THE THIRD COURIER ™

TOP SECRET

Mission Overview:
IBM PC and Tandy

Credits

Designed by Carol and Ivan Manley, Manley & Associates
Inspiration: Peter Doctorow and Sidney Reilly
Program by Michael Branham and Robert Clardy, Synergistic Software
Art Direction: Scott Wellin
Animation: Mick Nichols
Director: Ivan Manley
Music: Chris Barker
Producer: Shelly Safir
Associate Producer: Mark Wallace
Tester: Russell Shiffer
Manual by Patricia Wright and Jeff Hoff

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Moondancer:

Your assignment is vital. Three couriers headed to a top-secret conference in Brussels are missing. Each was carrying a crucial component of the NATO non-nuclear defense plans. Now two are dead and the third – last seen in Berlin – has vanished. You must find the three critical components (a computer chip, a floppy disk, and a CPU) before the NATO meeting – and before they fall into the wrong hands.

You know what's at stake. This time it isn't surveillance. It isn't a drop. Or data farming. This is the majors, and you've just been called up. And there's only one rule in this game: don't trust anyone.

Fly to Berlin and and await further instructions. Outside of occasional electronic contact, you're on your own. But then, you've always liked it that way.

The Third Courier

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Starting Codes

Nice to see you again, Moondancer. Before you can actually begin, there are a few details to take care of.

1 Insert the DOS disk into Drive A, then turn on your computer.

2 When the A> prompt appears remove the DOS disk and replace it with the disk #1 of The Third Courier, label side up.

3 Type **courier** and press **Enter**. (After the first time you play, if you wish to by-pass the title and credit screens, type **courier t** and press **Enter**.)

4 When prompted, remove disk #1, replace it with the requested disk, and press any key.

Computer Briefing

The first time you boot the disks:

1 A set-up screen will appear describing the set-up of your system.

2 You will be asked if this is correct, or if you want to change the set-up.

3 If the set-up is OK, press **Enter**.

4 If you wish to change the set-up, use the arrow keys to select another option and press **Enter**. This will take you to the title screen.

5 If you wish to change the set-up later, type **courier s** when you boot up the disks. That will return you to the set-up screen.

Hard Drive Briefing

1 If you wish to install The Third Courier on your hard drive, follow the instructions for doing so in the System Set-Up Screens.

2 When the program has been successfully installed on your hard drive, you then proceed to the title screen.

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How To Create Your Agent

There's a small matter regarding your cover. Field Operatives are allowed to select their own now. After hiring a few Human Resource Psychologists the Company was convinced morale would improve if you had a hand in selecting your new profile.
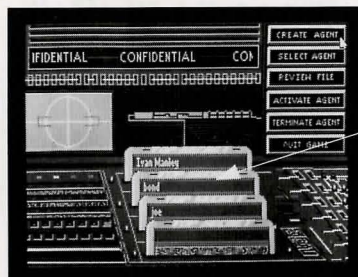
Fig. 1 Agent Activation Screen

Agent Files

Create Your Profile

You can have up to four different agents on file at any one time.
To create a new agent identity:

1   Position the cursor on **Create Agent** and press the button (or press **C**).

2   Type in the name you want to use for your new identity. (up to 23 characters)

3   Press **Enter**.

The folder will open to display an **Electronic Dossier (fig. 2 and 3)** for you to complete.

Complete an Electronic Dossier

The first page of the dossier is mandatory. Think of it as your social security number. Your choices determine your agent's ability.
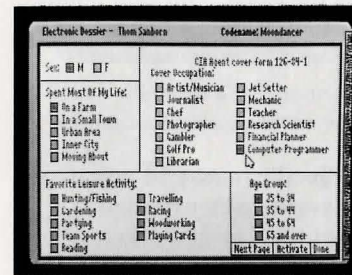

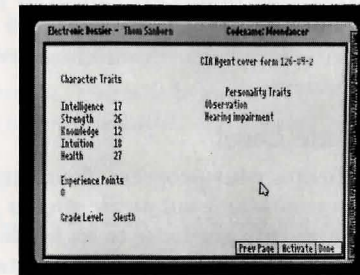
Fig. 2 Electronic Dossier, Page One

Fig. 3 Electronic Dossier, Page Two

1   Use the mouse, joystick or cursor keys to select an option from each background area (sex, occupation, etc.). If you are using the keyboard, the tab key will move you from one selection group to the next.

