns accompanied the last demand; Williams decided to stand. Six uniformed men filled the room's cramped interior, and in their midst stood the stout Baron Von Max, eyes glaring. One of the soldiers motioned with his gun and the spy moved forward, out from behind the bullet riddled boxes.

Von Max looked Williams up and down, "Diz iz zee von?" The first soldier nodded his head. "Zo, you are zee American spy?" the Baron spat the words out, "How easy it iz to find undt stop you." Von Max spoke quickly to his men in German and two came up beside Williams. Putting his hands in the air, Williams waited as the two patted his clothing, searching for any concealed weapons. Stopping just below the spy's knees, they missed the knife hidden under Williams' pant leg.

"You Americanz are zo very foolish. Even zough you defeat our glorious Third Reich, you allow zee rest of uz to plot your deaths." The Baron stepped closer with each word he spoke until he stood only a yard from the captured spy. Williams shifted from foot to foot, feigning fear, waiting for the chance to slip out the knife. "Zoon I vill have zee Crystals of Armageddon and zen all zee world vill tremble beneath my stare. Undt zen your puny Atomic Bomb vill be like a firecracker compared to my Doomzday Tower!" Von Max raised his arms and began to laugh, hands clutching at the empty air.

Williams moved quickly, knocking away the soldiers at his side, before bending to bring out the knife. Suddenly surprised, the Baron took a hasty step back, yelling out as Williams lunged forward aiming the short blade for the center of Von Max's chest. The knife fell short of its intended target, a moment before the fatal blow would have landed. The remaining soldiers opened fire at the attacking spy. A barrage of machine gun bullets struck Williams across the legs and chest. The spy was thrown back by the force of the impacts, to collapse against the crates that had hidden him.

Von Max loomed over Williams' crumpled form. In the dim light, the American spy could barely make out the expression of disgust that contorted the evil Baron's face. Coughing hoarsely, blood trickling from his open mouth, Williams tried to speak. Curious, Von Max bent lower to hear the faint words. "Vhat? Speak up, I cannot hear vhat you are sayink!"

Williams curled his lips into a snarl and spat into the Baron's face. Enraged, Von Max straightened and brought his booted foot hard into the spy's ribs, kicking repeatedly, until the bloodied man was dead. Turning back, the evil Baron stormed past his men and out the doorway. Stumbling over themselves, the soldiers hurried to follow their master.

Two olive garbed MP's, rifles held across their chests, stood guarding the conference room door. A third soldier, sitting behind a small white desk, looked up at General Atterman's approach. Striding up to the desk, the General presented his ID card and waited impatiently, as the seated guard stared first at the card and then down at a clip board resting on the tabletop. With a nod of his head, the guard passed the card back, "You can go right in, General Atterman. The meeting has already started, but..."

The General snatched back the card, "Of course I can go in." Not waiting for the other two guards to move aside, General Atterman pushed the door open and walked quickly into the Pentagon's Presidential Conference Room. His footsteps echoed loudly, stopping all conversation as the General entered, hoisted his briefcase onto the conference table, and sat; his chair creaked under Atterman's considerable weight. The other men sitting around the table watched and waited as the General settled himself.

"Gentleman," a quiet voice sounded from behind a large chair, turned away from the table, "Now that the Secret Service's voice has arrived, might we continue this discussion?" Several of the other seated men chuckled softly and General Atterman's face turned a dark shade of red. Admiral Pierce cleared his throat, "Yes, as I was saying. There is nothing to substantiate the movements of the so-called threat. Not one German ship moving through the Mediterranean shouldn't be there..."

"We all know how well the Navy is doing its job, Admiral," The quiet voice interrupted, "There is no question this Baron Von Max has begun his operation and that he is a threat. What I need to know is where will his plans take him, and how will he move from place to place?"

The Admiral sat up and puffed out his chest, "Wherever this Baron is going, he's not travelling by sea!" Beside him, the Admiral's two aides whispered words of agreement, trying to console the aged Pierce.

General Atterman watched impatiently as each entourage bent and spoke into their superior's ears. The assembled war heroes represented the egos of the entire American Armed Forces, and it wouldn't do to have the President treading on any of them. Atterman popped the clasps of his briefcase, the loud noise again causing all eyes to turn to him. After an appropriate dramatic pause, the General spoke.

