THE
FOURTH
PROTOCOL

FREDERICK FORSYTH

PLAYING
INSTRUCTIONS

COMMODORE VERSION

BANTAM
SOFTWARE

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Package Contents:
- ☐ one disk
- ☐ playing instructions
- ☐ *MI5 Investigator's Handbook*
- ☐ 90-day limited warranty

THE FOURTH PROTOCOL

On July 1st, 1968, the Nuclear Non-Proliferation Treaty was signed
by the (then) three nuclear powers—Britain, the United States, and
the Soviet Union. Publicly, the treaty forbade any of the three na-
tions to pass on nuclear weapon technology to a nonsignatory na-
tion. In addition, there were four secret protocols to the Treaty. The
Fourth forbade any signatory country to introduce to another's ter-
ritory a nuclear device in assembled or unassembled form by covert
means for detonation in, say, a rented house or flat in the heart of
a city. In nearly 20 years no nation has dared to break the Fourth
Protocol—until now.

THE PLOT

In a remote dacha at Usovo outside Moscow, the General Secretary of the
Central Committee of the Soviet Union, and British traitor Kim Philby plot
the most audacious offensive of the Cold War—Plan Aurora.

THE AIM

To destabilize a vital nation of the Western Alliance, forcing the disinte-
gration of NATO and allowing a Soviet takeover of Western Europe.

THE METHOD

The Fourth Protocol is to be breached by smuggling a nuclear device into
the United Kingdom and exploding it just before the 1987 General Elec-

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tion. A KGB disinformation program will ensure that the nuclear disaster is blamed on an American military installation in the UK.

THE RESULT

The election of a hard left government committed to withdrawal from NATO and the establishment of a totalitarian state in the UK.

YOUR ROLE

You are John Preston, counterintelligence investigator. You must uncover and stop Plan Aurora. But remember, time is short and the day of destruction looms.

THE FOURTH PROTOCOL:
The Game

There are three independent episodes in this game—The NATO Documents, The Bomb, and The SAS Assault. Although each episode is separate, you receive secret codes when you successfully solve each of the first two. The code words allow entry to the next part of the game, so the episodes must be solved in order.

HARDWARE REQUIREMENTS The Fourth Protocol requires a Commodore 64 with a disk drive and a television or monitor. You can also use Epyx's FAST LOAD cartridge with the program. The disk is copy-protected and cannot be duplicated. Should anything happen to your disk, refer to the replacement information on the enclosed warranty card.

GETTING STARTED

During the course of the game, you may encounter certain jargon or terminology for the first time. You should familiarize yourself with these terms by reading through the *MI5 Investigator's Handbook*. This booklet contains a glossary of espionage phraseology as well as the "one time" decoding pads. The one time pads are essential to deciphering the secret code words that MI5—the British Security Service—periodically issues. It is not necessary to read the novel *The Fourth Protocol* before playing the game.

To load the program, insert the disk into Drive A and turn on the drive. Then turn on the monitor and the computer. Be certain the SHIFT LOCK key is not depressed. Type:

LOAD " ✳ ",8 and then press RETURN.

When the READY message appears on screen, type **RUN** and the game will load.

The copyright and title screens will appear. The title screen displays a menu from which you may access each of the three episodes. Each episode takes approximately 90 seconds to load. An entire episode, once loaded, requires no further disk access.

MAKING ACTIVITY SELECTIONS

All activities in Episodes One and Two are accessed by moving the pointing hand to the desired icon (graphic symbol) using the SPACE BAR for clockwise movement and the ↑CRSR↓ key for counterclockwise movement and then pressing RETURN. The available options and/or information will then be presented on a submenu.

EPISODE ONE:
The NATO Documents

You, John Preston, have just taken up your post as the new head of Section CI(A), the government department responsible for the security of civil service personnel and buildings. At the same time, a burglary is taking place at an apartment somewhere in England. The burglar steals the famous Glen Diamonds, but he also finds some secret NATO documents. He alerts the Ministry of Defense (MoD) senior officers by sending them the documents anonymously. The Paragon Committee, which includes the heads of all British intelligence and counterintelligence services, decides that your most important task is to find out within a limited time period who is leaking secrets, to whom they are being leaked, and why. However, you will not be able to devote your time exclusively to this task, since many other unfolding intelligence events will demand your attention.

The NATO Documents uses a unique icon-driven control system (see illustrations). The heart of Episode One is the Cencom display, which al-

lows access to memos, reports, situation reports ("sitreps"), files, telephone calls, surveillance, assessment, and disk utilities. The screen also displays the current game date.