2   Click on **Next Page** (or press **N**) to continue when you've completed the first page.

Character Traits

On page two of the dossier, you are assigned **Character Traits** based on the information you provided on page one of the dossier. The numerical values beside Character Traits are indicators of your particular abilities relative to the best agents of all time. (The scale runs from 0 to 99, the highest number being the best, 0 the worst.)

Personality Traits

These are additional characteristics that affect you character's abilities. As you gain more experience, more of your character's idiosyncrasies will be revealed to you. You will learn one more positive and one more negative aspect of your character's personality with each level you gain.

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Complete an Electronic Dossier (continued)

Experience Points

Experience points are gained by playing the game. You gain points by exploring, encountering other characters, finding objects and by solving problems. Promotions are based on your accumulated experience.

Grade Level

Indicates your progress. No matter how good you may be now, everyone starts out as **Sleuth**. As you advance (gain experience points), you graduate to higher levels: **Agent, Resident Agent, Spy,** and finally, **Master Spy.** You attain these levels based on the following experience points:

Agent	**25,000**
Resident Agent	**40,000**
Spy	**60,000**
Master Spy	**75,000**

How To Change Your Mind

If you're satisfied with your character, you have two choices:

1 Select **Activate** and start the game

2 Click on **Done** or press **D** and return to the Agent Selection Screen.

However, unlike life, if you don't like your character profile you can start over again. Just click on **Prev Page** (or press **P**) and fill in the dossier with new information.

How to Activate an Agent

After you create an identity (you can create up to 4), you can activate it at will from the agent file disks (see **fig. 1**, page 2):

1 Click on **Select Agent** (or press **S**), then click on (or use the arrow keys to move the cursor to) one of the four file disks.

2 Click on **Activate Agent** (or press **A**). You will begin in your apartment or wherever you last saved the game.

How to Terminate an Agent

If you wish to create a fifth identity, you must first "retire" one of your other agents.

1 Click on **Select Agent** (or press **S**)

2 Choose one of the four file disks by clicking on it or moving the cursor to it and pressing **Enter.**

3 Click on **Terminate Agent** (or press **T**). You will be asked if your want to delete this Agent. Press **Y** or **N.** If you terminate, he's gone.

4 Go back and create a new agent as you did in Create Your Profile.

How to Review an Agent's File

Allows you to review the dossier and current statistics of any your saved agents.

1 Click on **Select Agent** or press **S.**

2 Choose one of the four files disks by clicking on it or moving the cursor to it and pressing return.

3 Click on **Review File** (or press **R**). You will be taken to the second page of the dossier. When finished reviewing the file, click on **Done** (or press **D**) and you will return to the Agent Select Screen.

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How to Quit the Game

To return to DOS, follow these steps:

1 Click on **Quit Game** (or press **Q**). You will be asked if you want to save the current status of your agent.

2 Select **Y**, **N**, or **Esc** (Esc returns you to the menu). Selecting **Y** saves your agent's status and returns you to DOS. Selecting **N** does not save your agent's status and returns you to DOS.

Keystrokes

In The Third Courier, you can use a mouse, joystick or keyboard to control your movements.
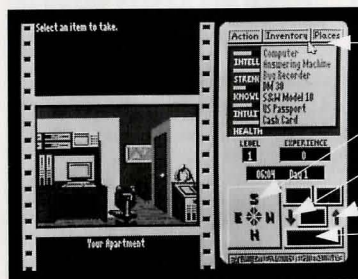
— Menus
— Compass Buttons
— Descend Button
— Encounter Options
— Climb Arrow

Fig. 4 Main Game Screen

If you are using the keyboard, simply press the appropriate key (see table on page 7) for the desired action. With a mouse or joystick, highlight the desired option and press the mouse button or fire button.

