DAVID WOLF™

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Dynamix

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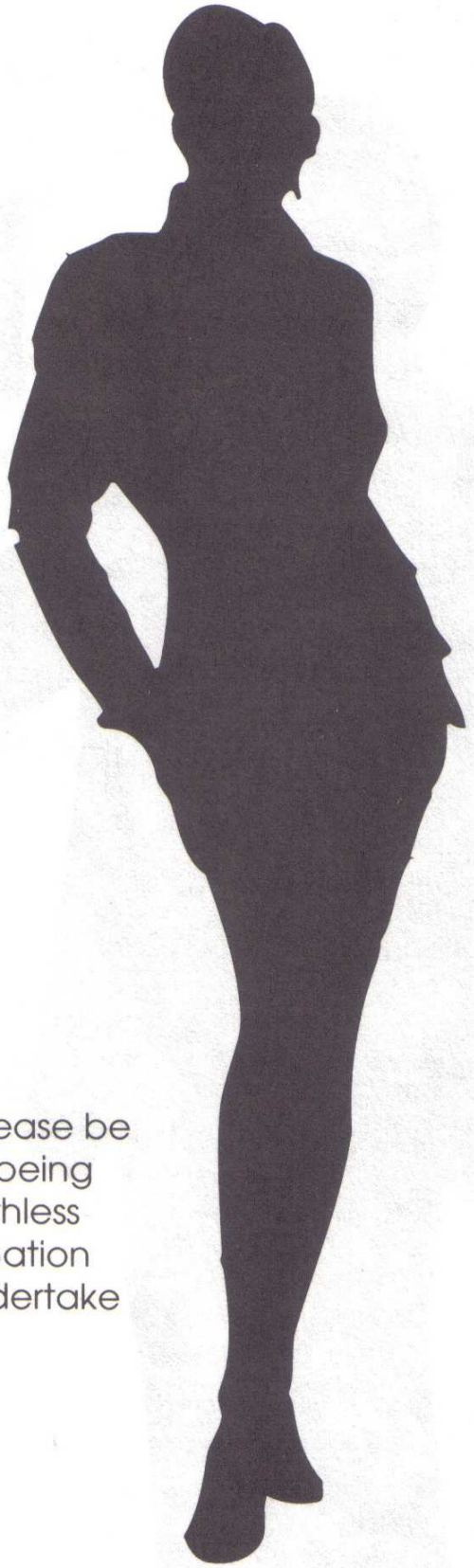
CONTENTS

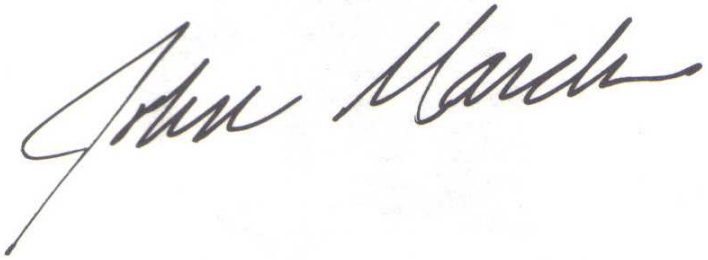
Credits	4
Overview	6
VCR Interface™	7
Hang Glider	8
Sports Car	9
Parachute	10
Jet	11
Technical Reference	12
Designer Notes	14



Peregrine Directive

Before breaking the seal on the enclosed package, please be aware of the dangerous nature of the mission you are being asked to undertake. Bruno Vasto's Viper is the most ruthless crime organization we have ever encountered. Information included in this document should be helpful as you undertake this mission.

Good luck, Wolf



C R E D I T S

David Wolf: Secret Agent by *Dynamix*

Design
Kevin Ryan and Damon Slye
Art Director
John Burton
Producer
Damon Slye
Executive Producer
Jeff Tunnell

Programming
Kevin Ryan
Car Sequence
Paul Bowman
Background Art
John Burton, Tom Collie and Kobi Miller
Animation
Brian Hahn
3D Art and Animation
Cyrus Kanga, and Mark Brenneman
Screenplay
Kevin Ryan, Jerry Luttrell, and Mike Sussman
Sound Effects and Music Editing
Bryce Morsello
Musical Score
Alan McKean
Director of Image Production
Randy Dersham
Costumes, Make Up, and Casting
Sher Alltucker

The Cast
Greg Sheid as David Wolf
Angela Clement as Kelly O'Neal
J.J. as Bruno Vasto
Duayne White as Garth Stock
Kevin Dahlstrom as Tom Boor
Ben Taitel as Director March

Tony Reyneke as Dr. Fenton
Damon Slye as Horowitz
Tom Collie as Lt. Brooks
Brian Hahn as Dr. Johnson
Kevin Ryan as Father Brown
Sher Alltucker as Newsperson
Cyrus Kanga, Jerry Luttrell, Jeff Tunnell,
and John Burton as Thugs

