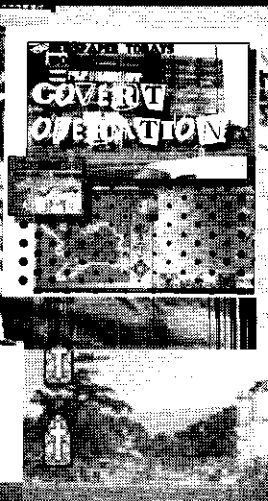


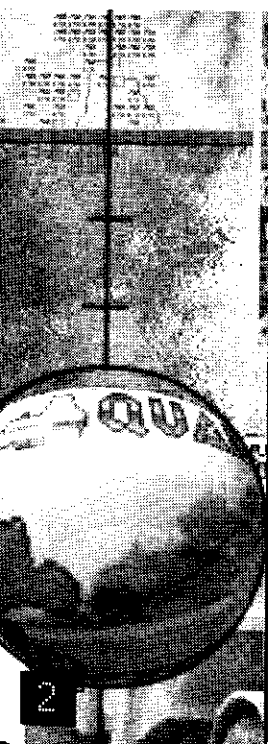
# CENTRAL INTELLIGENCE

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Name Tony Baraja  
Health Good  
Job Propaganda Agent  
Moral High



The Caribbean island of Sao Madrigal, lying near the coast of Brazil, has fallen under the control of a fascist dictator following a bloody military coup. Recent discoveries made the island the area's largest producer of oil and chemical products. The previous democratic government had used the oil revenue to develop the island's industry and economy almost to western standards.

A lot of western investment and aid helped the island's initial development, guaranteeing favourable contracts and trade agreements for western business. After the coup all western assets were seized and any agreements revoked; the new president denounced western involvement as imperialism, and is currently negotiating new trade agreements with China, who are believed to have aided the new president in the coup.

An overt operation to restore democracy and to recover our interests is politically dangerous as the new president seems to be enjoying a lot of public support for standing up to the west. An undercover operation has been sanctioned to remove the new military junta from power. In this we will be working with the leader of the previous democratic government who is currently trying to co-ordinate and raise support for a counter revolution.

You may use propaganda, political or direct military action to bring this about - you will have to decide the most suitable approach in relation to developing conditions. Public support for the democratic faction will be vital if the opposition leader is to succeed.

Your team will consist of 3 specialists, one military, one political and one propaganda. Each of these has command of eight deep cover agents who have infiltrated the island and assumed local identities.

Upon the island, hiding in the wild rain forests that cover the island's south west region, guerrilla forces loyal to the rival leader and the opposition will provide a source of reliable intelligence and support in military operations, if you in turn supply them with essential food, medical equipment and weaponry. These people range from student sympathisers and rogue rebel factions through to high ranking government officials. Your agents will come into contact with these people and they will assist you with your overall mission.

Once the President has been deposed, and the seat of authority wrenched from the dictatorial powers that be, then and only then can the rival leader be safely returned to office, and a new government for the people formed.

## INTRODUCTION

On loading up "Central Intelligence", you will be offered the choice of first viewing the Tutorial before going into the game. The Tutorial will show you how to set up a mission and how each of these missions affect the state of play.

When you enter the game 3 options are displayed. If you want to play as a 1st Class Agent, where the Opposition Party is already in deep trouble, winning will be more difficult. A 3rd Class Agent is for the beginner, the island is relatively neutral and defeat is less likely to happen sooner. A 2nd Class Agent would play somewhere in between these two levels.