"Sir, as you know it was one of the Secret Services' operatives who brought this matter to your attention," Atterman reached into the briefcase as he spoke and pulled out a thick file, "Although this particular agent gave his life to deliver the information, several

other operatives are still in the field, collecting data on Von Max's whereabouts and movements." As the General placed the file onto the table, the seated military commanders, and their various aides, began to laugh.

Admiral Pierce spoke between guffaws, "You don't really expect us to take any of your spies seriously, do you?" He stopped to laugh again, "We all know how unreliable your agents are, especially that big brown haired one. What was his name?" One of the Admiral's aides spoke up quickly. "Ah yes, 'Guy Spy'. You've got to be joking?" More laughter accompanied the Admiral's exclamation. Apparently he wasn't the only one who found the agent's name humorous.

General Atterman stood up, sending his chair rolling across the floor, "I'll have you know, Guy Spy is our best operative! Why, he almost single-handedly wiped out the entire German Secret Agent Underground after the war's end..."

"That's enough!" the quiet voice wasn't so quiet anymore. The large black leather chair swivelled to face the table, and President Truman glared at the seated men. "I don't care where the information came from, or who attained it. This Baron may have a device capable of making the A-bomb look like the Fourth of July." The President's gaze came to rest on General Atterman, still standing at the opposite end of the conference table. Truman gestured to one of his aides. The man trotted over to the General's chair and wheeled it back to the table. Atterman sat and returned the President's stare.

"General, tell me more about this 'Guy Spy'." Leaning forward in his chair, the President listened intently, as Atterman began to speak. If there was anyone who could deal with Baron Von Max, thought Truman, perhaps it was the super agent, Guy Spy.

The setting sun had moved below the barracks' roofs, casting long shadows on the patted earth of Fort George U.S. Military Base. The approaching night would bring sleep and relief for most of the base's personnel, but not for Guy Spy. He hated sleep; when he was sleeping he was off duty and he hated being off duty. There wasn't enough time during the day to take care of all the things he had to do, much less subtracting the time he would spend with his eyes closed, resting.

Feet beating the earth haphazardly, the squad Guy Spy led stumbled through the base's front gate. Some time earlier, the squad had left with full equipment packs for a short, quick-stepping 30 mile march. Most of these soldiers were good men, Guy thought, but in need of substantial endurance training. After only a few hours of marching, the squad had started huffing and puffing, as if the trotting pace was difficult. Guy led the squad into the main compound and motioned them to halt.

"Well men, it's almost time for mess call, so you'd better get to your barracks and clean up. Dismissed!" At the sound of the order, half the squad collapsed, falling hard to the ground, and the other half fell on top of them. Guy shrugged his shoulders, "If that's where you want to rest?" Guy Spy turned and walked in the direction of his quarters.

Various personnel saluted, as Guy made his way through the base towards the barracks he called home. Several weeks ago he'd returned from a field assignment, and would remain stationed at Fort George until receiving new orders. The area Guy lived in was quite sparse. He spent so little time there it might never get that 'lived in' look. Regardless, Guy kept his bunk immaculately clean and it remained that way because of his absence.

Having reached his quarters, Guy strode up the stairs, opened the door and walked in. The first thing he noticed was the lack of light. Someone must have pulled the main switch and the interior of the building was almost pitch black; probably some practical joker. Guy stepped into the darkness, slowly moving towards where he knew the fuse box was located. So intent on restoring the overhead lighting, Guy failed to detect the motion ahead of him until the attacker struck.

The two bodies tumbled to the floor and Guy struggled under the weight of whomever he was grappling. A dim light filtered through the window set in the door, and Guy could make out the outline of the man. The broad shouldered intruder tried to keep Guy pinned, as he raised something into the air. A glint of light shone off a knife blade, as the arm descended in an arc aimed at Guy's head. Guy twisted his shoulders and neck, and the blade struck the wooden floor where his head had just been. The attacker fought to pull the knife free from where it had become imbedded.