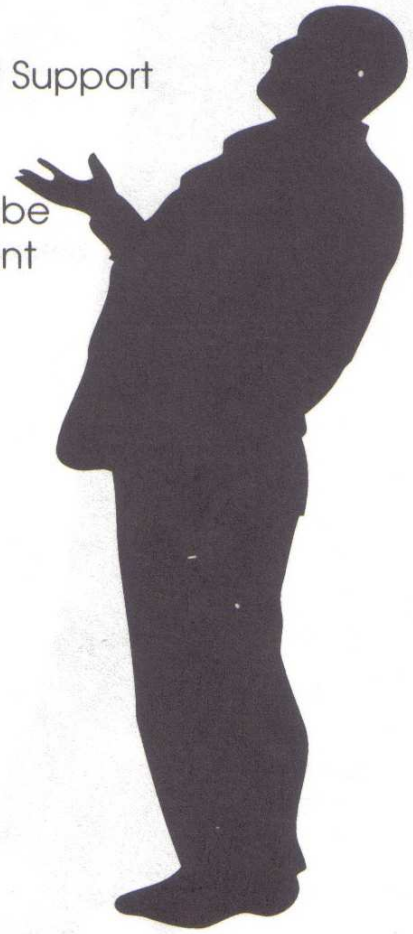
C R E D I T S

Support

Virtual Machine: Mike Edwards, Peter Lukaszuk
3Space™: David McClurg
Titlemaker: Darek Lukaszuk
Software Tools: Richard Rayl, Peter Lukaszuk
Audio System: Bryce Morsello
Road Technology: Darek Lukaszuk
Flight Model: Damon Slye
Smart Start™: Richard Rayl, David McClurg, Peter Lukaszuk
Hardware Support: Marc Von Ahn
Playtesters: Mick Westrick, Aaron Tunnell, Ryan Carothers
Administrative Support: Tony Reyneke, Karen Peal
Director of Marketing: Jerry Luttrell
Package Illustration: Michael Rogan
Logo Design; Documentation Layout, Package Relief Pitcher: Kobi Miller
Peregrine Logo: Robert Caracol
Great Silhouettes: Sher Alltucker
Documentation: Jeff Tunnell, Cyrus Kanga

Special Thanks

Willa Ryan, Jodi Burton, Colleen Tunnell for Moral Support
Oaktree for David Wolf's Wardrobe
Four Season's for Formal Wear
Gentleman's Encore for Additional Wardrobe
University of Oregon Theatrical Department
Oregon Air National Guard
Flightcraft

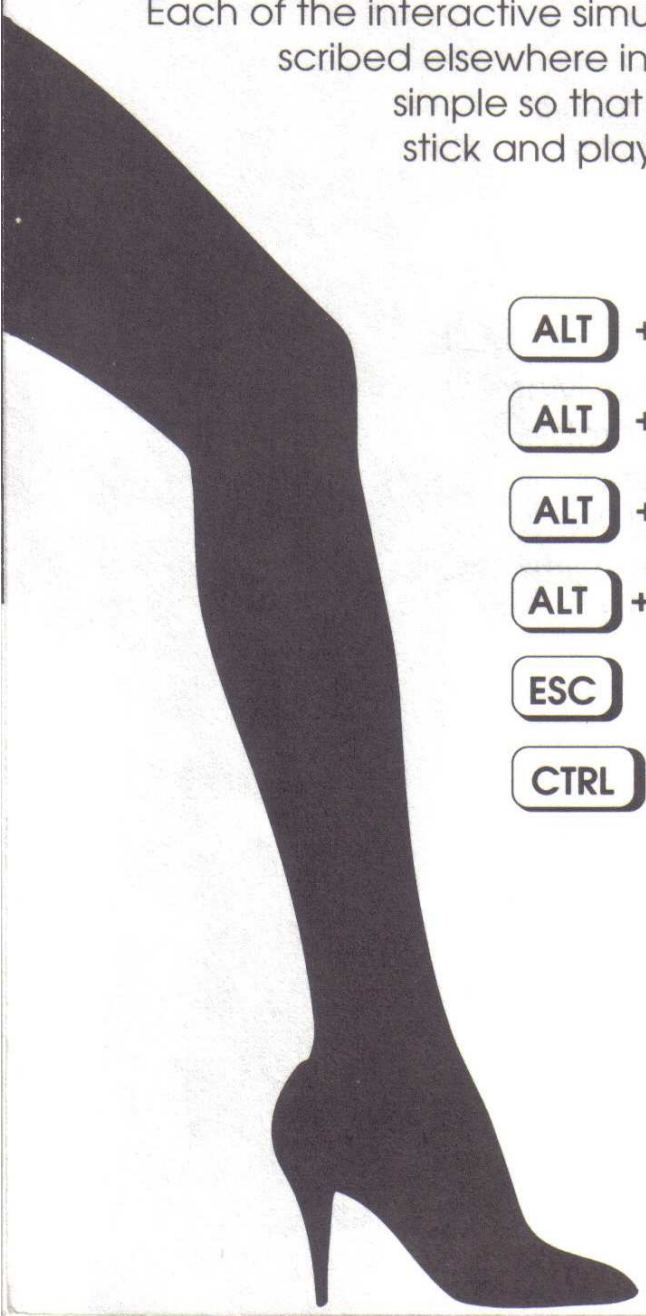


O V E R V I E W

David Wolf: Secret Agent is a new kind of game that is a little difficult to categorize. It is not a typical adventure game nor is it a traditional FRP. Instead, it blends action simulation and cinematic storytelling into a form that can be best described as an interactive movie. In Agent you become the main character, David Wolf -- Peregrine's most effective agent.