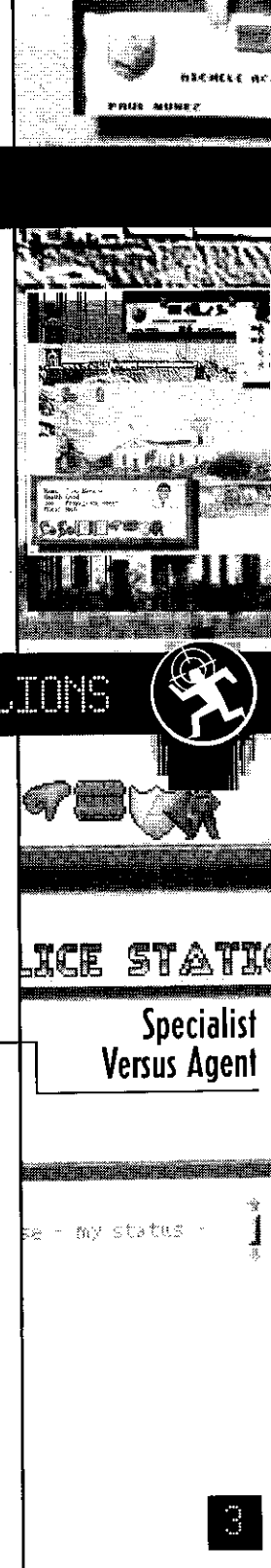
## DEPARTMENTS, AGENTS & MISSIONS

Three departments are available in the game - Political, Propaganda and Military. Each department contains 8 Agents and is headed by a Specialist.

When you access a department the Specialist Screen is displayed showing the status of your Agents. Each one can be selected by clicking on the name.

Specialists can accept the same missions as Agents and also have an extra set of operations in their repertoire. They are experienced Agents and are more likely to succeed with high risk missions.

You could use a Specialist all the time but there is only one for each department. Should one be killed or imprisoned, then the whole department will have to close down and your Agents will no longer be available from the Specialist Screen. Access to the Agents in this department would still be possible but only as individuals, and should this become necessary, then you will have to locate these Agents by finding their position on The Map.



## Missions

Selecting an Agent or Specialist for a mission is done by making them active i.e.: clicking on the Hand Icon and turning it THUMBS UP. A Target Icon will then appear on various screens which, when selected, will bring up the Actions Window from where you can choose your mission.

The procedures for setting up each mission are similar, and it is your choice which mission you require for the task ahead.

It is possible to have every Agent active at once, and you can send more than one Agent on the same mission at the same time. However, you cannot select two Agents from different departments to go on the same mission - they must be from within the same department.

Some missions are common to all departments, but each department does have its own set of specific missions. A full list of all the missions available to each Agent and Specialist is accessed off the icon at the top of their respective Specialist Screens - it would be far better to use this information in conjunction with the Central Intelligence Demo before attempting a mission.

Any early assault using purely one department will prove to be a mistake. For example - by using Military means only at the start of a game it is unlikely that any long term progress can be made, and you will find your Agents disappearing into the dark dungeons of Sao Madrigal very quickly.

Agents can in no way remove the President solely by themselves. They must bring the people to rise against the Government, creating an atmosphere of ill feeling towards the ruling powers that be. This will not happen overnight. But by developing a balance between the 3 departments, and nurturing a working relationship with the Opposition on the island, then unnecessary and costly moves such as loss of Agents can be avoided, and a covert style operation maintained.

Resources play an important role in missions. Agents are going to need them to set up some operations. When immediate resources run out, and they will, use what can be found on the island.

Agents are also going to need the help of certain people to complete some missions. Finding out who can be trusted is only going to be achieved by making contacts early on in the game.

## THE OPPOSITION PARTY

This location is the main centre for resistance activity on the island. Positioned in the town of Nueva Laguana, here the major players in the intended downfall of the Government meet and organise their strategies.

One of these is the Rival Leader, the character who will eventually succeed the President should you win.

Under permanent monitoring of the state police, life threatening moves will be made on the HQ and its personnel for sure. Regardless of this, the Rival Leader must be kept informed of Agent missions as much as possible, which means regular meetings at risky venues.

The reason for this is that the position the Rival Leader holds is one of great power and it is vital that access be maintained throughout the game.

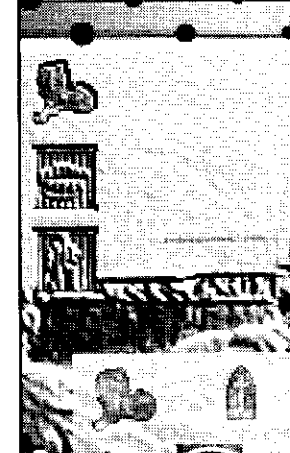
Living and working from the Opposition Party HQ, the Rival Leader will receive intelligence from many sources, some of it good, some completely inaccurate. This news will be passed throughout the opposition community to resistance groups who will be relying on its authenticity to make their next moves.

