THE OPERATORS MANUAL

EVERYTHING YOU NEED TO HELP YOUR SPY SUCCEED

SPIES

console

Console Usage
COMMANDS

ls

  Shows contents of a folder

cd [folder_name]

  Go into the specified folder name

  Folder_Name can be substituted with **..**

    Doing so goes to the containing folder

  Example:

  cd data

    If the current directory you are in has

    data, it will go into the data folder

  cd ..

    Go to the folder containing the one

    you are currently within

open [file_name]

  Will attempt show the contents of a file in

  the current directory

close

  Will close any open file contents.

  Note: also possible to press the [**Escape**]

  button to achieve the same effect

focus [spy, reset, door_name]

  Will move the view to put the spy or specified

  door name into the center.

  Clicking is a quick name to get the name

  Using reset will move the camera to the starting

  position at the start

door [door_name]

door close [door_name]

doorclose [door_name]

  Each of these variations closes the named door

  You may find this necessary to use

WHAT'S THE PASSWORD?

THE DOOR COLOR CORRESPONDS TO ONE OF THE LISTS BELOW. ONLY ONE OF THE PASSWORDS ON THE DOOR WILL BE IN THE CORRECT LIST. THAT IS THE PASSWORD. PRESS THAT BUTTON TO OPEN THE DOOR.

BAITED | BAIT
BATE | BATED

LOOK FOR A COLORED DOOR WITH FOUR BUTTONS WITH A PASSWORD ON THEM.

RED	BLUE	GREEN	YELLOW
AD	FEIGN	REID	VEIL
YOUR	BE	AI	SEE
C	THERE	VAIN	ES
WHICH	BARE	YE	VANE
READ	DAMN	UR	ACCEPTER
VIAL	ADE	BAITED	BEE
BEAR	CASH	SEA	SWITCH
DAMMED	BAIT	PAIR	YOU ARE
CACHE	YES	BEAD	I
B	REED	DAM	PEAR
EYE	CEE	VALE	AID
ACCEPT	WITCH	CACHED	DAMNED
THEIR	VILE	ACCEPTOR	BATED
VEIN	EXCEPT	WICH	THEY'RE
EYES	YOU'RE	AIDE	CASHED
BATE	AYE	THEY ARE	RED

Sidebar tabs: console | What's the Password? | Truth or Lie? | Switch ON Switch OFF | Clever Levers 1 | Clever Levers 2 | End Game

TRUTH OR LIE?

THREE TRUTHS AND A LIE

THERE ARE FOUR "FACTS" DISPLAYED ON THE DOOR. THREE OF THEM ARE **TRUE AND ONE IS A LIE.** HELP YOUR SPY DETERMINE THE **FALSE FACT.** THAT IS THE BUTTON THAT WILL OPEN THE DOOR.

THREE LIES AND A TRUTH

THERE ARE FOUR "FACTS" DISPLAYED ON THE DOOR. THREE OF THEM ARE **LIES AND ONE IS TRUE.** HELP YOUR SPY DETERMINE THE **TRUE FACT.** THAT IS THE BUTTON THAT WILL OPEN THE DOOR.

HINT:

YOUR COMPUTER CONTAINS DOCUMENTS WITH USEFUL FACTS...

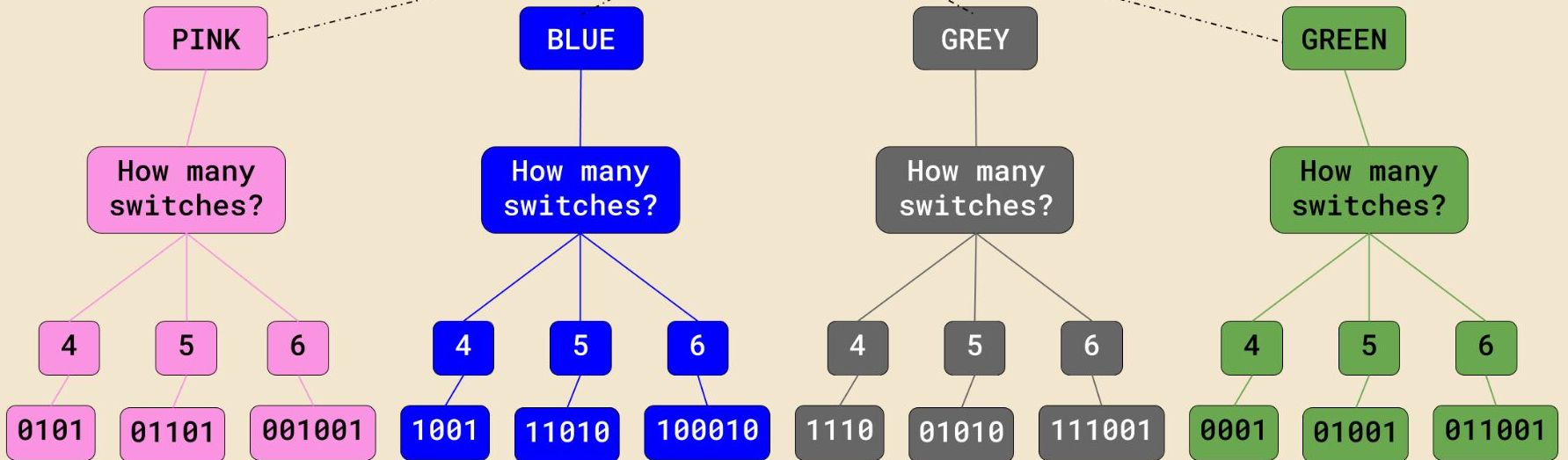YOU CAN ACCESS THEM WITH YOUR CONSOLE.