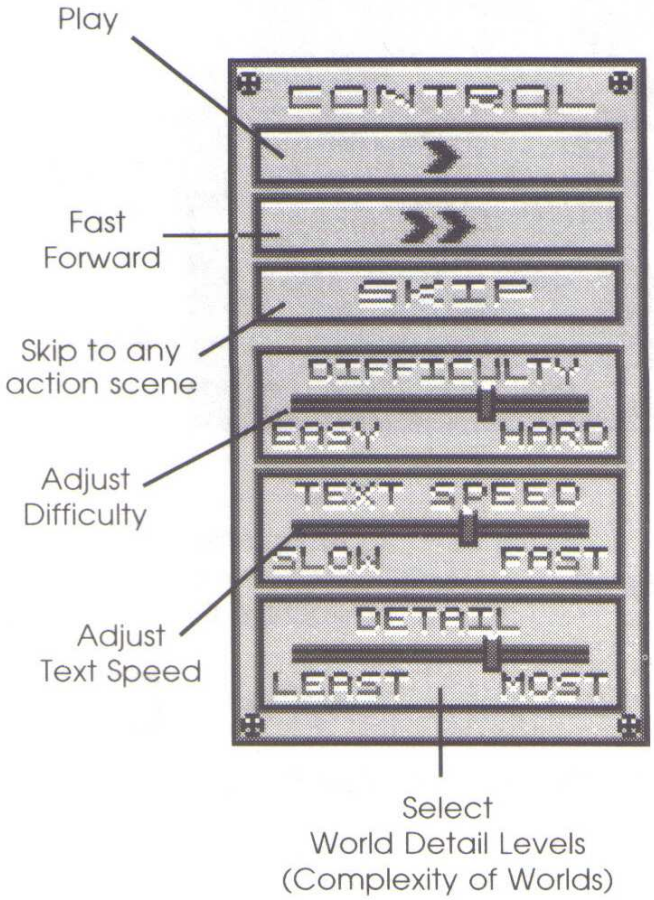
At times you will see the world through David Wolf's eyes and at other times you will actually see David on the screen. As you are playing there will be times that you are interacting, such as in the Hang Glider air fight, and other times when you are watching such as when Wolf gets his mission. Every time interaction is about to occur there will be a blinking joystick icon along with the text "Joystick Control" flashing on the screen.

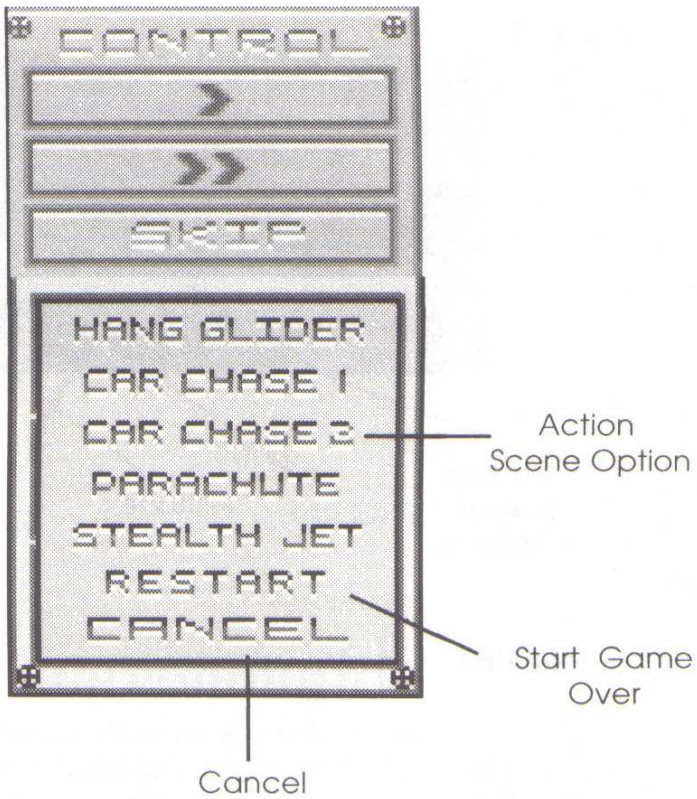
Each of the interactive simulations has its own play interface which is described elsewhere in this manual. However, the controls are unusually simple so that instructions are hardly needed. Just grab the joystick and play!



ALT + J	JOYSTICK OFF/ON
ALT + S	SOUNDS ON/OFF
ALT + M	MUSIC ON/OFF
ALT + C	CENTER JOYSTICK
ESC	ACTIVATE VCR INTERFACE™
CTRL + ESC	EXIT TO DOS

In a constant effort to make our games more enjoyable and less frustrating, we have developed a new game control system called the VCR Interface™. In essence, the VCR Interface™ is a menu that is accessible at any time during game play which allows you to control vital elements of game play. The interface will have different appearances in different games but the function will always be the same: to give as much control as possible over game functions and flow. In Agent, the VCR Interface™ can be accessed at any time by simply pressing the "ESC" key.