The more accurate reports The Rival Leader receives, the better the chances for a group to take on a successful mission - your Agents should always be first to make contact with precise news.

One group desperately in need of accurate intelligence, as well as basic Military and Propaganda supplies are the Rebels.

Commanded by the Rival Leader, the Rebels appear as individual rebel units brought together as one strong force by the cause to remove the President.

Found predominantly in Jungle, Rain forest and Wasteland areas of Sao



Name Tony Bar  
Health Good



Madrigal, they will take on any mission as long as the resources are available.

They will not work with Agents, but prefer to operate as a single unit, giving back up and much needed support where and when necessary.

Rebels need intelligence to carry out missions. Agents should either contact them individually or pass news via the Rival Leader who is known to the Rebels and can be trusted.

As the country falls into the hands of the Opposition, the Rebels will head towards the Capital and other sites of importance. Conflict will increase and supplies will run out. The Rebels must be kept strong for the final battle and the storming of the President's Palace.

Just as important to the Rival Leader, another group associated with the Opposition are the students.



Rebels need intelligence to carry out missions. Agents should either contact them individually or pass news via the Rival Leader who is known to the Rebels and can be trusted.

In some cases friendly to the Rebel cause, they are also in constant touch with The Opposition Party HQ.

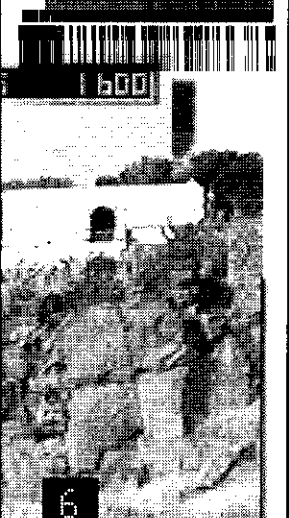
Operating on both sides of the law, students can be very helpful with Propaganda campaigns, but dangerous when it comes to informing on opposition missions.

They will work alongside Agents, who should try to keep them loyal with bribes and various low risk missions.

Agents should be wary of Pro-Government Students who may appear to be assisting with missions. They will most probably be talking with the State Police, and could put a whole Specialist Department at risk.

The Opposition is a large scale movement revolving around The Opposition Party HQ. This location should be monitored at all times, and must never be lost to Pro-Government forces.

Use your Agents in conjunction with these groups and other opposition followers



- then victory is possible. Ignore them and the President will find it all very easy.

## THE GOVERNMENT

The Parliament and President's Palace are the two locations on Sao Madrigal from where the Government rule. Security is incredibly tight, having State Police and battalions of Troops always on guard.

Ministerial moves, like Pro-Government Propaganda, are carried out from The President's Palace. Media people often come here to prepare Broadcasts. Officials from around the island arrive every day with news and reports from their regions.

The Parliament is the home of the Military Council, where Generals organise their Troops in the battle against the Rebels.

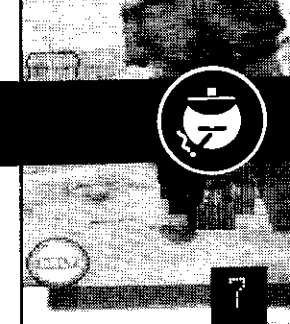
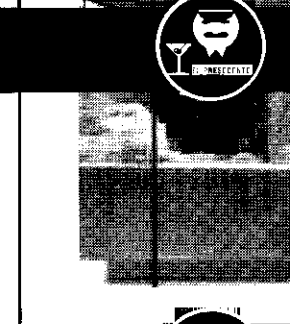
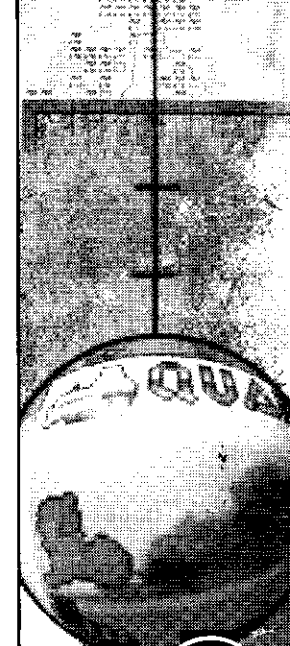
The President usually commutes between these locations daily, and has a say in all matters Ministerial and Military.