The directional movement works as follows: Select a direction, such as North. You will now be facing north. To continue moving north, continue to click on North or press N on the keyboard. In other words, the first selection turns you in that direction, the second moves you in that direction. NOTE: If using a mouse or joystick notice that the direction you are facing will rotate to the top of the on-screen compass.

Controls
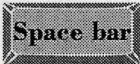
Keyboard	Mouse/Joystick	Action
N	Click N	Turn/Move North
W	Click W	Turn/Move West
E	Click E	Turn/Move East
S	Click S	Turn/Move South
U	Click Up arrow	Climb stairs or in elevator
D	Click Down arrow	Descend stairs or in elevator
R	Click Action box	Run
C	Click Action box	Chat
F	Click Action box	Fight

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Controls (continued)

Keyboard	Mouse/Joystick	Action
A	Click on Action	Open Action Menu
I	Click on Inventory	Open Inventory Menu*
P	Click on Places	Open Places Menu
esc		Pauses the game
ctrl S		Toggles the sound on and off

When a menu is open:

Keyboard	Mouse/Joystick	Action
Space bar	Release button	Closes menu
↑	Slide mouse up	Moves up item list
↓	Slide mouse down	Moves down item list
Enter	Release button	Activates highlighted item

* With certain actions, the Inventory Menu allows you to take or drop more than one item. When you finished, press the space bar to close the menu.

Keyboard Shortcuts

Here are some keyboard hot-buttons that will help speed up your actions as you explore Berlin.

1   To use the hot buttons, press the letter key (e.g. Action, Inventory, Places) to open the menu you want.

2   When the menu opens, highlight an option by pressing its first letter. If more than one option shares a first letter, press the first letter again to highlight the next possibility; continue to press that letter until the option you want is highlighted.

3   To register your selection, press Enter.

Welcome to Berlin

You'll be staying at a Knesebeck Strasse apartment building where most CIA people stay. If you venture beyond the Berlin Wall, prepare yourself for a trip into the past. Where West Berlin is alive with technicolor brilliance and sparkle, East Berlin still has the look of a forty-year-old black and white WWII movie. Nothing has changed. It has only aged. Little reconstruction, no modern services. The trains still carry wooden seats, the cars with their two-piston engines sound like noisy motorcycles, and the air is thick with the smell of cheap, burnt motor oil. A cloud of despair hangs over the city, making the shadows grayer and the faces longer.

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How to Negotiate the Main Action Screen

Your apartment is the first place you'll see in Berlin. We trust you'll find it comfortable – and quite secure. Your apartment is furnished with a computer and an answering machine. The computer is the only way The Company can contact you.
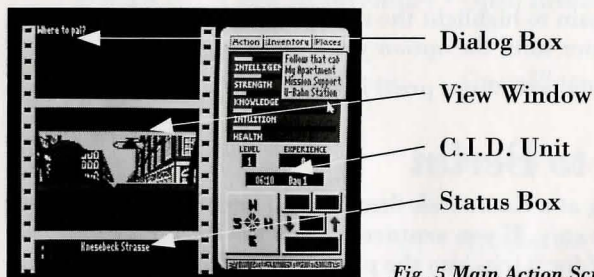
Fig. 5 Main Action Screen

Dialog Box

Displays critical conversation and information.

View Window

All the people you meet, the weapons you carry, the city streets, the building you enter, the taxi, the U-Bahn, and the border crossings will be displayed here.

Status Box

Indicates your current location, weapon in hand, and available ammunition are displayed here. As you explore the city, icons representing types of establishments you are passing will appear on either the right or left side of the status box. Their positions indicate which side of the street they are on.

If you turn in the direction of the icon, you will be facing the entrance to the building represented by the icon. The building may or may not be open to you. Remember that most businesses have set hours. Most in West Berlin open about 6 a.m.