SITREPS/REPORTS/MEMOS These are "information-in" channels, shown as small computer screens. When accessing these options, you will see submenus that allow you to *read* the latest memo or report, *delete* it from the screen, or *file* it to make a permanent copy in the Cencom filing system. The memo or report will remain on the screen until the *delete* icon is used to dispose of it. New items will be stacked below it. The Cencom icon takes the player back to the main Cencom menu.

If one of the small computer screens is blank, it contains no information at that time.

THE TELEPHONE The phone rings when someone is trying to contact you. Access the telephone icon in order to receive the message. If you do not answer promptly by accessing the *telephone-in* icon, your caller may hang up. The telephone menu also has a *hold call* icon, which freezes the present call, allowing you to peruse some other part of Cencom without losing the message. *Telephone-out* allows you to make calls—but you have to know which number you want! You will find certain key telephone numbers in the Cencom files listed under "Telephone."

ACCESSING FILES This option allows you to *read* a file in Cencom's memory. A file held at Blenheim—the building that houses MI5—can be released to Cencom by ringing Blenheim (see the Cencom file under "Telephone"), but only after providing the correct code off the one time pads. In addition to files already residing at Blenheim, you can catalogue up to 14 of your own personal files or delete any of them.

SURVEILLANCE This feature allows you to allocate agents called watchers to a specific suspect and also to withdraw watchers from a case. Since you do not actually leave your office during the course of Episode One, assigning watchers is your main method of acquiring information out in the field. Watchers are always targetted on a person, and a surname (last name) is always used. For example, if you wanted to get field information on yourself, you would target watchers on "PRESTON."

When you start the game, you have 100 watchers at your disposal. The more watchers you assign to a suspect, the better your chances of obtaining information. The maximum number of watchers available on any single case is 25. As your prestige at MI5 grows, more watchers will be made available to you. However, if your prestige diminishes, watchers will be taken away. Start out by assigning the maximum number of watchers to each suspect. Later, you may re-evaluate these assignments as certain cases attain greater priority than others.

(NOTE: If you accidentally access an option such as "Files" or "Surveillance," or an outgoing phone message, you may not back out of that mode until an entry is made. If this happens on "Files," simply type a letter, or number, and press RETURN. In the "Surveillance" mode, assign a watcher, then re-access that mode and delete that watcher.)

THE NATO DOCUMENTS:
Main Cencom Menu

1. Cencom Filing System
2. Surveillance
3. Utilities
4. Assessment
5. Telephone
6. Calendar
7. Sitreps
8. Reports
9. Memos
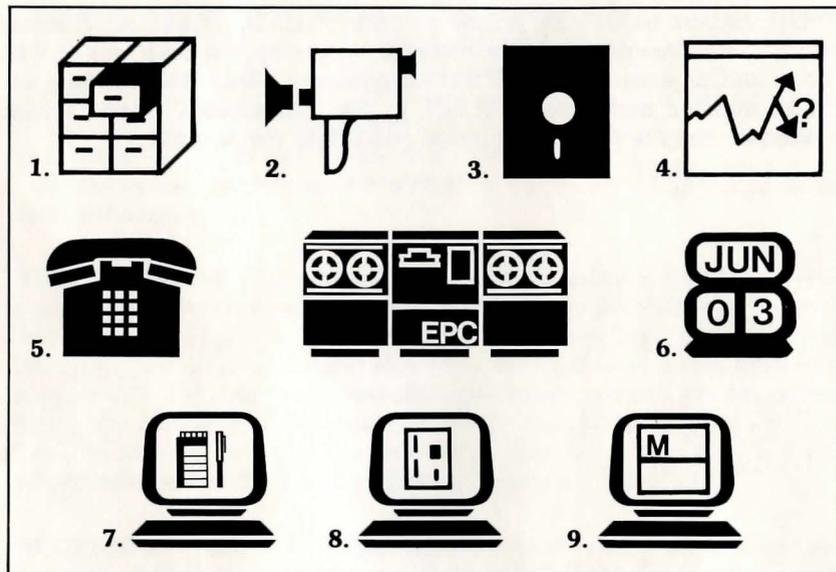
1. **Cencom Filing System**
   Allows you to examine files in Cencom's memory. A file held at headquarters in Blenheim can be made available to Cencom by phoning Blenheim and providing the appropriate code, using the one time pads.