Strict orders will be delivered to Government figures who will carry them out.

Ministers will meet with Officials and senior figures on the island. They deal with people, and often make visits to the smaller hamlets of the island.

The State Police also come under the reign of The President's Palace. Ministers will order raids on Anti Government locations, and 'Snatch Squads' will pick up Opposition followers off the streets, perhaps never to be seen again.


Generals travel between Troop positions to brief units on missions. They also control the flow of military hardware that is on the island.





Troops will go on manoeuvres to spy and make assaults on Rebel positions. They will also give back up to the State Police where and when required, for example, at an Anti-Government Demonstration.

## SECRET



The President, along with all Ministers and Generals, have their own personal security as well as the normal security of State Police and Troops. It will be impossible to gain access to them when this type of security is present.

Government actions for suppressing the Opposition threat are very nearly incessant, and without the help of Agents, the Rebels will have no chance whatsoever of ousting the Government.

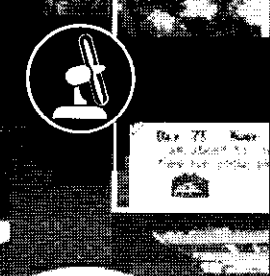
To rid the island of the President it will be necessary for Agents to make contact with Ministers and Generals, and bring them onto the side of the Opposition. Government security will sometimes briefly be lax, so this is the moment when an Agent should make their move.

Once a Government figure has come over to the Opposition, their life could well be in great danger. Contact must still be maintained so that they can continue to assist the Rebels.

## SAO MADRIGAL

The 1360 characters on the island all have their own personalities, uses, and ways of affecting the outcome of each game.

Here are some notes on how your Agents should approach and maybe interact with them.



Covering The Hamlet Chiefs, Town Mayors and Regional Secretaries, they are the organisers behind demonstrations and rallies on the island. Should either the Government or Opposition and Agents require one to be set up, then these are the people they will have to contact.

As they are liable to swap sides without warning, Agents should keep them up to date with Opposition moves but must be wary of State Police informers. Officials are a steady source of intelligence, receiving reports from all around the island. However some act as the voice of the Government Propaganda machine - so expect much disinformation.

## SECRET

Regularly in telephone contact with Officials and Government figures, they include Directors, Management and Ambassadors. Those on the side of the Government are easily manipulated into carrying out Pro Government Propaganda, and should be approached with extreme care.

Agents will have to make contact with these people to set up some Propaganda Events - for instance - the Head of all Workers Unions on Sao Madrigal is the only person on the island who can organise mass industrial action.

## SECRET

These are the ground floor workers of Sao Madrigal, ranging from Drivers to Engineers, Secretaries to Shop Assistants. They represent the majority of the population, but are in the minority when it comes to having any say in the running of the country.

Shifting supplies around from region to region and maintaining locations are just some of the many jobs they carry out.

They will often meet together and with Group A Workers, but are unlikely ever to come into contact with senior figures. Should you see any reports of Group B Workers meeting with important people then it could give you scope for a possible Blackmail mission by a Political Agent.

## SECRET

These people are held in various State Police establishments around the island. Nobody is safe. Anybody who is suspected of crimes against the Government will

be killed or imprisoned.

Many important characters find themselves in this situation at some time, although detention may be only temporary, it could last for years.

Rebel Forces will attempt to free prisoners by making daring night time raids on High Security locations. A skilled Specialist Agent will be needed if you wish to attempt such a mission.

## THE ICONS and SYMBOLS

Here is a brief description of the "Central Intelligence" icons and symbols.

The Opposition Party HQ:

This location, home of the Rival Leader, can be quickly accessed from here.

Student Sympathisers:

A screen is displayed showing each student represented by a flag, the colour of the flag determining their allegiance. By clicking on the flag the student can be accessed.

Rebels:

The same as with Student Sympathisers but for Rebel Forces.

Political Prisoners:

All characters currently in detention on the island are shown here.