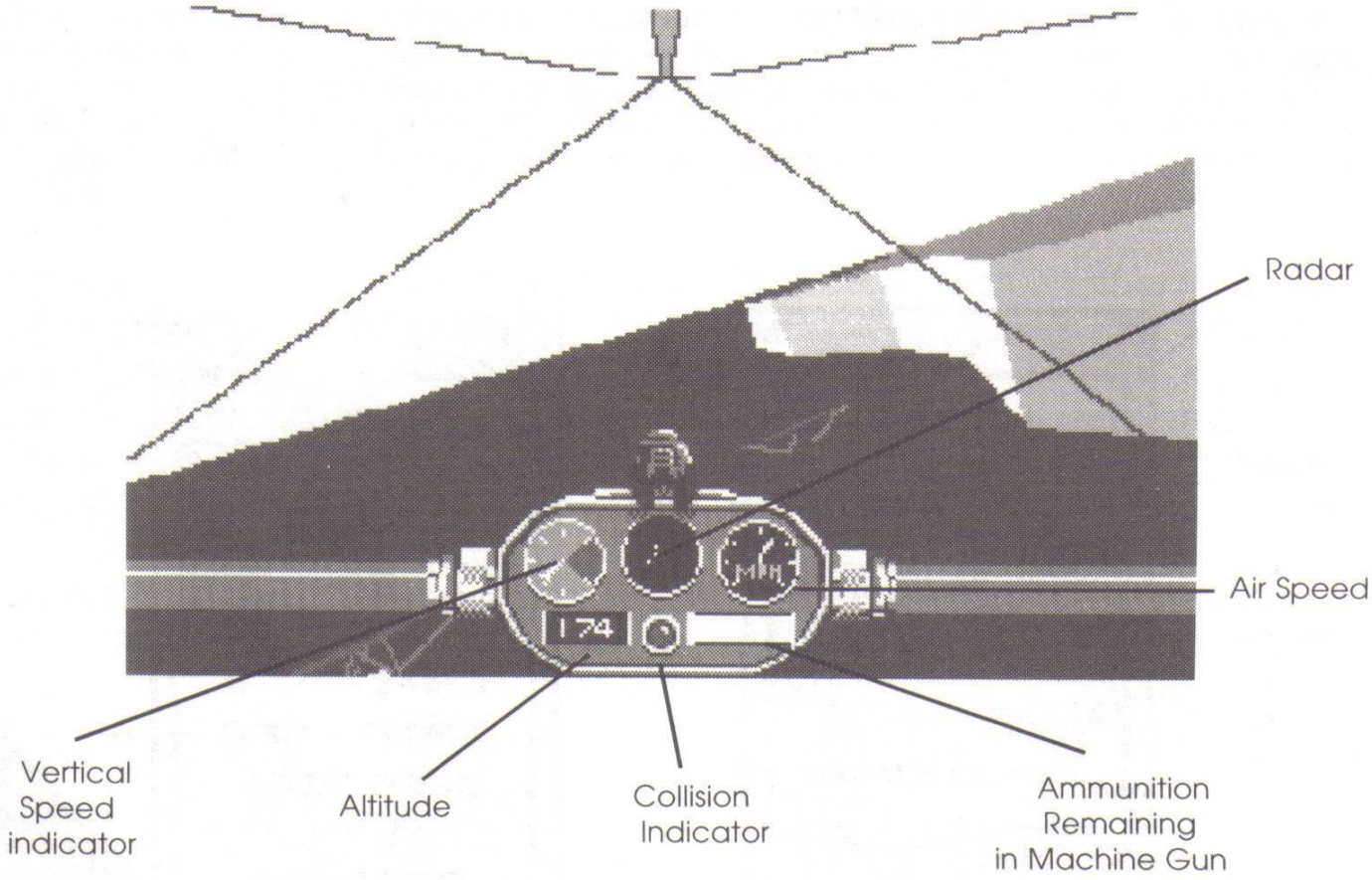
Skip Activated

ESC	or **BUTTON #1 + BUTTON #2**	ACTIVATES VCR INTERFACE
TAB ⇑ ⇓		MOVES TO NEXT FUNCTION
ENTER		EXITS

Play Hint: Using the SKIP feature will not give you the best story ending.