2. **Surveillance**
   Allows you to assign and recall watchers to and from a suspect.

3. **Utilities**
   Includes disk functions allowing you to pause, restart, save, and load.

4. **Assessment**
   Provides an update on your progress in the game as well as a prestige rating from MI5.

5. **Telephone**
   Allows you to receive incoming calls, dial out, and place calls on "hold."

6. **Calendar**
   Automatically advances as the game progresses. You may move the date forward yourself, by responding to the prompt: ADVANCE DATE (Y/N)?

7. **Sitreps**
   Displays situation reports from watchers. Reports may be filed, deleted, and read.

8. **Reports**
   Displays reports. Reports may be filed, deleted, and read.

9. **Memos**
   Displays memos. Memos may be filed, deleted, and read.

THE NATO DOCUMENTS:
Submenus

1. Cencom Filing System

- save file
- delete file
- read file
- return to main Cencom menu

2. Surveillance

- recall watchers
- assign watchers
- return to main Cencom menu

3. Utilities

- freeze game
- start new game
- save game; load game
- return to main Cencom menu

4. Assessment PRESTIGE PROGRESS

5. Telephone

- telephone-in (get a message)
- telephone-out (make a call)
- hold call
- return to main Cencom menu

6. Calendar ADVANCE DATE (Y/N)?

7. Sitreps

- file report
- delete report
- read report
- return to main Cencom menu

8. Reports

- file report
- delete report
- read report
- return to main Cencom menu

9. Memos

- file memo
- delete memo
- read memo
- return to main Cencom menu

EPISODE TWO:
The Bomb

You are hot on the trail of the nuclear device that has been smuggled into Britain. Locating this weapon is now your main priority. But be careful, Plan Aurora involves a host of tricky side issues.

As in The NATO Documents, this episode is also icon-driven. Unlike the first episode, however, you will now be leaving your office and moving about London and beyond.

In this episode, the icons frequently represent physical activities, such as "pick up" and "use." Remember to break up each movement into its component functions. For example, let's say that in a certain room there is a coat that you wish to examine. After reaching the room, you must first "look" for the coat. Next, you must "pick up" the coat, and make it part of your "inventory." Then, using the appropriate icon, you will be able to inspect it.

THE BOMB:
Main Menu
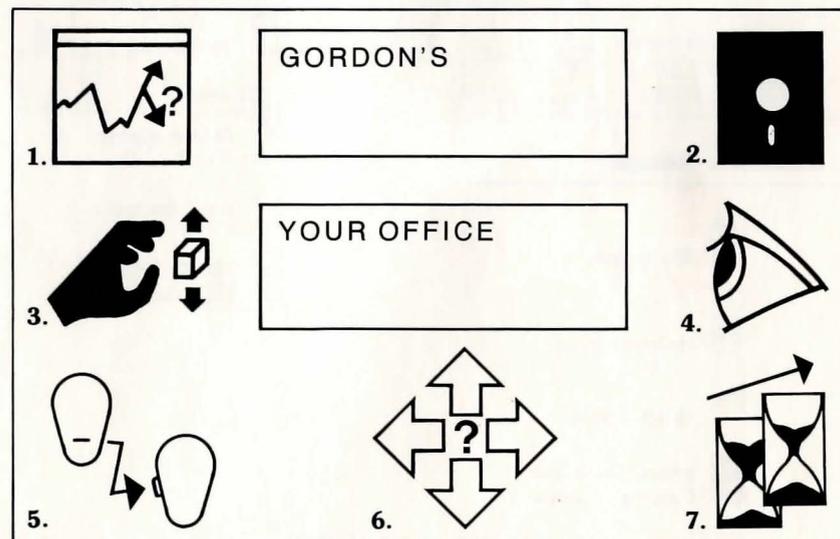
1. **Assessment**
   Displays your spy efficiency rating.

2. **Utilities**
   Allows you to restart, save, and load games.

3. **Manipulate**
   Allows you to pick up, discard, and use objects.

4. **Look**
   Permits you to observe and inspect objects either nearby or in your possession.

5. **Communicate**
   Allows you to obtain information from a character either in person or via telephone.

6. **Move**
   Allows you to leave the office, catch a taxi, etc.

7. **Wait**
   Enables you to move the game along when you wish to remain passive (e.g., when you're waiting for a train).

Note: Movement of the pointing "hand" is as before. There are, in addition, two text windows that provide details of your location. The main icon menu remains consistent regardless of your options. On Episode Two submenus, options not available are highlighted (in red on a color monitor).