The Cemetery:

This shows all the characters who have been killed in the game.

Political Department:

The Political Specialist screen is displayed.

Propaganda Department:

The Propaganda Specialist Screen is displayed.

Military Department:

The Military Specialist Screen is displayed.

Hamlets:

This icon gives you a list of every hamlet on the island. By clicking on a chosen hamlet its position is overlaid onto the map.

Towns:

The same as with Hamlets but for Towns.

Cities:

As with Hamlets and Towns but for Cities.

Agent Position:

Any area that has a Specialist or an Agent positioned there is overlaid onto the map. The colour and marking (S or A) of the symbol coincides with what it represents.

Island Allegiance Now:

Shows the current allegiance of the island. Each square is a populated area and the allegiance is determined by its colour : RED - Pro / BLUE - Anti / GREY - Neutral.

Island Allegiance Start:

This was how the allegiance of the country looked at the start of this game.

Character Allegiance Breakdown:

This screen displays a statistical account of the island population allegiance now, and at the start of this game.

Material Pool:

The material supplies currently located at the Specialist Safe House are shown.

Missions available:

Here is a list of all the missions available to each Military, Propaganda and Political agents. The list will differ depending on which Specialist Screen you are on.

Back one screen:

This will take you back to the original screen before you brought on the Specialist Screen.

## On The Front Screen



## On The Specialist Screens





View Telex Intelligence: \_\_\_\_\_  
 If you don't want to wait for a piece of news to scroll across the screen, click here and the Telex will stop running. The current message will then be immediately displayed in intelligence form.



## On The Map



Allegiances: \_\_\_\_\_  
 This toggles whether the allegiance of each location is shown or not when you scroll around the lowest level of the map. The Blue Flag represents Anti-Government, Red Flag Pro-Government and Grey Flag is Neutral.



Sector Information: \_\_\_\_\_  
 All the locations in the current visible sector are shown on the lowest level of the map. Access to each location can be obtained by clicking on either the name or its icon reference.



Directions: \_\_\_\_\_  
 Use the four normal compass points to move around the map. Clicking in the centre of the box initiates the zoom out option.

## On The Location Screen



Location Status: \_\_\_\_\_  
 This is not an icon but indicates the current state of the location.



Location Allegiance: \_\_\_\_\_  
 This is not an icon but shows the allegiance of the location.

Both of the next two icons are only displayed on the Location Screen if you have an Agent monitoring in the area.



Materials on sight: \_\_\_\_\_  
 All the materials at the location are shown.

Characters on sight: \_\_\_\_\_  
 A list of all the characters on sight are shown in the Character Window from where each character can be easily accessed.

Character Update: \_\_\_\_\_  
 Click here to update the time while still in the Character Window. This is useful when you are waiting for someone to arrive at the scene without wanting to leave the Character Window.

Character's work location: \_\_\_\_\_  
 This takes you to where the Character is employed on the map (defined by The Little Man).

Character's home location: \_\_\_\_\_  
 In the same way, this takes you to where the Character lives.

Character's current location: \_\_\_\_\_  
 This takes you to the Character's current position on the map.

Intelligence: \_\_\_\_\_  
 The intelligence the character owns. Ranging from GREEN (least priority) to RED (the most confidential).

Character's materials: \_\_\_\_\_  
 Any materials the character owns.

Face - I.D.Tag: \_\_\_\_\_  
 Clicking on the character's face will cause the screen to clear back to the front screen. This character is now 'Tagged' and can be accessed again from the Portable Icon.

Return to Safe House(Agent only): \_\_\_\_\_  
 The Agent will be immediately sent back to the Safe House.

Select/De-select Agent or Specialist: \_\_\_\_\_  
 This is used to Select or De-select an Agent for a mission.



## On The Character Screen







## On The Intelligence Screen

AIR BASE

Security Badge (Government Figures only): \_\_\_\_\_

This confirms if the character has bodyguards.

Character Icon Synopsis: \_\_\_\_\_

When a piece of intelligence is displayed, icons are put at the bottom of the information to represent any locations or characters that are in the intelligence (The Icon Synopsis). Clicking on a Character Icon will give you access to that Character.

