

## Spies in the Night 2: The Lighthouse Mission

### The story so far...

You are Roger Starling, twin brother of Ray Starling. Your mission: sneak through dozens of rooms, ascend each floor of the lighthouse, plant and arm the explosives, and escape, all before Ray accomplishes *his* mission and reaches the detonator outside.

It won't be easy. Each floor of the lighthouse features a choice of two doors. Some doors lead to dangerous areas that must be traversed. Some of the doors lead to room-sized ENIAC computers. Activate the computer at its keypad and you will be rewarded... or possibly set back.

Your x-ray glasses allow you to peer into each room to get an idea of the traps or bonuses it contains, but you must be near the door in order for them to work. Is it worth peering into each room? Or will you save a few precious seconds by plunging ahead defiantly into the unknown?

If you fail your mission, don't worry. You can always try again, and this time you'll have more complete knowledge about the layout of the lighthouse. The danger rooms and ENIAC computers are always in the same places. With persistence, skill, and a little bit of luck, you'll be able to reach the top of the lighthouse and save the free world.

### About the game

Spies in the Night 2 is a 32kb game using the multikernel framework developed by RevEng. The final game will feature 3 progressively more difficult lighthouses for you to traverse, plus a randomly generated game.

- **Game 1:** The lighthouse is 30 stories tall. You begin with 2 minutes to complete your mission.
- **Game 2:** The lighthouse is 50 stories tall. You begin with 4 minutes to complete your mission.
- **Game 3:** The lighthouse is 70 stories tall. You begin with 6 minutes to complete your mission.

In Games 1-3, the rooms on each floor of the lighthouse will always be in the same position, no matter how many times you play.

For the most difficult challenge, try **Game R**. In this variation, you must climb a 99 story lighthouse, and the rooms are randomized for each playthrough, providing the ultimate challenge for expert Spies in the Night 2 players.

**ENIAC (Electronic Numerical Integrator and Computer)** was amongst the earliest electronic general-purpose computers made. It was Turing-complete, digital and able to solve "a large class of numerical problems" through reprogramming.

Although ENIAC was designed and primarily used to calculate artillery firing tables for the United States Army's Ballistic Research Laboratory, its first program was a study of the feasibility of the thermonuclear weapon.

ENIAC was completed in 1945 and first put to work for practical purposes at the end of that year.

## Title Screen

Upon starting the game, this is the first screen that you will see.

At the title screen, you can see the score from your most recent game and select the number of the game that you'd like to play next. Hold the joystick to the right to increase the game difficulty, and hold the joystick to the left to decrease the game difficulty.

When your selection is highlighted, take a deep breath and press the fire button to begin.



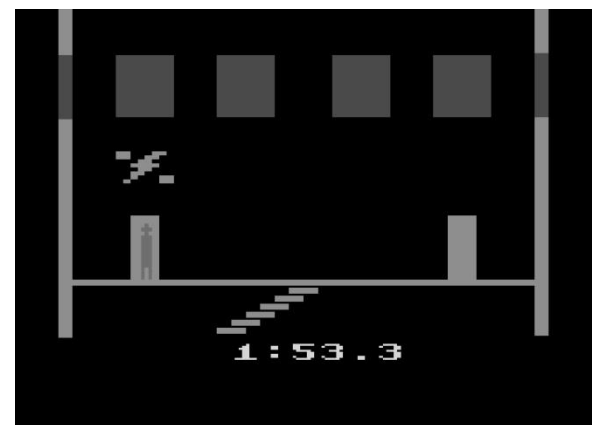
## Floor Indicator

When you start a new game, and when you complete a danger area or a bonus room, you will see the floor indicator screen. This will let you know how many floors you have climbed in your quest to reach the top of the lighthouse. Your current score is also displayed.



