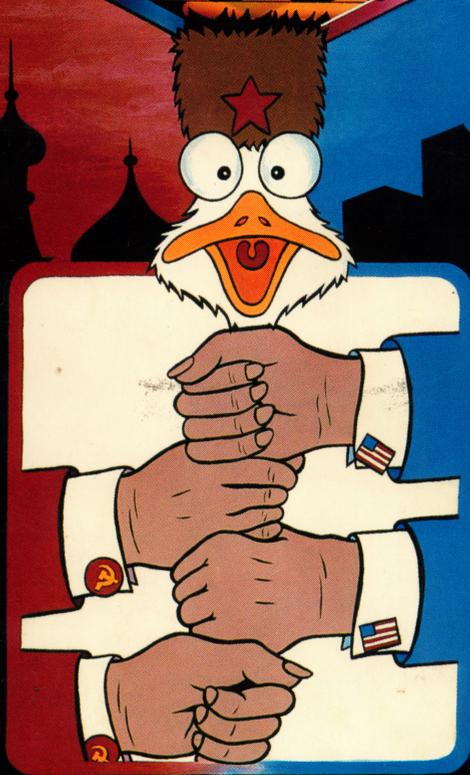# RUSSKI DUCK

Program designed and written by Eric Knopp and Alan Merrell
13/16 Sector 48K Apple II

Assembly language 48K
Program designed and written by Eric Knopp and Alan Merrell
Requires an Apple II or II+ with disk drive and either 13 or 16 sector controller.
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RUSSKI DUCK

FROM: Director, CIA, Washington, D.C.
TO: Special Agents

Copies of the MX missile plans have fallen into the hands of foreign agents. Intelligence has intercepted a message that reads "... get the duck from the crate and be ready to leave by midnight ..." We assume that foreign agents have hidden the plans in a duck decoy and intend to smuggle it out of the country in a crate. To accomplish your mission you must recover the plans and return them to the security room in the CIA building. Intelligence also reports that foreign agents are trying to confuse matters by moving objects from building to building. The sooner you can locate the tools you need, the better are your chances for finding the crate with the duck. When opening crates, BE CAREFUL! Remember that foreign agents are fond of boobytraps!

The primary mission is to recover the stolen plans. Since, however, the CIA is interested in maintaining a good public image, you will be rewarded for civic virtue for performing certain tasks. For example, the foreign agents are constantly moving objects from building to building. You will be rewarded for returning objects to the buildings they were originally taken from. There is also a secret message hidden among the objects. Find it for a special bonus. Good luck!

OBJECTS:

Your agent

Foreign agents

Crate (marked with an X on top)

Hammer (used to open crates, but also used to disable foreign agents if they try to attack you or if you need to grab the object they are carrying ... use the "S" key)

Screwdriver (used to deactivate bombs)

Key (used to open duck)

Bomb (should you open a crate with a bomb you have about 10 seconds to deactivate it with a screwdriver before it blows up ... and unless you leave the building first, you will be rewarded for your bravery if you are successful, and if you are not, then ... too bad for you ... the objects will be dispersed)

Duck (where the plans are hidden)

MX missile plans (to win, return them to the CIA security room and place them behind the security gate)

Security card (opens the CIA security gate)

Disguise (when worn will keep foreign agents from recognizing you)

MOVEMENT:

$\langle -,- \rangle$ = left, right   **A** = up   **Z** = down

S = to use an object (first of all, you must be carrying the object you wish to use, then position the object you are carrying over the object you wish to work on or act upon, e.g., if you want to disable a foreign agent then you first have to be carrying a hammer . . . when you contact the agent with the hammer, you hit the "S" key, or its equivalent in case it has been redefined)

$\langle$ **space** $\rangle$ = pick up, drop objects (position directly over an object . . . only one object may be carried at a time . . . objects may be picked up or dropped only while inside a building, but may be carried between buildings)

CONTROLS:

ESC = pause, press any key to continue

Control C = to redefine keyboard controls

Control R = to restart game from scratch (you must be inside a building to use this)

0 to 9 = speed keys for movement inside buildings, 0 is slowest and 9 is fastest

GAME HINTS:

You begin the game from the CIA building which is located in the upper right-hand corner of the bird's-eye view of Central Park in a large metropolitan city . . . find the tools you need to open the crates in which the duck may be hidden, but be prepared for disarming a bomb if you find it instead of the duck. Agents may be lost in explosions or if captured by foreign agents, if you lose an agent you begin again from the CIA building . . . and remember, a good agent is rewarded for honor and bravery, as well as finishing the mission . . . again, good luck!