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	Hotels		**Cash Machines**
	Apartment Buildings		**Shops**
	Offices		**U-Bahn Stations**
	Government Buildings, Museums		**Palace**
	Restaurants		**Restrooms**
	Bars		
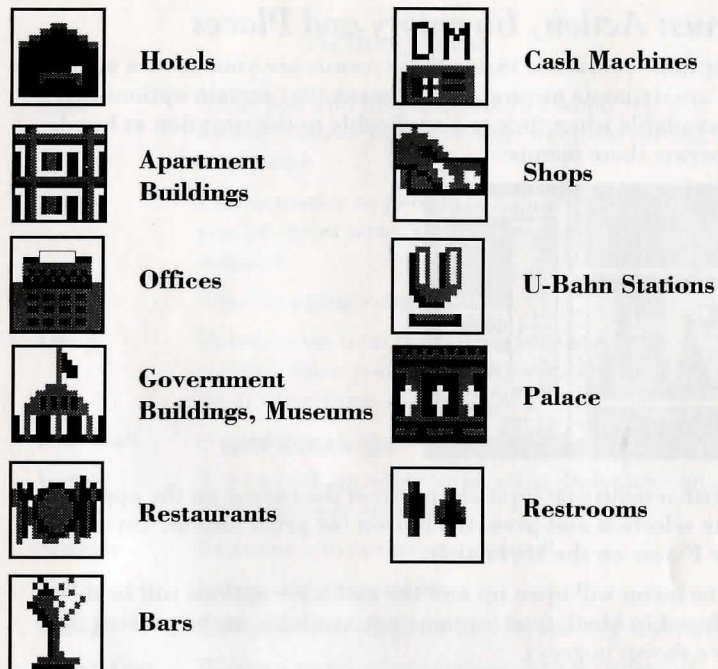
Character Information Display Unit (C.I.D.)

The C.I.D. Unit on the right of the screen has multiple functions. You will use this handy device to access special menus, keep track of your character's statistics and the time of day, move around the city and make split second decisions in encounters.

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Menus: Action, Inventory and Places

The options contained inside these menus are your modes of action. They are dynamic menus, which means that certain options are only available when they are applicable to the situation at hand. To operate these menus:

Fig. 6 Action Menu

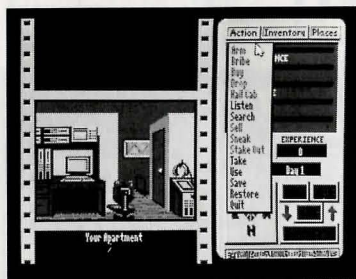1 With a mouse or joystick, position the cursor on the appropriate selection and press the button (or press Action, Inventory or Places on the keyboard).

2 The menu will open up and the available options will be displayed in black type (options not available at the present time are shown in grey).

3 With a mouse or joystick, position the cursor on the appropriate selection and press the button (or use the up and down arrow keys from the keyboard to highlight your selection and press enter).

Action Menu

Arm	Arms you and also unarms you when you are armed. Allows you to change weapons during an encounter.
Bribe	Offers money to people you encounter. Because you're street wise, you always bribe the correct amount.
Buy	The Shopping command.
Drop	Removes an item from your inventory. Be careful; once you leave the location where you drop something, it's gone forever.
Hail Cab	A speedy way to get around town. But it costs.
Listen	Try to pick up some interesting dialogue – or hear someone approach.
Search	Examine a location or an object.
Sell	Sell items you acquire.
Sneak	Allows you to surprise foes by moving furtively.
Stake Out	Watch a particular location over a period of time.
Take	Adds available objects to your inventory.
Use	Lets you use a particular object.
Save	Saves your game at the current location.
Restore	Returns you to your last saved position.
Quit	Takes you back to the Agent Creation screen; from there you can choose.
Quit Game	Exits you to DOS.