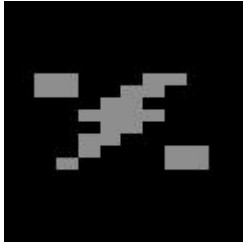
## Room Selection

On this screen, you'll see Roger Starling race to the top of the staircase at the current floor. When he stops, you will take control. There are two doors in this room, leading to either danger areas or bonus rooms. If you'd like to use your x-ray glasses to find out what's on the other side of each door, move Roger to the appropriate door by pushing left or right on the joystick. When he touches the door, an icon will appear above it. This icon will let you know what that room contains. If you like, you can use your x-ray glasses on the other door as well. But don't take too long to make up your mind – the clock is ticking! When you're ready to enter a room, stand on the door and push the fire button.



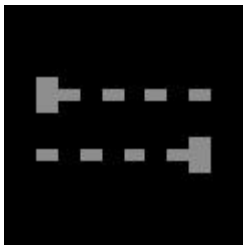
## Room Icons

The room icons are as follows:



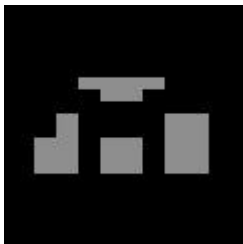
### Electrified Floors

Behind this door is a room that looks simple enough to cross – at first. Then you don your electromagnetic-spectrum goggles and notice that many of the floor tiles are coursing with electricity. Can you reach the door on the opposite side of the room without stepping on one of them?



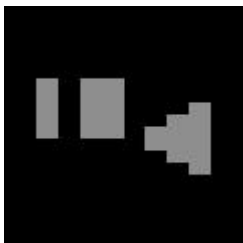
### Security Lasers

This narrow hallway is crisscrossed with up to four security beams. Break one while moving and the laser will turn from benign to deadly!



### Boxes and Rotating Light

In order to reach safety on the opposite side of the room, you'll need to time your movements with pinpoint accuracy. Watch the rotating beam from the automated security turret overhead. If it falls upon you when you aren't completely hidden behind one of the many storage crates, the turret will fire!



### Windows and Spotlight

This room is lined with floor to ceiling windows, and there is a spotlight playing upon the building from outside! Don't let it catch you as you dash from window to window, pausing for safety in the gaps. If the spotlight operator notices you, he'll signal to a deadly sniper who can take you out from 400 yards away.