Reaching his arms around the other man, Guy rolled both bodies towards the barracks' door. Pulled by the American soldier's considerable strength, the attacker lost his grip on the knife and flipped over. The two men bashed into the door and rolled out of the building into the growing twilight. Guy squeezed with all his might, tightening his grip each time the intruder exhaled. Unable to free himself, the other man collapsed under the constant pressure. Once he was certain of his attacker's unconsciousness, Guy pushed the man aside, got up off the ground, and began to brush himself off, as several soldiers came running up.

"Are you all right, sir?" One of them asked.

Guy bent to examine the strange man, "I'll be fine. But who the heck is this fellow and what does he want with me?" Stark white hair protruded from under a dark green cap, and the man's eyebrows were so blanched that Guy could hardly make them out. The man's uniform was also green, but of varying shades. Guy looked up at the soldiers that had gathered around him, "When he wakes up make sure he doesn't leave. And one of you, go get the MP's." The soldier who first spoke obeyed and ran off, while the others stared down at the unconscious man.

Remembering the discarded knife, Guy went back into the barracks, switched on the main light panel, and plucked the weapon out of the wooden floor. Turning the knife over in his hands, Guy noticed the intricate design of a large tower, with what appeared to be rays of light streaming from its top, worked into the blade. Below the tower were the two words 'Von Max'. Pondering the inscription's significance, Guy's attention was suddenly drawn to the sounds of a commotion coming from outside. Peering out the door, Guy saw the green uniformed stranger dodging the attempts of three soldiers trying to tackle him.

"Hey! Don't let him get away!" Guy sprang from the doorway and leaped towards the melee. Seeing the American spy's approach, the intruder bolted, breaking through the circling soldiers, and ran towards several tanks returning from patrol. Ignoring the shouts of the men, he dove beneath the tracks of the nearest tank. Guy Spy and the pursuing soldiers turned away at the sight and grimaced as a loud, squishing sound filled the air.

The tank came to a halt, the intruder's lifeless form spreading into a puddle under the wide tracks. A hatch opened and the operator's head popped out, "Man, what were you guys gonna do to him that he wanted to jump under my tank?" Guy and the rest of the soldiers shook their heads, astonished by the intruder's suicide.

"Hey, Guy Spy," someone called from behind the group, "Major MacLeod wants to see you..

"I'll be right there." As Guy turned and waved, two MP's arrived. Guy pointed over at the now reversing tank, "You're too late for the chase boys, but you're just in time to clean up the mess." Chuckling at the soldiers' disgusted expressions, Guy strode off towards the Major's office. He walked through the outer doors and was ushered in by the attractive stenographer. She watched him walk by, learing as Guy closed the door behind him.

Guy stepped up to the desk and saluted, "You wanted to see me, sir?"

Major MacLeod looked up from the playing cards spread across his desk, "Yes Guy, your orders just arrived." Solitaire was one of his favorite past times. The Major paused long enough to reach into his desk drawer, take out a sealed envelope, and pass it to Guy. Without a single pause, he immediately continued flipping cards.

"Thank you, sir." Guy took the envelope, saluted and left the room. Once outside the office, he examined the envelope; imprinted across the glued flap was the Presidential Seal. Guy saluted the empty air and ripped the envelope open. The orders it contained were short and simple, 'Find Baron Von Max and stop him. Signed, President Truman.' Baron Von Max? Where had he seen that name before? A bulb lit up above Guy's head and he took out the dead intruder's dagger. Inscribed on the blade, below the image of the tower, were the words 'Von Max'. Whoever this man was, he had already tried to have Guy killed, and that made the American spy very angry. If there was one thing Guy hated more than sleep, it was people he didn't know sending assassins to kill him. Storming out of the building, Guy ran towards his barracks; there would be no sleeping for some time.

## GAME INSTRUCTIONS

To load Guy Spy and the Crystals of Armageddon

### PC OWNERS

To load 'Guy Spy and the Crystals of Armageddon', insert the CD into your computer's CD-ROM drive. Type in the disk drive letter followed by a colon (for example D:), then type GUYSPY and press RETURN. A number of options will be displayed.

First, select the Video Mode by entering C(CGA), E(EGA) or V(VGA). Next, select the sound output by entering A(Adlib), S(Sound Blaster), P(Pro Audio Spectrum) or N(No Sound). Please note that internal sound is not supported; only the three sound boards listed above are available.