THE BOMB:
Submenus

1. **Assessment** (displays your spy efficiency rating)

2. **Utilities**

- start new game
- save game; load game
- return to main menu

3. **Manipulate**

- discard an object
- take an object
- use an object in your possession
- return to main menu
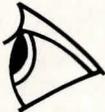
4. **Look**

- look around
- examine objects in room
- examine objects in your possession
- take inventory of objects in your possession
- return to main menu
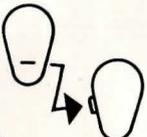
5. **Communicate**

- talk to someone
- use a telephone
- return to main menu

6. **Move**
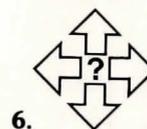
- compass directions– sets the needle for north, east, south, and west
- enter building
- leave building
- TAXI call a taxi
- walk upstairs
- walk downstairs
- return to main menu

7. **Pass Time**
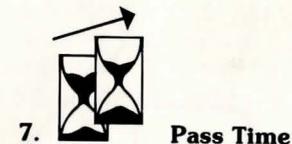
Note: Some of these selections will yield additional self-explanatory options.

LONDON'S UNDERGROUND

UNDERGROUND STATION
POINT OF INTEREST

PICCADILLY LINE
VICTORIA LINE
CIRCLE LINE

NOTE: LOCATIONS OF STREETS AND POINTS OF INTEREST ARE APPROXIMATE
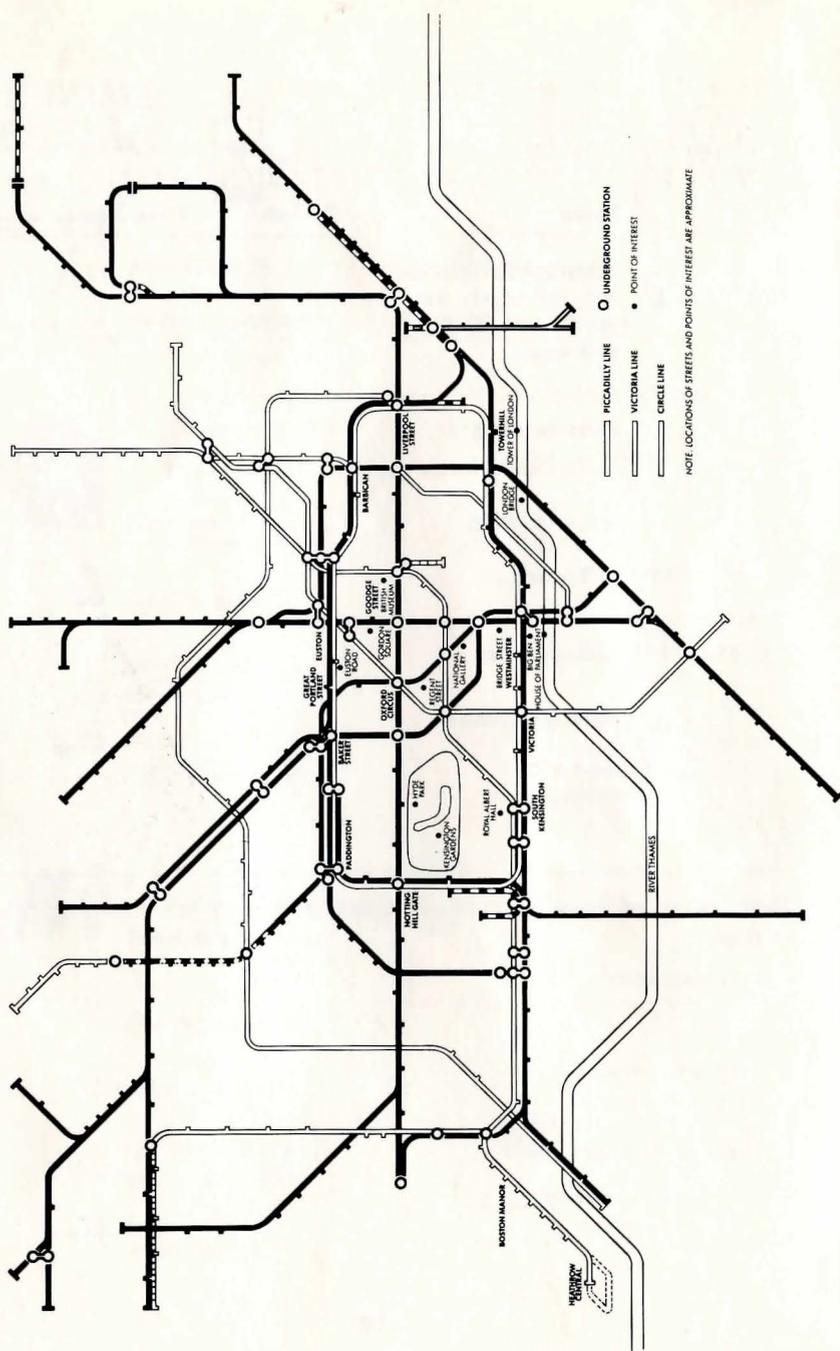
FINDING YOUR WAY AROUND LONDON