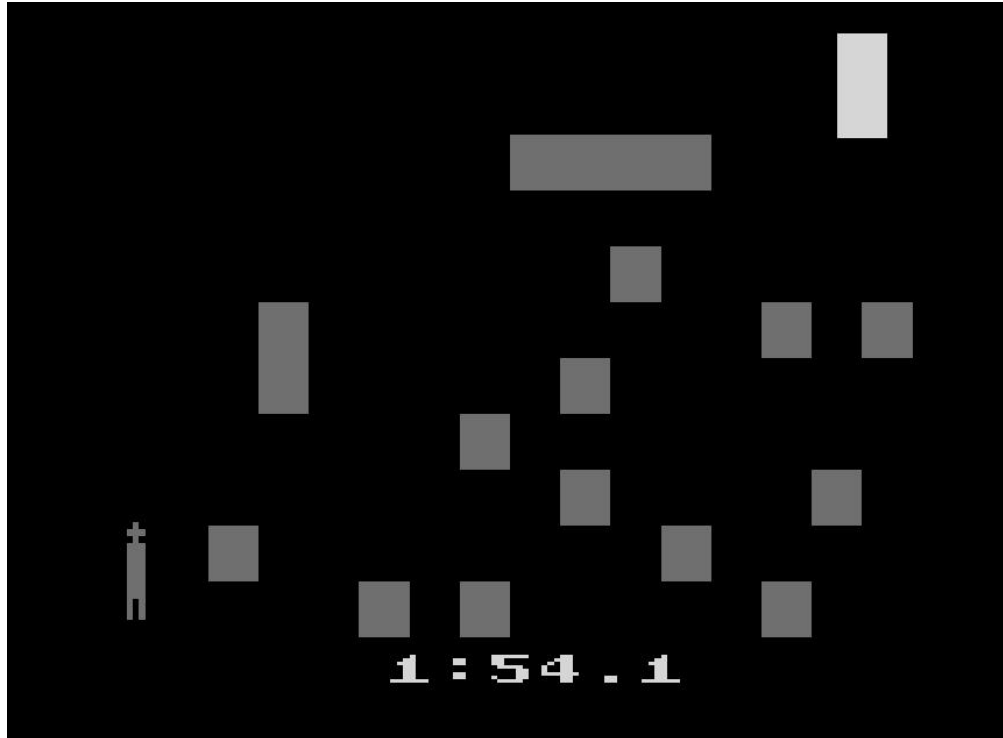


### Bonus Room

These rooms contain state-of-the-art (well, for 1946...) ENIAC computers. The massive display towers above you. Race over to the keypad and activate the computer to find out what sort of bonus (or punishment) it will bestow upon you.

## Danger Areas

The four danger areas have internally assigned difficulty ratings from 1 to 10 that are not visible to the player. In general, the higher in the tower you climb, the more difficult the danger areas will become. Danger area types are as follows.



### Electrified Floors

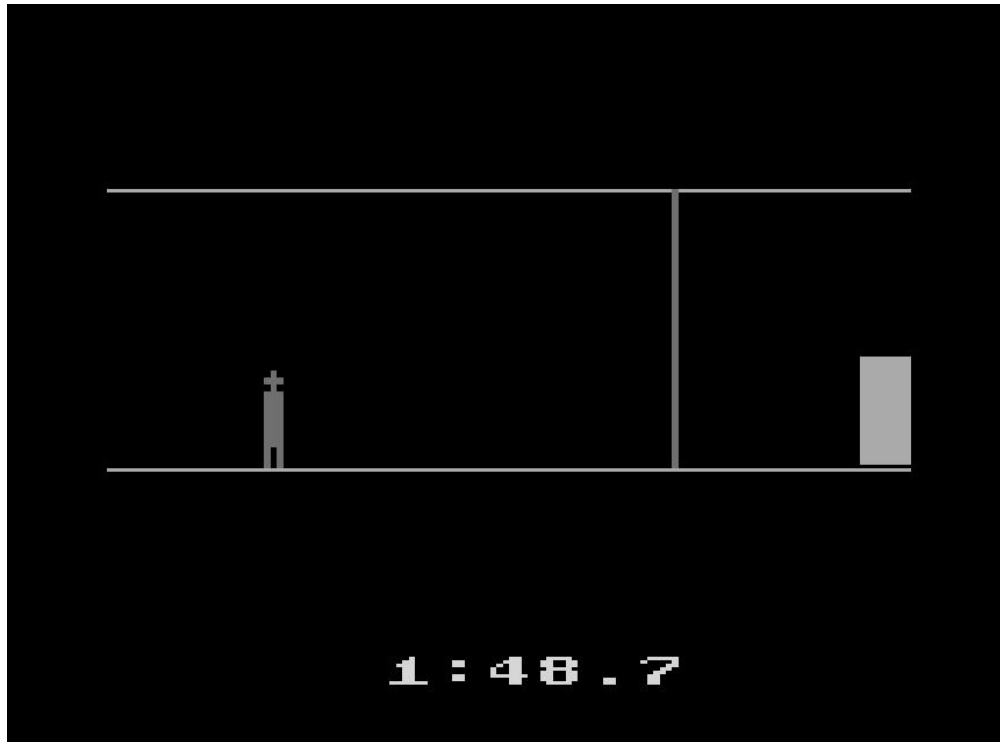
Roger Starling enters at the lower-left corner and must cross this room full of electrified floor tiles. The escape door is located at the upper-left – press up against it to exit. The room is randomly generated and the floor tiles will be in different places each time you enter one of these danger areas.

Your electromagnetic spectrum goggles will allow you to see which floor tiles are electrified, but they are malfunctioning. You can only see the electrified tiles at set intervals. Wait to see where the open paths are, and then make your move. Press the joystick up, down, left, or right to move Roger in the corresponding direction. The fire button is not used in this danger area.