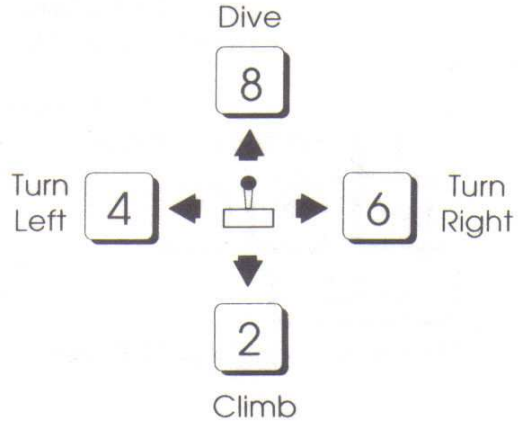
World Detail Slider Bar

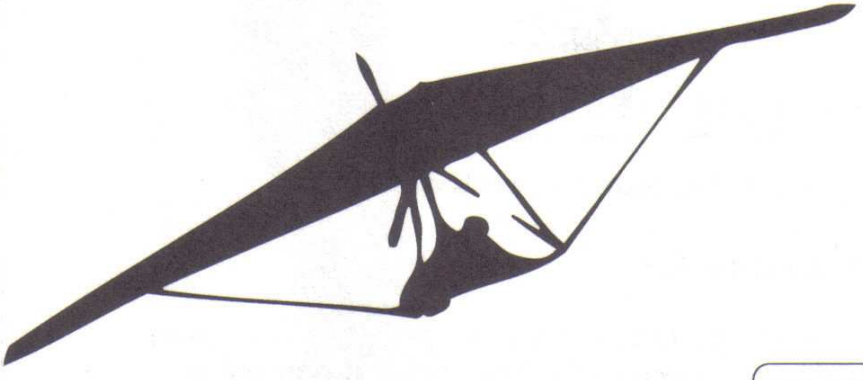
What it does: Because Agent uses a highly advanced 3-Dimensional modeling system called 3Space™, older computers may have some difficulty handling the complex mathematical equations that are necessary to drive the detailed 3-D worlds. The World Detail Slider Bar allows you to customize the detail of the game to fit the speed of your computer. By using the Slider Bar, you can "adjust" the amount of detail in the 3-D worlds.



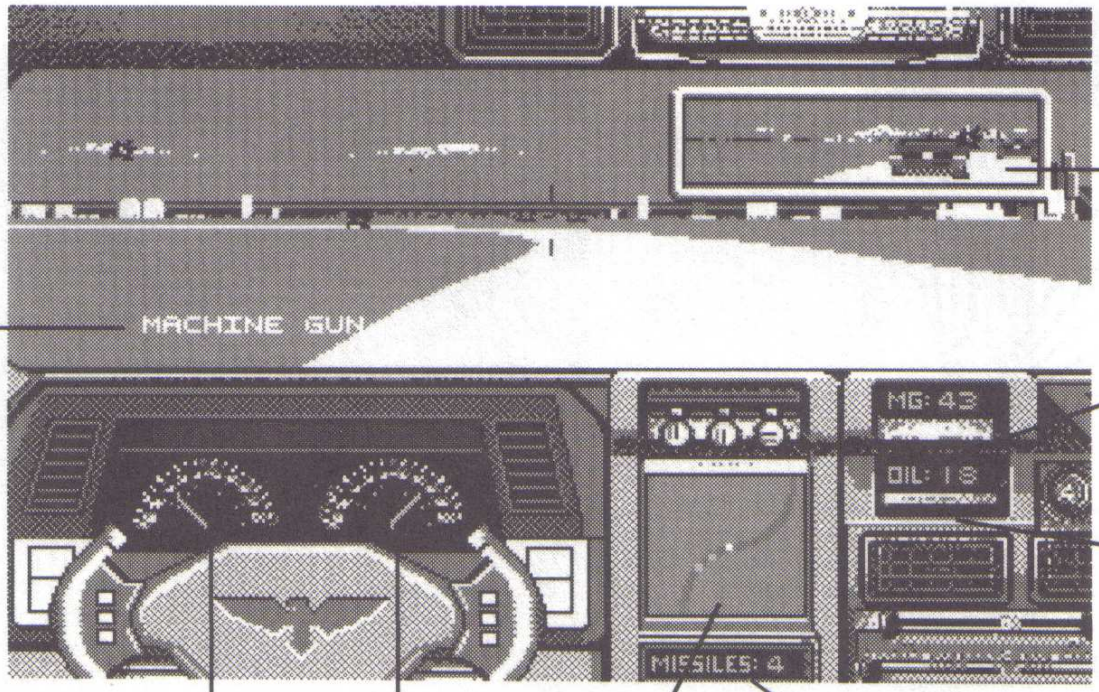
Play Hints

1. Thermals by cliffs will increase altitude.
2. Landing on the cliffs is cool, but hurts.
3. Pull back to reduce forward speed, push forward on stick to increase forward speed.