You will then be asked if you want to use a joystick. Enter either Y(Yes) or N(No). If you select Yes, please refer to the instructions listed below.

It is important to realize that you can still use the keyboard when you have selected the joystick. If you are using the joystick and finding it impossible to make the correct moves, it is possible that your joystick is improperly adjusted to your game controller card. To center your joystick, insert the CD into the CD-ROM drive, type your drive letter followed by a colon (typically D:), then RETURN. Next type CENTERJS and press RETURN. Once the program has loaded, you will be prompted to press the FIRE button on the joystick and the screen will change, displaying a large cross with an asterisk somewhere near the cross. Using the joystick's vertical and horizontal trim adjusters, position the asterisk in the center of the cross, or as close to it as possible. Your joystick is now centered.

### MACINTOSH OWNERS

After booting your Macintosh with a system disk or autobooting from a hard disk, please set the palette to 16 colors with your monitor control panel under the Apple menu. Insert the "Guy Spy and the Crystals of Armageddon" CD, double click on the CD's icon, and double click on the "Guy Spy" icon to begin the game.

## STARTING THE GAME

After the game has loaded, the demo will automatically begin. The demo runs through the first scene and then returns to the title screen. To start playing the game, simply press the spacebar or the FIRE button on the joystick at any time. The first scene will then load automatically.

## ENDING THE GAME

On an IBM PC, you may press ESC during game play to return to DOS. You can then safely remove the CD in the CD-ROM drive.

## SAVING YOUR POSITION

To save your position, press the "S" key during a scene, and after you have successfully completed the scene, your position will be saved.

## LOADING A SAVED GAME

To load a saved game, press the "L" key during a scene, and the last saved position will be loaded.

## CONTROLS

There are two ways of controlling Guy, either by using the joystick, if that option is available on your computer, or else by using the numeric keypad on your keyboard. The directions you will need while using your numeric keypad are UP(8), DOWN(2), LEFT(4), RIGHT(6), UP/RIGHT(9), UP/LEFT(7), DOWN/RIGHT(3), and DOWN/LEFT(1). To use Guy's weapon, press the FIRE button on the joystick or the spacebar.

# PLAYING GUY SPY AND THE CRYSTALS OF ARMAGEDDON

## Berlin Train Station

Arriving in Berlin, an Intelligence Report tells Guy Spy that Von Max is travelling to Switzerland by train. Guy goes to the train station, purchases a ticket, and walks out onto the platform. Waiting for the spy, several Goons stand on the opposite side of the train tracks, aiming their machine guns across at Guy.

### GUY SPY'S MOVEMENT

In order to move Guy Spy on the platform, you must bring the crosshair to the extreme right or left of the screen. When the crosshair is moved further along off the screen, Guy will begin to side step towards that direction. For example, if the crosshair was brought to the extreme right edge of the platform and kept moving right, the crosshair will stay in place, and Guy Spy will begin to side step to the right edge. When Guy reaches the right edge of the platform, he will roll sideways towards the left edge of the platform, and begin to side step to the right edge of the screen to continue the cycle. The same applies conversely for the left edge movement.

### WEAPON CONTROLS

Pressing the button fires Guy's machine gun, and as long as the button is down, the gun continues to shoot. While shooting, the machine gun jerks around in Guy's hands, and when the joystick is moved, the crosshair will go in that direction, but it will still jerk around, making it difficult to get an exact aim.

### HEALTH AND BULLETS LEFT INDICATORS

There are two Health Indicators on the screen; one for Guy and one for the Goons. As Guy gets hit by bullets, his Health Indicator becomes smaller. When the Indicator disappears, Guy is dead. As each Goon is shot, the Goon Indicator becomes smaller. The scene will be completed when the Indicator disappears. The machine gun has a limited amount of ammunition, which is displayed as a Current Clip Indicator, showing the number of bullets remaining for that clip, and another Indicator shows the remaining number of clips.

## GONDOLA RIDE TO MOUNTAIN

The train pulls into the Switzerland station and Guy jumps out. Checking his revolver, Guy pursues Von Max, as the evil Baron travels up the side of a mountain inside a gondola. Von Max has left a squad of Goons to attack Guy, shooting at the spy as the two gondolas move up the mountain.