**Note that your feet are the only vulnerable part of your body.** Your head and torso may overlap one of the electrified tiles and you will suffer no ill effects. But if your feet so much as graze one, illuminated or not, you will be zapped and have to begin again from the starting position.

### Difficulty modifiers

- At higher difficulties, there will be more electrified tiles.
- At higher difficulties, there will be a longer pause between flashes that show you where the electrified tiles are.



### Security Lasers

Roger Starling enters at the left side of this hallway and must make his way to the exit door at the right.

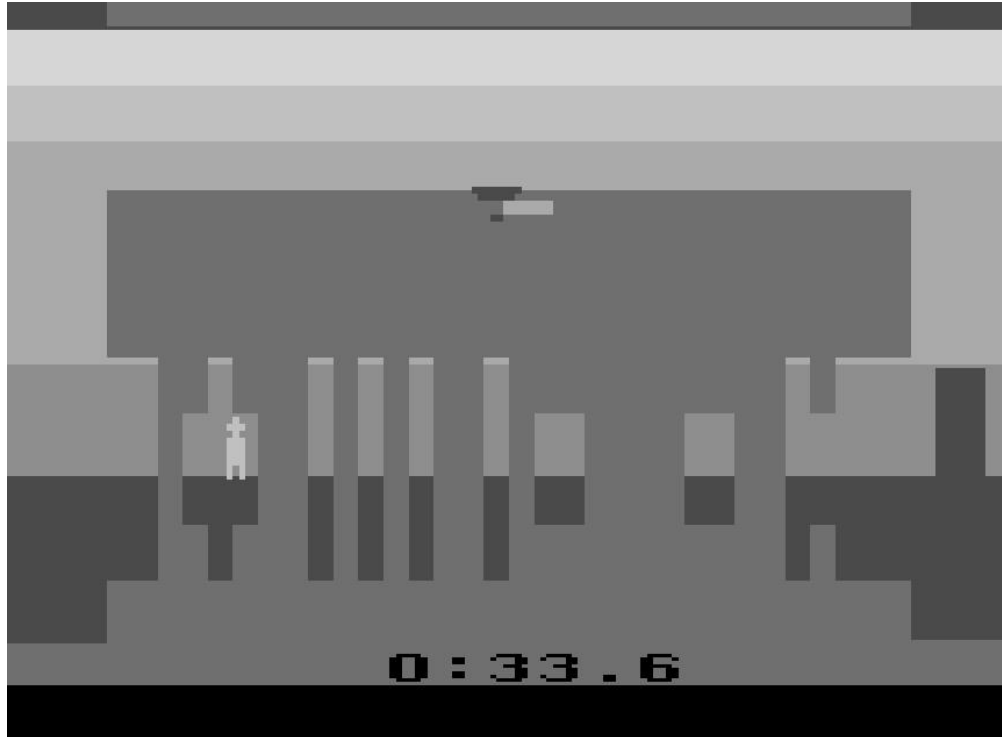
This room contains from one to four “security lasers” that must be avoided in order to survive. They will pass harmlessly across Roger if he is standing still. If he is moving even just a little bit when he touches one, it will turn deadly and quickly turn him into a pile of ash. Note that Roger’s movements have momentum, so he can’t stop on a dime.

Press the joystick left or right to move in that direction. The fire button is not used in this area.

There can be up to two vertically-moving lasers, and two horizontally-moving lasers. The lasers start in random locations each time you enter one of these danger areas. Learning to time your movements in order to be standing still as the laser passes over you is the key to success in this room.

### Difficulty modifiers

- At higher difficulties, there will be more security lasers, up to a maximum of four.
- At higher difficulties, the lasers will move more rapidly.



### Boxes and Rotating Light

Roger Starling enters at the left edge of this room and must make his way to the exit door at the right.