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Inventory Menu

This menu lists all the items you have in your possession at the time you open it. In certain locations, such as Mission Control or your apartment or in a restaurant, it will list the objects that are available to you there. At these locations, the Inventory menu will open automatically when you select options from the Action menu such as **Buy** or **Take**.
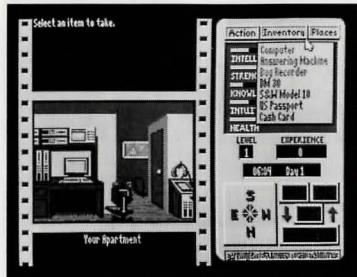

Fig. 7 Inventory Menu

Places Menu

When hailing a cab (option from the Action Menu), this menu opens to reveal the places you can get to by taxi. As you uncover more important locations in Berlin, these locations are added to the places menu.
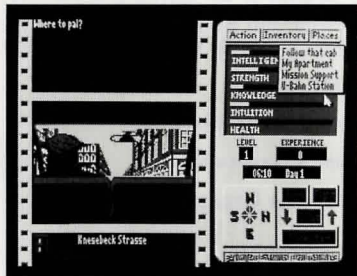
Fig. 8 Places Menu

Dynamic Character Traits

Your character's traits reflect the choices you made on the dossier. They are represented as bar graphs on the C.I.D> Unit. Each graph fluctuates as you move, have encounters and gain experience. Watch these stats as you play. They affect how well your character can react to different situations.

- **Intelligence:** It is affected by your experience, solving problems and your health.

- **Strength:** Increases due to successful combat and decreases based on the amount of damage your character has taken. Health also affects your strength.

- **Knowledge:** Increases as you uncover facts and gain proficiency with new items and weapons.

- **Intuition:** Changes as a result of encounters with other characters.

- **Health:** A big factor in strength, hence in your ability to fight. Thus, if your health is low you might want to flee a possible attacker instead of standing your ground. You might even want to get yourself to the doctor at **Mission Support.**

Level

Shows your character's current level rating (1-5). These numbers increase as you gain experience and are promoted by Langley.

Experience Points

This figure represents the points you accumulate as you move toward accomplishing your mission. Certain discoveries you make will increase experience points faster.

Time and Day

The digital readout provides you with the time of day (represented in military time) Many places in the city open at 0600 hours and close at 1800 hours. The number of the day represents the days elapsed since the beginning of your mission. Remember you have only 7 days to accomplish your mission.

Compass

You may only move in the compass directions that are highlighted. To leave your apartment, for example, N is your only possibility. To move, position the cursor over one of the compass points and press the button, or press the appropriate letter key: East, North, West, South.
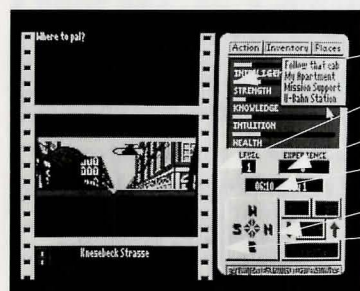
— Character Traits
— Current Rating
— Current Experience Points
— Time & Day
— Encounter Options
— Compass

Fig. 9

Encounter Options

When you meet someone, applicable **Encounter Options** will appear. To select an option, position the cursor over the appropriate option and press the button or press the appropriate letter key.

Encounter Options

Chat	A good way to get information; chat with everyone unless, of course, they're ready to swing an ax in your direction.
Run	If your health or strength is down, you might want to let your feet do their stuff. A word of warning, however. When you run, you have no control over where you go. You are dropped randomly in the city.
Fight	Combat goes in rounds between you and the other guy. The outcome will be determined by your strengths and weapons and your opponents strengths and weapons. You can be wounded in combat, which will affect some of your character traits. During combat you may arm or change weapons by opening the Action menu and selecting **Arm**.
	Your inventory menu then opens so you can select the weapon you wish to be armed with. Combat continues until one of you is defeated or one of you runs. If you win, you can now search your opponent. If you lose you are *Terminated...* dead. But if you open the **Action** menu and select **Restore**, Moondancer is returned to the last "saved" position. So it may be prudent to save the game often.
Threaten	Threaten is an aggressive action that evokes different responses from the people you meet. Some will run, some will fight, some will call the police, and some will call you names.
Search	If you happen to eliminate an opponent, be sure to frisk them. They may be carrying vital info.

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Field Operations Begin

To begin your assignment you'll want to USE some of the equipment in your apartment. Try logging onto your computer or using your answering machine. Remember, aside from the contacts you make on the street and in shops, these two machines will be your only sources of information. Check them periodically.