Switch ON Switch OFF

FOLLOW THE TREE

USE THE TREE BELOW TO DETERMINE THE CORRECT POSITION OF THE SWITCHES **BEFORE** PRESSING THE BUTTON.
1 = ON(UP), 0 = OFF(DOWN)
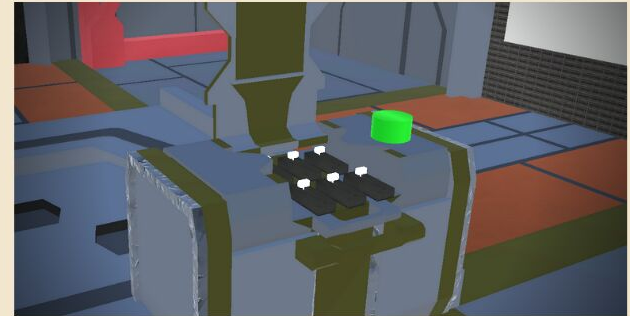
What COLOR are the switches?

PINK	BLUE	GREY	GREEN
How many switches?	How many switches?	How many switches?	How many switches?

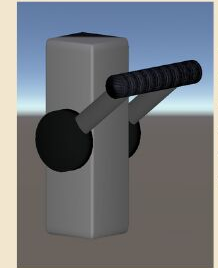| PINK			BLUE			GREY			GREEN		
4	5	6	4	5	6	4	5	6	4	5	6
0101	01101	001001	1001	11010	100010	1110	01010	111001	0001	01001	011001

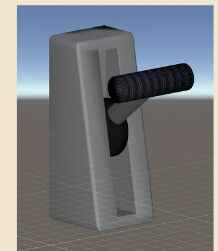# CLEVER LEVERS (PT 1)

JUST A BUTTON

THERE IS ONLY A BUTTON ON THE DOOR AND ASSORTED LEVERS ON THE WALL.
(HINT: SOMETIMES THE LEVERS ARE UPSTAIRS)
GET LEVERS IN CORRECT POSITION
BEFORE PRESSING THE BUTTON

IF THE WALL HAS X SUPPORTS AND THE BUTTON IS:

BIG GREEN BUTTON: ONLY UPPER LEVERS UP

LITTLE RED BUTTON: ONLY LOWER LEVERS UP

WHITE DIAMOND BUTTON: ONLY TYPE 3 LEVERS UP

3 GREY DIAMOND BUTTONS: ONLY TYPE 1 LEVERS UP

IF THE WALL IS ON THE RIGHT OF THE LADDER AND THE BUTTON IS:

BIG GREEN BUTTON: ONLY BIG LEVERS DOWN

LITTLE RED BUTTON: ONLY TYPE 3 LEVERS DOWN

WHITE DIAMOND BUTTON: ONLY TYPE 1 LEVERS DOWN

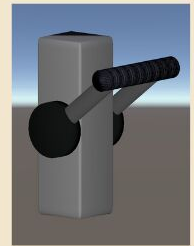**3 GREY DIAMOND BUTTONS:** ONLY TYPE 2 LEVERS DOWN

TYPE 1

TYPE 2

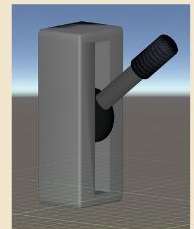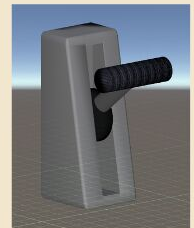TYPE 3