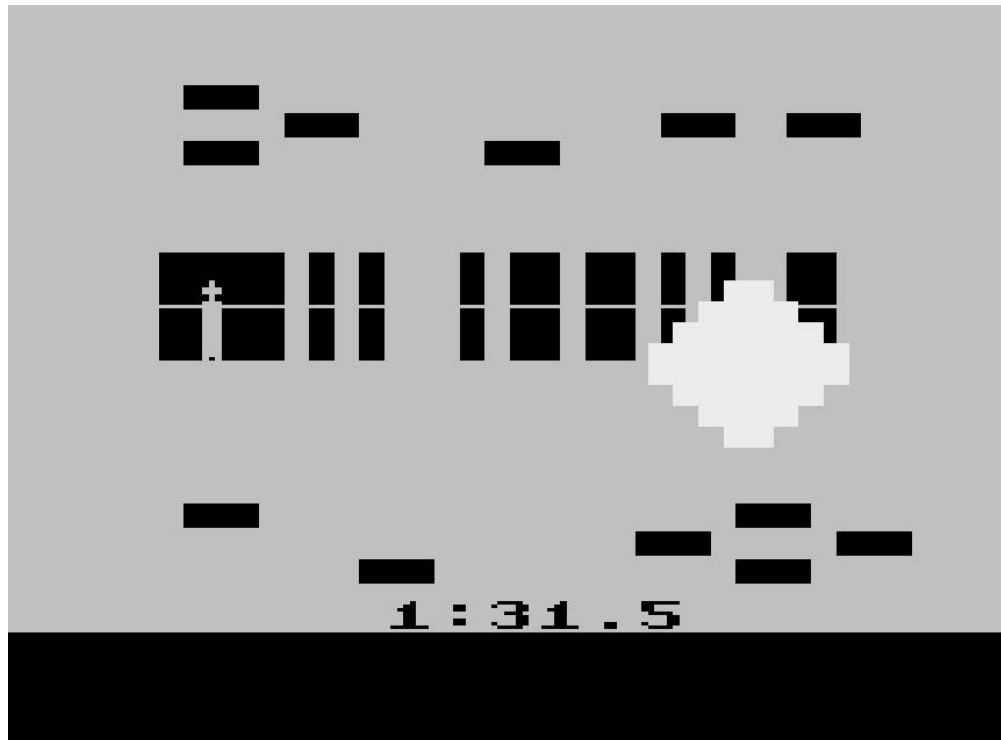
In this area, Roger must conceal himself behind crates in order to hide from the rotating light of a sentry gun turret. The light rotates at a constant rate. If Roger is not completely hidden behind the left or right playfield wall, or behind one of the stacks of boxes in the middle of the room when the light shines directly at him, the sentry gun turret will activate and end his life in a hail of bullets.

Press the joystick left or right to move Roger in that direction. Pressing the fire button will cause Roger to duck, allowing him to hide behind shorter crates.

**Time your movements to run for safety when the light is pointed away.** Make small, quick adjustments to position Roger behind a stack of boxes when the light is about to shine on him.

### Difficulty modifiers

- At higher difficulties, there will be fewer boxes to hide behind, and the gaps will be larger.
- At higher difficulties, the light will rotate more quickly.



### Windows and Spotlight

Roger Starling enters at the left side of this hallway and must make his way to the exit at the right. In this danger zone, the perspective by which you view the gameplay is from the **outside** of the lighthouse, looking in.

A spotlight is playing across the exterior of the lighthouse, searching for intruders. You must cross a long hallway full of floor-to-ceiling windows without being seen in order to survive. If the spotlight happens to fall upon you, the spot operator will signal a distant sniper who will kill you with a single headshot. Try not to let that happen.

Moving the joystick left or right will move Roger in that direction. The fire button is not used in this danger area.