SPACE or **BUTTON 1** = FIRE MACHINE GUN



Rear View Mirror

Selected Weapon

Machine Gun Ammo

Oil Slicks

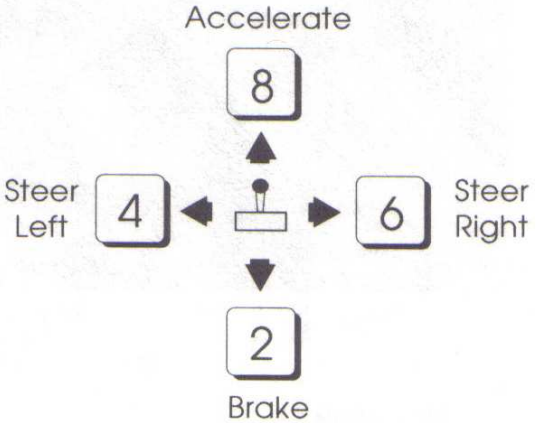
RPM

Speed

Map

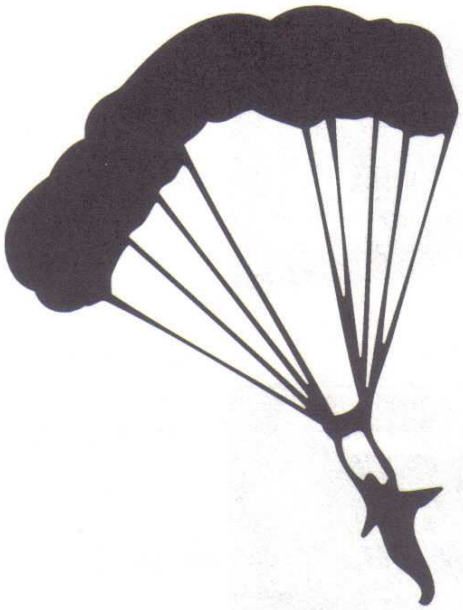
Missiles Remaining

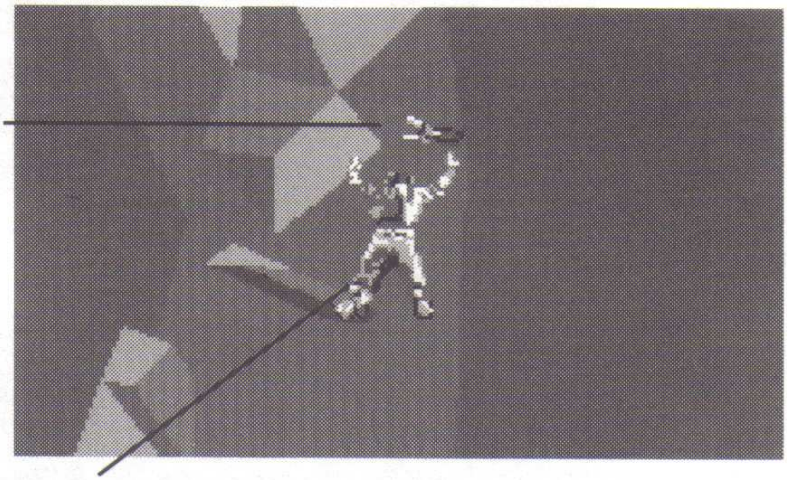
SPACE	or **BUTTON 1**	=	FIRE SELECTED WEAPON
ENTER	or **BUTTON 2**	=	CHANGE WEAPON
G	SELECT GUN		
M	SELECT MISSILE		
O	SELECT OIL		