Know Your Password

You'll need to enter a passcode when you **Log On** to your **Computer** for the first time each game session. To decipher the password:

1 Locate the Top Secret Passcoder found in your briefing packet (a.k.a. the box the game came in).

> **Important:** Absolutely do not lose or destroy your Passcoder. It's the only way to access your computer. If anything happens to it, please send Accolade (address on last page) $15 and we can send you another copy. If it is somehow ruined, you must send us back the remains and we'll give you a new one without cost.

2 After the initial log on sequence, note the graphic icon, followed by a color code and a three letter passcode.

3 Find the icon in the slide rule window.

4 Look at the red or blue row, as indicated.

5 Match up the three letters from row #1 to the corresponding letters in row #2 to find the three letter passcode.

6 Enter the passcode.

Once in the computer you can check your **mail** and the dossiers of the important people with whom you will deal throughout your mission. The dossier list is dynamic and new names will be added as you meet these people and make use of your **Photo-Fax**. Only people Langley has a dossier on will show up in this list, which can be found under **Name Check**. When you're finished using the computer, click **Log off**.

Denizens of Berlin

Our intelligence has told us that there are some contacts and informants in Berlin who will be helpful to you during the mission. However, specific information as to their identities died with the two couriers. Don't forget to use your **Photo-Fax** – Langley most likely has Dossiers on some of those people.

We also know that as in many large cities, there is a flourishing black market. Usually, these operations are fronted by normal-looking businesses. Check out the local merchants. Maybe you'll locate some sources for specialized items.

Due to the nature of this particular situation, we have reason to believe that counter-espionage activity will be very heavy in Berlin. Watch your back.

And watch your front. Reports from the field indicate that the streets of the city have become more dangerous, especially at night.

Good luck, Moondancer, we'll support you in the mission however we can. But as always, you are alone out there and will have only your quick wits and clever ways to see you through.

Weapons

Small Arms

Many forms of handgun exist with slightly different characteristics. Here are a few known to be carried by Mission Support and some of the locals.

Air pistol	Derringer 25
Beretta M92SB	HK P9S
Beretta 20	Markarov
Browning BDA-9	S&W Model 10
Charter Arms Bulldog	S&W Model 629
Colt Agent	S&W Model 65
Colt Python	Walther P5
CZ 85	Walther PPK

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Rifles

Some of the more hardened criminals carry the big stuff, so watch out for these rifles. Mission Support also stocks them occasionally.

AK47	M16
AR-15	Nato Car 15
AR-18	Uzi Carbine
HK 91	

Submachine Guns

Hopefully you won't meet anybody carrying one of these, but rumor has it that someone has been supplying submachine guns to some of the locals to prevent people like you from doing their job correctly.

K-50M	Port Said
M11	Thompson
MPL	UZI

Close Combat Weapons

A little refresher here from your school days might be in order on some of these, so we'll include descriptions.

Bali Song: A short, flat-bladed knife, commonly called a 'butterfly knife'.

Billy Club: A short, hard-wood stick to hit people with.

Stiletto: A thin-bladed knife, longer and thinner than a Bali-Song.

Switch Blade: A knife with a retractable blade. Easy to conceal.

Sykes-Fairbairn: A heavy, military knife which can be fixed into a bayonet if need be.

Gizmos

There are some items at Mission Support that may be of value. Occasionally check with Murphy in Supply to see if he has any of these devices available. (Remember that some devices will only be available as you gain certain levels).

Electronics

Bomb Sniffer: Standard issue C.A.N.I.N.E. class explosion detection device capable of detecting even minute traces of explosive compounds at range of up to 50m.

Bug Finder: The Super Sentry Speakfree Bug Finder, which, when used in conjunction with the Super Sentry Bug Eradicator, (q.v.) allows the most secure local bug protection on the market today.

Bug Killer: The Super Sentry Bug Eradicator, a single use device which not only destroys local covert listening devices, but doubles as a handy aerosol stain remover as well.

Bug Recorder: Located in your apartment, this device records any Super Bugs you have activated.

Ferat: Infared through Ultrapurple wave detection device keyed to hormonium compound used to coat NATO defense plans. Will emit a beeping sound when within 10m. of said plans.