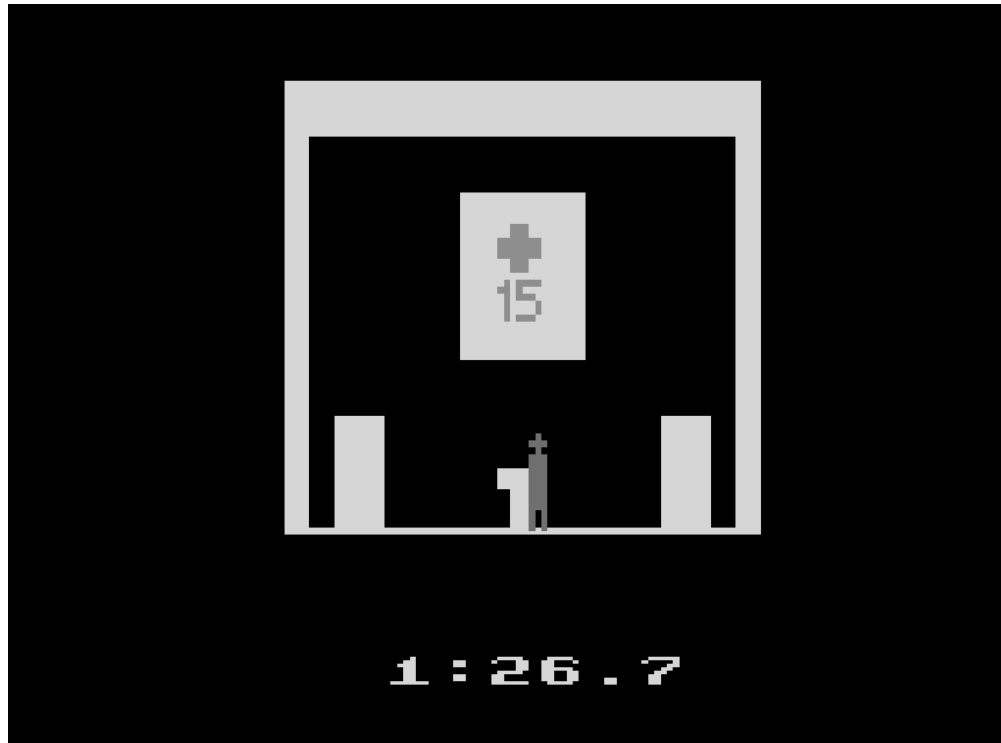
Run past the windows only when the spotlight is far away from Roger. If the spotlight is moving toward him, quickly hide behind a solid wall, away from the window.

### Difficulty modifiers

- At higher difficulties, there will be more windows, and fewer expanses of solid wall to hide behind.
- At higher difficulties, the spotlight will move faster and more erratically.

## Bonus Rooms

Bonus rooms can be great... or catastrophic. In each bonus room, you will come face-to-face with a giant ENIAC computer that will dole out a reward or a punishment.



Roger Starling enters via the left door and must exit through the right door. In the middle of the room is a keyboard on a pedestal. Touch it to activate the ENIAC. Your reward or punishment will be displayed on the giant screen in the form of an icon.

If you gain or lose time, the seconds will be added or subtracted from your score immediately. If you find an express elevator, you will be whisked away to a new floor upon exiting the room.

See the chart on the following page for a description of the reward and punishment icons.

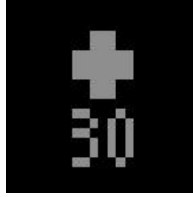


## Bonus Icons

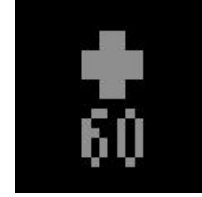
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Plus 15 Seconds: 15 Seconds will be added to your game clock.



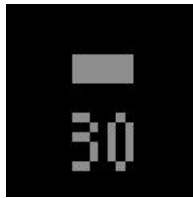
Plus 30 Seconds: 30 Seconds will be added to your game clock.



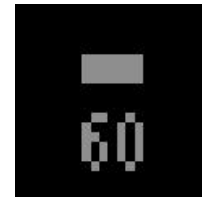
Plus 60 Seconds: 60 Seconds will be added to your game clock.



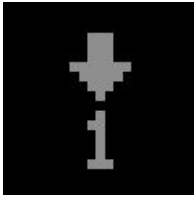
Minus 15 Seconds: 15 Seconds will be subtracted from your game clock.