### GUY SPY'S MOVEMENT

To cause Guy to step left or right, move the joystick in either direction without pressing the FIRE button. When Guy reaches the center of the screen, the next step will cause him to turn and face the other side of the gondola. Each time Guy needs to move from one side of the gondola to the other, he will turn at the post between the windows. Pulling the joystick back, when Guy is in front of a window, causes Guy to duck.

### WEAPON CONTROLS

When the FIRE button is held down, Guy aims his gun either to the left, center, or right of the other gondola window. The gun fires when the button is released. To reload the gun, position Guy at either the far left, far right, or center of the screen and press the FIRE button.

### HEALTH AND BULLET INDICATORS

At the bottom of the screen is a small figure. Each time Guy is hit, a red mark appears on the figure, and when Guy has been hit five times, he dies. Beside the Health Indicator is the Bullets Remaining Indicator displaying the bullets remaining in the clip. When the clip is empty, Guy must reload the gun (see Weapon Controls).

### OLGA'S CABIN

Exiting the gondola, Guy enters the cabin at the top of the mountain and is confronted by Olga. The large strong woman will try to keep Guy occupied, until Baron Von Max can escape.

### **Guy Spy's Movement**

Guy will not attack a woman, so he must walk around Olga. Guy will step in the direction the joystick is moved, including diagonally. Whenever she can, Olga will slap Guy, forcing him back a step.

## **SWITZERLAND MOUNTAIN SKI CHASE**

Running out of the cabin, Guy jumps onto a pair of skis stuck in the snow and proceeds down the side of the mountain. High above the hill, riding the ski lift, more of Von Max's Goons attack Guy.

### **GUY SPY'S MOVEMENT**

Above Guy, riding the ski-lift, more of Baron Von Max's Goons try to stop our hero by showering the slope with grenades. Trees, patches of ice, sign posts and ski-lift poles fly past, and Guy must avoid the various obstacles as he skis down the mountain. Moving the joystick left starts Guy skiing to the left, while moving the joystick right starts Guy skiing to the right. Guy continues in a direction until the joystick is moved the opposite way. Guy will automatically turn around when he hits the edge of the screen.

## **PYRAMID MAZE**

Having pursued Baron Von Max to Egypt, Guy runs into a large pyramid that contains one of the Crystals of Armageddon. Once inside, Guy finds himself in a large maze. Guy must make his way through the pyramid corridors, avoid the various traps, and stop Von Max's Goons.

### **GUY SPY'S MOVEMENT**

Guy enters each section of the maze from the bottom of the screen, walking up to the center. He will wait there until the joystick is moved.

If the corridor continues in a direction, moving the joystick forward, left, or right will cause Guy to walk down that passage. Pushing the button and moving the joystick up causes Guy to jump forward, while holding down the FIRE button causes Guy to roll forward.

There are many traps inside the maze. Fire, spikes, moving walls, snakes and spiders are all obstacles trying to impede Guy's progress.

## GUARDIAN MUMMY

Wandering through the maze, Guy finds the pyramid guardian, an oversized, ancient Mummy. The Mummy was given eternal life by the pyramid's builders, to keep intruders from disturbing the sleeping Ramah-Kul. Performing its magical duty, the Mummy attacks Guy, swinging bandaged arms wildly through the air.

## GUY SPY'S MOVEMENT

Pushing the joystick up causes Guy to step in the direction he is facing. Moving the joystick to the right or left causes Guy to rotate towards the right or left.

## HEALTH INDICATORS

Guy's Health Indicator is on the left side of the screen, a small figure which becomes smaller each time Guy is hit. The small figure representing the Mummy's health are on the right side of the screen, and they become smaller each time the Mummy is hit by Guy's sword.

## WEAPON CONTROLS

Guy will swing his sword each time the fire button is pressed.

## GOD CHAMBER

Lost in the maze, Guy stumbles into the resting place of Ramah-Kul. The pyramid was originally built to imprison this evil God, and by entering the room, Guy has breached the magic spell holding the God captive. Rising from his sleep, Ramah-Kul waves his arm, sending bolts of energy raining down on Guy.