Location Icon Synopsis: \_\_\_\_\_

Clicking on the Location Icon will take you to the Map, and that specific location (defined by The Little Man).

Clicking on the right mouse will display the 'Portable Icon'. It can be brought on at any time, on any screen, and is an extremely useful tool in the game.

It contains the 3 Political, Propaganda and Military Specialist Department Icons which allows quick access to your Agents without having to go back to the front screen. Also the two 'Tag' icons appear here.

Character Tagged: \_\_\_\_\_

Clicking on this will recall to the screen, the last character you 'Tagged'.

Intelligence Tagged: \_\_\_\_\_

Clicking here will recall to the screen, the last intelligence you had accessed.

The "Central Intelligence" Options are accessed via the Portable Icon.

Options: \_\_\_\_\_

Back to Front Screen: \_\_\_\_\_

This icon returns you to the front screen.

## MICONS

Should an event or incident of vital importance occur in the game then an animated icon (MICON) will materialise on screen. By clicking on the micon, access to some relevant information is possible.

For instance, when an Agent returns from a mission a MICON appears to alert you of this. There are 3 different Micons for each Specialist Department - Political, Propaganda and Military, so that you do not get them confused.

Clicking on the MICON will bring up the Agent, who can then be interrogated or selected again as if just chosen from a Specialist Screen.

Another example would be when a Curfew has been imposed on the island. This Animated Micon will appear - \_\_\_\_\_

Clicking on this will display an Information Box explaining the reason for the MICON.

By then clicking in this Information Box you will be taken to the Town or Region where the Curfew has been imposed.

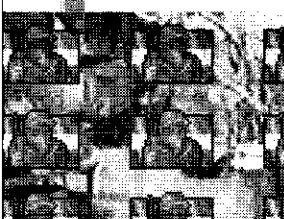
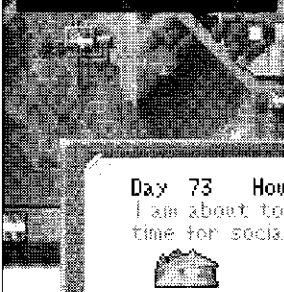
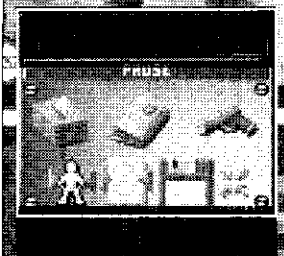
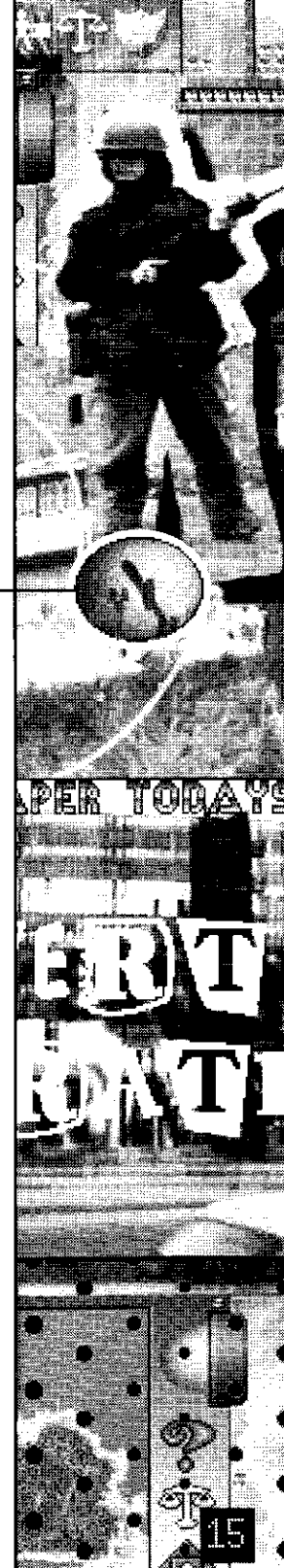
There are many different MICONS in the game, each one depicting an incident - ranging from the death of a Government Minister to news of a life-threatening move on the Rival Leader.

You don't have to click on a MICON, as it will only stay on the screen for a brief period of time. However, they do have a purpose and should not be ignored.