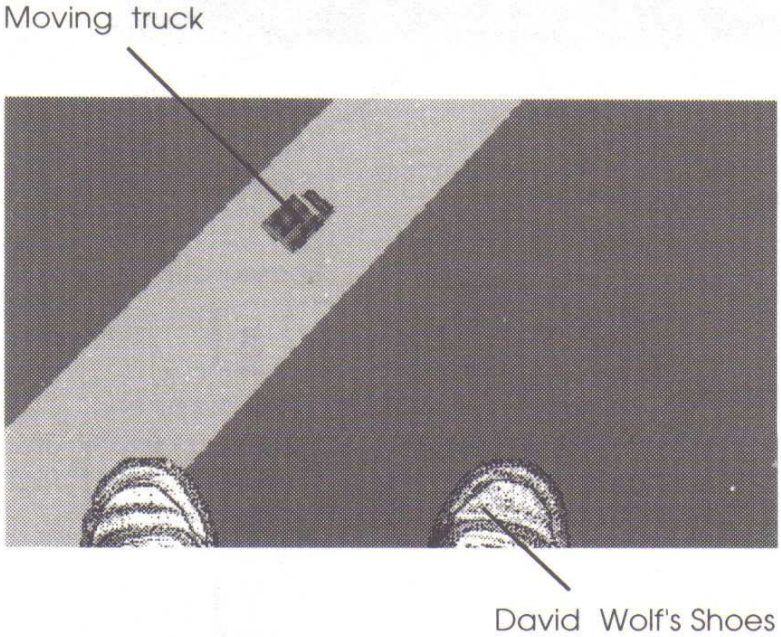


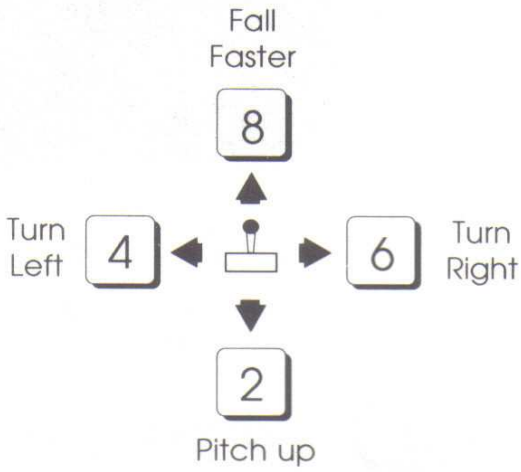
Play Hints

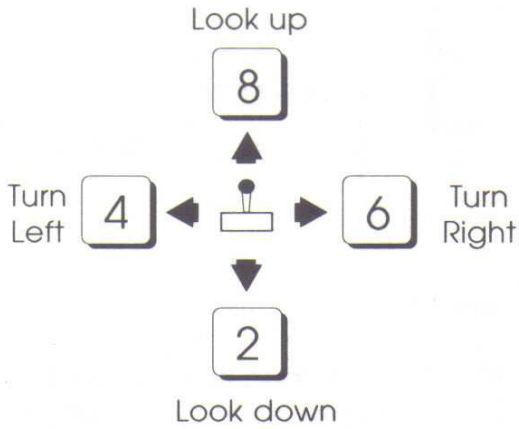
1. Drop oil, then slam on the brakes to shake the bad guys.
2. Choosing easiest level will put the car into AUTO steering mode.
3. Drop oil on turns.
4. Shoot the helicopter with missile.







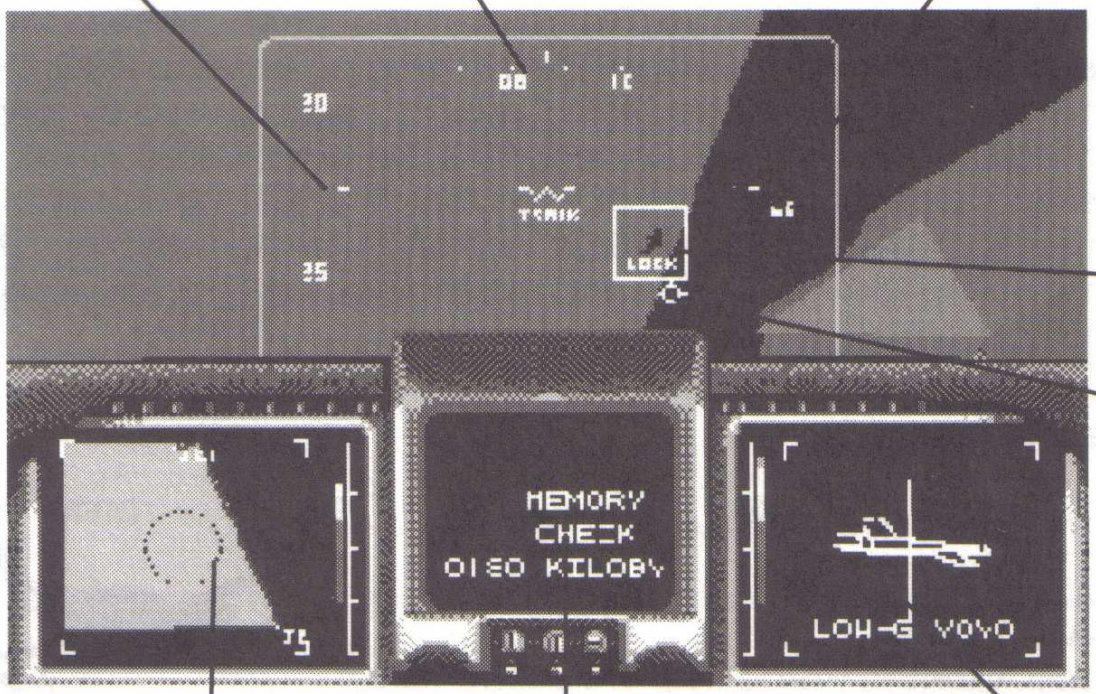




Play Hints.

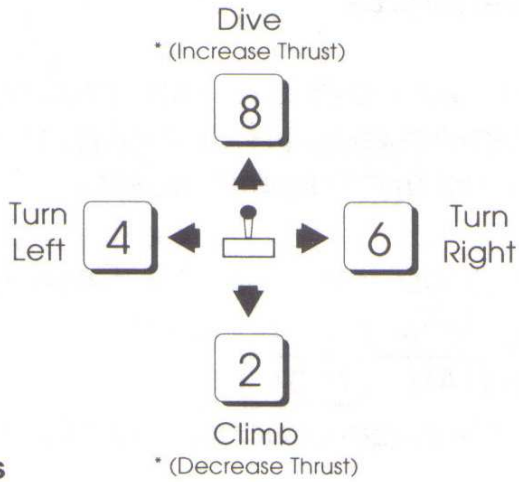
1. Stay behind the truck. Use fall faster button to land on top of the truck.
2. Watch cross winds on higher difficulty

SPACE or **BUTTON 1** = FALL FASTER



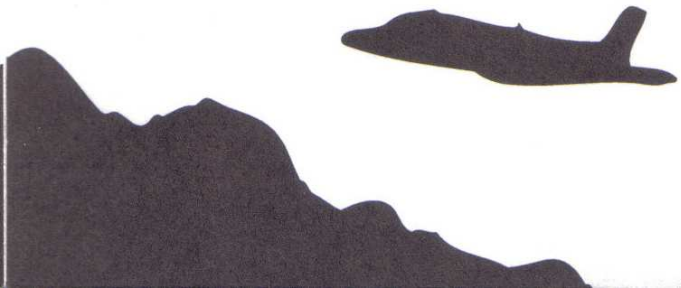
SPACE	or **BUTTON 1** =	FIRE WEAPON
+		INCREASE THRUST
-		DECREASE THRUST
1		CHANGE LEFT MULTISCREEN
2		CHANGE RIGHT MULTISCREEN