Clever Levers (pt 2)
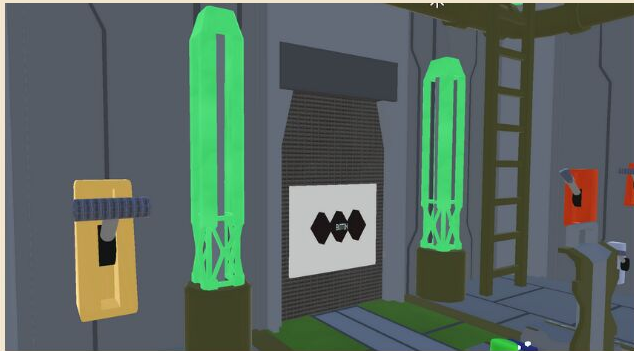
JUST A BUTTON

THERE IS ONLY A BUTTON ON THE DOOR AND ASSORTED LEVERS ON THE WALL.
(HINT: SOMETIMES THE LEVERS ARE UPSTAIRS)
GET LEVERS IN CORRECT POSITION BEFORE PRESSING THE BUTTON

TYPE 1

TYPE 2

TYPE 3

IF THE LEVERS ARE IN A STRAIGHT LINE AND THE BUTTON IS:

BIG GREEN BUTTON: ONLY TYPE 1 LEVERS DOWN

LITTLE RED BUTTON: ONLY TYPE 2 LEVERS DOWN

WHITE DIAMOND BUTTON: ONLY TYPE 3 LEVERS DOWN

3 GREY DIAMOND BUTTONS: ONLY TYPE 2 LEVERS UP

IF THE WALL IS UNDER THE BALCONY AND THE BUTTON IS:

BIG GREEN BUTTON:
SMALL LEVERS: *down,down,up,down,down,up*
BIG LEVER: *up*

LITTLE RED BUTTON:
SMALL LEVERS: *up,up,down,up,down,down*
BIG LEVER: *down*

WHITE DIAMOND BUTTON:
SMALL LEVERS: *down,up,down,up,down,up*
BIG LEVER: *up*

3 GREY DIAMOND BUTTONS:
SMALL LEVERS: *up,down,up,down,up,down*
BIG LEVER: *down*

THE END GAME
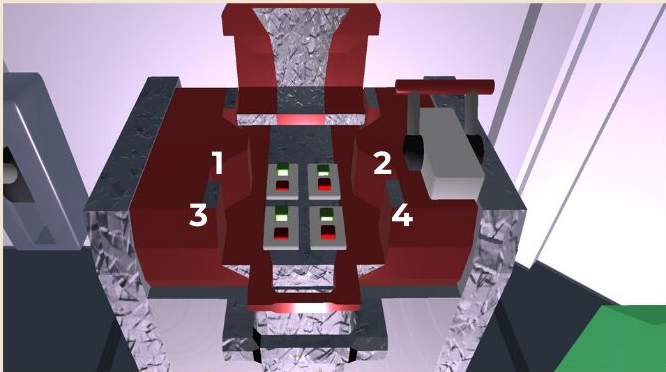
ON THE TOP FLOOR

EACH ROOM HAS A SECURITY BOX IN THE CORNER CONTAINING AN OBJECT. ONLY ONE CONTAINS THE SSD HARD DRIVE YOU ARE LOOKING FOR.
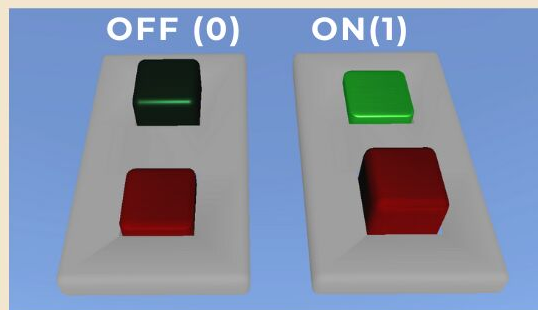**USE THE GUIDE BELOW TO REVEAL ITS CONTENTS.**

SAME RULES AS SWITCH ON, SWITCH OFF

GET SWITCHES IN CORRECT POSITIONS BEFORE PRESSING THE BUTTON.
SOLUTION IS BASED ON ROOM ID

F2R00: 0010	**F2R10:** 1010	**F2R20:** 1110
F2R01: 0100	**F2R11:** 0110	**F2R21:** 1001
F2RO2: 1101	**F2R12:** 0001	**F2R22:** 0101

ONCE THE OBJECT APPEARS

TOUCHING THE OBJECT **WILL TRIGGER THE ALARM** AND START THE COUNTDOWN. FROM THIS POINT YOU WILL HAVE EXACTLY **TWO MINUTES** TO NAVIGATE YOUR SPY BACK TO THEIR STARTING POINT AND EXTRACT THEM. THROUGH THE BOTTOM DOOR.

BE CAREFUL THAT YOUR SPY ONLY TOUCHES THE SSD! YOU DON'T WANT TO TRIGGER THE ALARM EARLY!

Console

What's the Password?

Truth or Lie?

Switch ON Switch OFF

Clever Levers 1

Clever Levers 2

End Game