## **GUY SPY'S MOVEMENT**

Moving the joystick up causes Guy to take a step forward, while pulling the joystick down causes Guy to take a step back. Pushing the joystick to the left or right causes Guy to step either to the left or right.

## **WEAPON CONTROLS**

Pressing the FIRE button causes Guy to throw the sword. To retrieve the sword lying on the ground, position Guy standing over the sword and press the FIRE button.

## **HEALTH INDICATORS**

Guy's Health Indicator is on the left side of the screen, a small figure which becomes smaller each time Guy is hit. The small figures representing the God's health are on the right side of the screen, and they become smaller each time the God is hit by Guy's sword.

# **ARAB FIGHT**

Guy stands at one side of the maze exit. Several Goons run into the room and attack Guy with drawn swords. Guy reaches for a sword hanging on the wall and moves forward to meet the attack.

## **GUY SPY'S MOVEMENTS**

Guy can use his sword in two ways. Pressing the FIRE button causes Guy to slash at the Goon, while moving the joystick up causes him to jab. Guy can also avoid the Goons' attack by moving the joystick down to duck, and right to dodge.

## **HEALTH INDICATORS**

There are two rows of small figures in the bottom left corner of the screen used as Health Indicators; one for Guy and one for the Goons. As Guy gets struck by the Goon's sword, the row of small Guys becomes shorter, and when the figures are all gone, Guy dies. As a Goon is hit, the Goon Health Indicator becomes smaller, and when the figures have disappeared, the Goon dies.

## BAR FIGHT

The chase across the African desert brings Guy to a small bar in the middle of Kenya. Striding up to the bar, Guy is given a message by his attractive contact. But as Guy reads the message, Von Max's Goons kidnap the contact and corner the hero at the end of the bar.

### GUY SPY'S MOVEMENT

Moving the joystick to the left or right causes Guy to punch with either the left or right arm. Pressing the FIRE button causes Guy to kick at the Goon with his knee. To have Guy duck under the Goon's punch, pull the joystick down.

### HEALTH INDICATORS

The Health Indicators are on the bottom left of the screen; two small figures, one of Guy and one of the Goon. As Guy is hit by the Goon, the small Guy figure becomes smaller, and when the figure disappears, Guy is dead. When Guy hits the Goon, the Goon Health Indicator becomes smaller, and when the Indicator is gone, the scene is completed.

## LOG FIGHT

Guy Spy arrives in Peru, hot in pursuit of Von Max and his Goon kidnappers. The Doomsday Tower lies near, assembled inside an ancient Inca temple. Guy proceeds towards the temple, but several natives wait in hiding. Balanced on a fallen log, high above a rushing river, Guy is ambushed.

### GUY SPY'S MOVEMENT

Moving the joystick to the right causes Guy to take a step forward, while moving the joystick to the left causes Guy to step back. Pulling the joystick down causes Guy to duck down under the attack of the native. Pressing the FIRE button puts Guy into the strike position. From the strike position, with the button held down, moving the joystick to the right causes Guy to strike right, and moving the joystick to the left causes Guy to strike left.

## BOW AND ARROW

The Doomsday temple lies across an open section of jungle. Guy knows more natives are waiting to attack him in the jungle at the edge of the clearing. Fashioning a bow and some arrows, Guy cautiously walks towards the temple, ever alert for movement from the nearby trees.

### GUY SPY's MOVEMENT

Moving the joystick to the right causes Guy to walk to the right. Pulling the joystick down causes Guy to duck under the spears and darts. Pressing the FIRE button and moving the joystick to the right, at the same time, causes Guy to jump.

### WEAPON CONTROLS

Pressing the FIRE button, and holding it down, puts Guy into aim mode. Holding the button, and moving the joystick, causes Guy to aim the bow in the direction the joystick is moved. Releasing the button causes Guy to shoot the arrow.

## INSIDE THE DOOMSDAY TEMPLE

Entering the temple, Guy crosses a rope bridge and makes his way to the base of the Doomsday Tower. Once there, Guy is attacked by several Goons hidden behind the tower supports. Alerted to our hero's presence, Baron Von Max activates the Tower's automated defenses; a laser cannon mounted on the Tower's front section. Guy must shoot all the Goons while avoiding the laser blasts.