Photo-Fax: A photographic facsimile machine which will allow you to send pictures of suspected contacts and agents to Langley for identification and report immediately if a dossier exists on these individuals. Langley will then send, via modem, the complete dossier to your apartment computer. This is a very important device, as it is the only method of direct communication you will have with the company.

Super Bug: An extremely small and powerful covert listening device designed to blend well into any number of art-deco and neo-modern backgrounds.

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Protective Gear

Gas Mask: For those awkward moments when breathing just won't do.

MK1 Vest: Although never field tested, this vest is said to be "nearly entirely bulletproof at 100m." R&D is working on improved models and some are rumored to exist on the black market.

Amyl Nitrate and Tannic Acid: If Moondancer is unlucky enough to ingest poison, these can be antidotes.

Tools

Lock Picks: Come on, you're supposed to be a super agent.

Flashlight: Used in dark places, like underneath buildings, so that you can see the vermin you're sliming around with.

Berlin Tour Guide For Non-Germans

Whenever visiting a new city, it's always a good idea to bring along a good guide book. It increases the pleasure of your wanderings – and you never know what interesting nuggets of information you might pick up. Here's a brief description of some of Berlin's notable districts.

WEST GERMANY

THE PARK DISTRICT: To the south and east lies the great Berlin park, a place of scenery, beauty and enchantment. For centuries, lovers have strolled hand in hand through these woods, enthralled by their pastoral beauty. Many forms of entertainment abound herein and, of course, public restrooms are provided.

THE PALACE DISTRICT: North and east is the home of the famous Charlottenburg Palace, the largest mansion in Berlin and bastion of German culture. Surrounding the palace are some of the finest restaurants and bars Berlin has to offer. Be sure to sample the beer.

THE TEMPLEHOFF DISTRICT: Smack in the center of Berlin lies the Templehoff business district, home of Berlin's thriving international trade community. Experience the hustle and bustle of a truly dynamic economy at work, and perhaps see the city from a new perspective – high atop the Templehoff building itself.

THE DAIRY DISTRICT: The mere mention of Germany immediately conjures up images of good food. Beer, pretzels, and of course, wurst are as German as bagpipes are Scottish. This southwestern district is the home of these rural delights. These merchants, known for their biting wit and rural wisdom, are always glad to exchange pleasantries with foreign travelers.

THE INDUSTRIAL DISTRICT: What city could survive without the working man? Berlin is no exception. North and west lies the home of the proletariat and his pleasures. Here you will be staying in some of the most affordable housing in all of Europe.

EAST GERMANY

MARX ENGLES PLAZA: Wide open space and open air cafe's mark this plaza, the largest in East Germany. Here, it is said, old friends may meet and relive happier times.

CULTURAL DISTRICT: Traveling east from the plaza along Unter den Linden, one encounters the home of German culture. If one is careful, one might almost be able to see the spirits of such German immortals as Beethoven, Mozart and Wagner as their music drifts out from the opera house.

GOVERNMENT DISTRICT: Between Friedrichstrasse and Otto Grotewohl along Unter den Linden sits the center of international government in East Berlin. Travelers who encounter troubles may wish to consult their embassy, located along this stretch of road.

BRANDENBURG GATE: Of all of the beauties of Germany, one of the greatest must be the gates of Brandenburg, the inspiration for Bach's immortal Brandenburg concerti. It was once said of these gates: "If I could choose, from all of lifes pleasures, my last sight, it would be of the gates at Brandenburg."

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ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 8am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We'll do everything we can to solve your problem or answer your question. Or write to us at:

Accolade
Attn: Customer Service
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128

DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. Therefore, each registered owner of **The Third Courier** may purchase one backup copy for $10 (California residents please add 7% sales tax). Tear off the Proof-of-Purchase flap from the top of your package, make your check payable to Accolade, Inc., and send both to the address above. Please indicate which computer system you have, what size disk you want (3 1/2 or 5 1/4), and allow 4-6 weeks for delivery. This copy, of course, is for backup purposes only, not for resale. Both your original and backup disks are covered by our warranty.

YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

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