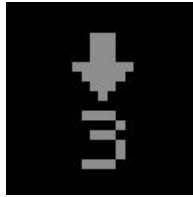
Minus 30 Seconds: 30 Seconds will be subtracted from your game clock.



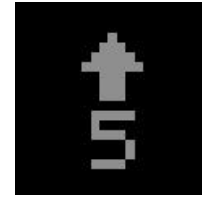
Minus 60 Seconds: 60 Seconds will be subtracted from your game clock.



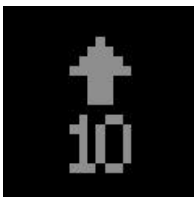
Express Elevator Down 1: You will descend 1 floor in the lighthouse.



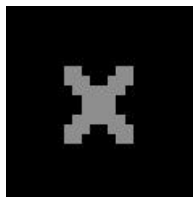
Express Elevator Down 3: You will descend 3 floors in the lighthouse.



Express Elevator Up 5: You will ascend 5 floors in the lighthouse.



Express Elevator Up 10: You will ascend 10 floors in the lighthouse.



Nothing: You don't receive a bonus. But at least you can climb one floor without passing through a danger zone.

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## Score

You receive 100 points for completing each danger area, plus a bonus of (10 x difficulty) for the danger area's difficulty rating. For example, if you pass a danger area with a difficulty rating of "4", you will receive  $100 + (10 \times 4) = 140$ .

## Winning and Losing

Being defeated in a danger area is only a temporary setback. You will be sent back to the starting point of that room, losing any progress you had made, but there are no penalties beyond the loss of precious time. Spies in the Night 2 doesn't have a life counter. You can try again and again as long as there is still time remaining on the game clock.

If, however, time runs out before you reach the top of the tower, your mission is over. Your twin brother, Ray Starling, reached the detonator at the end of the pier, but you hadn't yet armed the explosives at the top of the lighthouse, so you both fail and are captured by enemy agents. You will see your final score and a "game over" message. Press the fire button to return to the title screen.

If by skill and cunning you manage to reach the top of the tower, it's time to celebrate! You will see an animated finale, followed by a calculation of your final score. Any time that was remaining on the clock will be converted into bonus points and added to your score. Nice work! Press the fire button to return to the title screen and challenge a more difficult lighthouse.

## Bonus Score

You receive 10,000 points for completing your mission.

Additionally, you will receive a bonus of 10 points per second remaining on the game timer. Can you ascend the tower more quickly next time?

## Hints

Memorize the top-secret hints below. They'll keep you alive. Then eat this manual so it won't fall into enemy hands.

- The amount of time given to you at the beginning of each game isn't enough to reach the top of the tower. You **must** utilize the bonus rooms to augment your timer.
- If you find an express elevator that sets you back a few floors, don't panic. You can re-use any bonus areas that you may have already found on the way back up. Just don't forget to avoid that bonus area with the descending elevator the second time around!
- The danger areas tend to become more difficult as you climb higher in each tower, but not always! Remembering where the easier danger areas are located can speed your ascent.
- You may find it helpful to make a map of each tower as you progress. On Games 1-3, the rooms on each floor are always the same. Keep track of where those ascending express elevators and time-adding bonus rooms are.
- Of course, on Game R, a map would be useless. You're on your own there, pal.

- You may find it tempting to rush through the danger zones as fast as possible, but a real spy never loses his or her cool. It's better to proceed methodically than to rush headlong into a trap and lose the progress that you've made.
- In the most difficult lighthouses, it may be necessary to use an express elevator that takes you **down** in order to make progress. The maze of elevators can become a bit confusing, but rest assured, there is always a way out.

## Special Thanks

The developer would like to thank Brian Matherne for all of his testing and support, Scott Dayton for his hard work and tremendously creative packaging of the Spies in the Night boxed release, James O'Brien for debuting the game on his Zero Page Homebrew show, and Albert Yarusso for keeping Spies alive in the AtariAge store. You guys do incredible work for the community!