* While pressing button #2



Play Hints

1. Listen to what Kelly has to say.
2. Turn towards oncoming perpendicular missiles. They cannot turn fast enough and will miss you.
3. The left defensive screen shows missile position relative to the stealth.
4. Watch enemy manuevers and react. The right offensive screen will indicate which manuever they will be doing. These are real manuevers.



Smart Start™

At Dynamix we were tired of being asked what kind of graphics and clock speed our system had every time we wanted to play a game, so we invented Smart Start™. As opposed to the "dumbstart" system used by most games, Smart Start™ will automatically determine the graphics, sound, input devices, and speed capabilities of your computer system and optimize game characteristics. Smart Start™ will also walk you, step by step, through installing to a hard drive and making back up copies. Don't be intimidated, just jump in and try it!

Copying Agent to a Hard Drive

1. After booting, insert disk 1 in Drive A:
2. Type **A:** (ENTER)
3. Type **INSTALL** (ENTER)
4. Select "Copy Agent to Hard Drive" from Smart Start™ menu.
5. Follow on screen instructions.

Setting Preferences

Smart Start™ will do its best determining what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other graphics modes, sound configurations, etc.

1. After booting, insert disk 1 in Drive A:
2. Type **A:** (ENTER)
3. Type **INSTALL** (ENTER)
4. Select "Change Graphics" or "Change Sounds/Music" from the Smart Start™ menu.
5. Follow on screen instructions.

Making a Backup Copy

Agent is not copy protected and it is recommended that you do not play from the original disks. Smart Start™ has a built in facility for helping you to create a back up.

1. After booting, insert disk 1 in Drive A:
2. Type **A:** (ENTER)
3. Type **INSTALL** (ENTER)
4. Select "Create backup copy of Agent" from the Smart Start™ menu.
5. Follow on screen instructions.

Trouble Shooting

Problem: My computer has 640K of memory, but Agent won't run, even though it only requires 512K.
Possible Solution: Your computer may be running a "pop up" (TSR) program such as Sidekick or it may be connected to a device such as a LAN that uses a portion of the memory.

Problem: Joystick not working properly.
Possible Solution: Press ALT C to center the joystick.

Problem: When playing from the keyboard strange things happen such as the cursor moving all around the screen.
Possible Solution: Press ALT J to turn off the joystick.

Problem: Constantly playing music bugs me, but I still want to hear sound effects.
Possible Solution: Press ALT M to turn off music.

Problem: Graphics appear in a mode that I don't want.
Possible Solution: Type INSTALL, then use Smart Start™ to select the type of graphics you desire.

Since Agent was going to be one of the first titles released by Dynamix as an affiliated publisher, we knew we needed to do something different. The very roots of Dynamix trace back to an incredibly complex interactive movie script in which we were going to attempt creating real-life characters inside of a changing storyline. If the publisher had not thought the project was too complex, and steered us into developing Arcticfox, we would probably still be working on that project today. Five years and over 30 projects later we are finally able to fulfill our fantasy by developing David Wolf: Secret Agent.

Agent represents everything we have learned over the past five years and is by far the biggest project Dynamix has ever developed. Our primary goal in Agent was to create an adult oriented story that contained interesting characters with personalities. With this in mind, we felt cartoon characters would not be effective, so we decided to use real actors who would work from a script very similar to those used in movie productions. To adequately capture these actions, built an image production studio complete with photography and lighting facilities, color scanning and image processing capabilites, a photo development lab, and make up, costuming, and casting abilities.

One of our major complaints as computer game players is the amount of frustration the player must endure for a small amount of entertainment value. We have talked to game developers that purposefully design in frustrating points to make game play last longer, so the players feel they get more for their money. This is diametrically opposed to the direction we are taking with our products. Using our VCR Interface™ you are able to jump to any part of the product you desire. We hope you make an attempt to play the game without using this feature, but if you are one of those people that likes to read the last page of a book first, then happy fast forwarding.

David Wolf: Secret Agent Main Team Front and Center (left to right) Supporting Cast Behind
Randy Dersham, Kevin Ryan, Jeff Tunnell, Paul Bowman, Cyrus Kanga, Mark Brenneman, John Burton
Damon Slye, Bryce Morsello and Sher Alltucker
(special thanks to Atrium Security for making this illegal shot possible)

Over 15 of the industry's best programmers, artists and background crew worked together to bring this product to life. A great many all-nighters, far too many 16 hour days, several dozen delivered pizzas, numerous Tetris™ matches and at least one bunny roast later, this program finds it's way into your hands. We hope that you have as much fun playing this product as we had creating it.

Dynamix

™Tetris is a trademark of Spectrum Holobyte