### GUY SPY's MOVEMENTS

To have Guy step left or right, move the joystick to the left or right. Moving the joystick up or down causes Guy to roll along the ground to the left or roll to the right.

## WEAPON CONTROLS

Holding the FIRE button down causes the aiming cursor to appear. With the button held down, the cursor moves in the direction the joystick is pressed. Releasing the FIRE button shoots Guy's revolver. If the gun clip is empty, pressing the FIRE button will load a new clip. While the cursor is on the screen, Guy cannot walk or roll.

## HEALTH AND BULLET INDICATORS

Guy's Health Indicator is in the bottom left of the screen. As Guy is shot, the Indicator becomes shorter, and when the Indicator disappears, Guy is dead. Beside the Health Indicator is the Bullets Indicator, showing the number of remaining bullets in the clip.

## FINAL FIGHT

Guy enters the Doomsday Tower to confront Von Max. The evil Baron stands poised beside Guy's bar room contact, bound and hanging, a knife held to her throat. Von Max barks out a threat. Guy throws away his pistol, and the two slowly advance for their final confrontation.

## GUY SPY'S CONTROLS

Guy will swing his arm back fisted when the FIRE button is pressed. Pulling the joystick down causes Guy to crouch under Von Max's knife attack. When Guy is in the crouched position, the joystick held down, pressing the FIRE button causes Guy to rise up and punch.

Neither of the punches will reach Von Max from the resting position. Guy must wait until Von Max attacks with the knife, avoid the attack, and punch either from the crouched position or back fist Von Max as he swings his arm back.

## HEALTH INDICATORS

There are two small figures used as Health Indicators; one in each top corner of the screen. Guy Spy's Indicator is in the top right, while Von Max's Indicator is in the top left. As hits are scored, the Indicators become smaller, and when an Indicator disappears, the appropriate character dies.

Today's word is "to" - a small, common word that is often overlooked. With the proper use, however, it can be a powerful tool in your writing. The word "to" is used in many different ways, and it is important to understand its various uses. In this article, we will explore the different uses of "to" and provide examples of how to use it correctly.

## TO AS A PREPOSITION

One of the most common uses of "to" is as a preposition. It is used to indicate the direction of movement or the recipient of an action. For example, "I went to the store" or "She gave the book to her friend." In these sentences, "to" is used to show the direction of movement or the recipient of the action.

## TO AS A VERB

Another common use of "to" is as a verb. It is used to indicate the purpose or goal of an action. For example, "I went to the store to buy some milk" or "She went to the store to get some groceries." In these sentences, "to" is used to show the purpose or goal of the action.

## TO AS A PARTICIPLE

"To" can also be used as a participle. It is used to indicate the action of a verb. For example, "I went to the store to buy some milk" or "She went to the store to get some groceries." In these sentences, "to" is used to show the action of the verb.

There are many other uses of "to" in English, and it is important to understand them all. In this article, we have explored the most common uses of "to" and provided examples of how to use it correctly. We hope this information is helpful to you.

## TO AS A CONJUNCTION

There are two main types of "to" used as a conjunction. The first type is used to connect two clauses. For example, "I went to the store to buy some milk, and she went to the store to get some groceries." In this sentence, "to" is used to connect the two clauses. The second type is used to connect two phrases. For example, "I went to the store to buy some milk, and she went to the store to get some groceries." In this sentence, "to" is used to connect the two phrases.

# Guy Spy

## and the Crystals of Armageddon



Guy Spy is a break-through in adventure gaming featuring full-screen animated characters that are completely under your control! With over 1,500 frames of animation and original music and sound effects, Guy Spy sets a new standard in adventure gaming excellence.



You are summoned before the Chief of International Security. "Intelligence reports confirm our worst fears: the evil Baron Von Max has located the legendary Crystals of Armageddon. With the power of the crystals in the hands of this madman, Von Max will have everything he needs to fuel his ultimate weapon of mass-destruction... the doomsday machine."



As Guy Spy you are the government's most trusted and daring counter-espionage agent. You must chase Von Max and his henchmen around the globe in a desperate bid to save the world from his evil plans. If you fail, there is no telling what kind of destruction Von Max will unleash on the world.

Your orders are simple: stop Von Max at any cost... before it's too late!



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