The map of London showing tube (subway) stations and points of interest will help you find your way around town. Some of the important addresses in the London area and the tube station nearest to them are as follows:

Location	Station
The Barbican	Barbican
Tower of London	Tower Hill
Parliament	Westminster
Treasury Bldg.	Westminster
Sentinel House	Westminster
Gordon's	Euston
Train to Bristol	Paddington
Train to Dover	Victoria
University College	Oxford Circus or Great Portland

EPISODE THREE:
The SAS Assault

You have now located the bomb and have broken into the building where it is hidden. The bomb must be defused, using information gathered in the first two episodes, while your Special Air Service (SAS) troops and KGB agents battle around you.

The SAS Assault differs from the first two episodes in that it is *not* icon-driven. Instead, you must enter commands to take action. To tell the computer what you want to do, type in messages on the keyboard using one of the following formats:

    ☐ VERB (e.g. "open")
    ☐ VERB-NOUN (e.g. "open cabinet")
    ☐ VERB-ADJECTIVE-NOUN (e.g. "open metal cabinet")

Use the verb-adjective-noun format only when more description is needed. For instance, as in the example above, only if there is more than one cabinet in the room.

While you work on the bomb, you will also be required to give orders to your SAS troopers. Again, word commands must be issued using the same format discussed above (e.g. "attack guard"). The following list contains words you can use:

alarm	examine	open
all	filing	pad
attack	first	press
blue	geiger	push
bomb	green	red
box	guard	second
button	hide	third
cabinet	hit	timer
cable	inventory*	use
close	keypad	wall
counter	KGB	window
cut	kick	wire
destroy	kill	yellow
door	light	
drawer	listen	

*to check your inventory, simply type "inventory"

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DISK UTILITIES

This section deals with the saving and loading of games and the formatting of disks.

SAVING A GAME

You can save Episodes One and Two at any time during game play. To save a game, select the Disk Utilities icon on the main menu. Then select the disk icon on the submenu. Select the Save a Game option from the next submenu. When the computer asks you to insert your data disk, be sure to insert a formatted disk (see instructions under Formatting a Disk).

When the computer asks for a name, input any combination of letters or numbers, up to three characters, and then press <u>RETURN</u>. Wait for the message informing you that your game has been saved.

LOADING A SAVED GAME

A previously saved game can be loaded by accessing the Disk Utilities icon on the main menu, and following the prompts on the submenu. Enter the three-character name you have selected for this particular game and it will be loaded into memory.

FORMATTING A DISK

To store programs on a new (blank) disk, you must first prepare it to receive data. This is called "formatting" the disk. Make sure that you turn on the disk drive before inserting your disk.

To format a blank disk, type this command and then press <u>RETURN</u>:

OPEN 15,8,15:PRINT# 15,"N:A$,B$"

In place of A$, type a name of your choice to identify the disk; you can use up to 16 characters. In place of B$, type a two-character code of your choice (such as W2).

The cursor will disappear for a second or so. When the cursor blinks again, seal the disk with the following command and then press <u>RETURN</u>:

CLOSE 15

The entire formatting process takes about 80 seconds.

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HELPFUL HINTS

☐ All dates are written in British notation: day/month/year.
☐ Save the game frequently. It may prevent the frustration of having to start from scratch if a line of inquiry proves faulty.
☐ Manage the watchers carefully. Remove them promptly when you solve a case or decide further investigation is fruitless.
☐ Make a map in Episode Two. Even the best agents can get lost in certain situations.
☐ Taxis are more expensive than trains, but they're also more direct and faster.
☐ The highest possible score in Episode One is 100%. (The score represents percentage of episode solved.)
☐ The highest score in Episode Two is 100%. (The score represents spy efficiency rating.)