## INTELLIGENCE

Intelligence is the staple diet of the Spy and every character on the island possesses it. Each character makes his or her decisions upon it and base their allegiance on what they know.

It comes in the form of Book Icons which are displayed in the Character Window, ranging from low grade intelligence (GRADE 1 - GREEN BOOK) to the highest of priority (GRADE 5 - RED BOOK). There is also a GREY BOOK which specifies intelligence of an unknown quantity, which basically means - make of the





contents what you will.

When you access a character, more often than not clicking on a Book Icon will give you no joy. This is because a character of a Neutral or Pro-Government persuasion will restrict their intelligence to you.

On the other hand, an Anti-Government character is more than willing to divulge what intelligence they possess to you. You can read reports freely and though the intelligence may only concern Rebel followers, it should be possible to gain an understanding of how the Opposition operate.

The problem of restricted intelligence can of course be addressed by attempting missions like a Bribe or a Blackmail, or persuading the character to turn Anti-Government, perhaps using force. These are High Risk missions and must be attempted at some stage.

By using a Bribe, the character's intelligence may well continue restricted on the Character Window, though the Agent will obtain a single piece of restricted intelligence. This intelligence can then be passed to, say, the Rival Leader, who would have no knowledge of it.

An Agent should make contact with characters as much as possible, obtaining and passing intelligence. They can act as go-between for characters who may never normally meet or exchange news.

With so much intelligence circulating around the island, it will be impossible to keep track of every item of news. What you should be looking out for are intelligence reports that relate to a planned mission, or intelligence you can specifically make a fresh move on.

## ICON SYNOPSIS

When a character is accessed and intelligence is displayed, at the bottom of the intelligence window icons sometimes appear. These icons represent any characters and locations that are currently being shown in the intelligence window. By clicking on any of these icons access to either a character or location can be obtained.

Clicking on a Location Icon will take you to the map where a symbol (LITTLE

MAN) indicates the position of this location in the sector. Clicking on this symbol will then immediately take you to this location. The location will be the location described in the intelligence.

Clicking on a Character Icon will show the Character that the icon represented in the intelligence. The character can then be viewed or manipulated as if chosen from a Character screen.

There may well be a number of icons at the foot of the intelligence window, as a piece of news usually mentions numerous characters and locations or has more than one reference to the same character or location. So look at the icons as if reading the intelligence from start to finish, only displaying what is shown in the window.

If you have not already taken a look at The Central Intelligence Tutorial, do so now. It shows you how the ICON SYNOPSIS can be used in the game, and it is something that once grasped will be used extensively when analysing mission results.

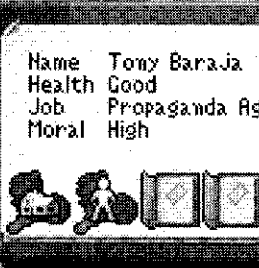
## TELEX

Another form of intelligence is The Telex, which is an on running service that appears on each Specialist Screen. The service is updated daily and is usually relevant to the Department you are viewing on - e.g.; Military news for the Military Department.

The intelligence you see is similar to Character Intelligence, but instead has been intercepted from various Media/Telecommunication offices on Sao Madrigal and channelled to a Specialist.

The news could be up to the minute or days old, ultra confidential or trivia. There is so much intelligence circulating around, it would be unwise to rely on this service as your only source of intelligence. But you could occasionally see a name or location that has some value and might well be worth checking out. This can be done by clicking on the RED BUTTON which temporarily stops the Telex and documents the intelligence so the ICON SYNOPSIS can be used to gain access to these names and locations.

Sometimes it is quite interesting to just sit back and watch the Telex running;



you never know what news might come through next.

## THE CLOCK

This is available on the Front Screen or from the Portable Icon. It is a 24hr clock. The characters of Sao Madrigal usually keep to a normal daily working schedule and use the night time for play and sleep.

All events, like Meetings and Broadcasts rely on the clock and every piece of intelligence is 'Time Stamped'.

One of the Options on "Central Intelligence" is to speed up the clock - an option more appropriate for an experienced player.

## THE MAP

The island of Sao Madrigal is displayed on the front screen. Clicking anywhere on the map will bring up the smaller quarter screen map, where you can zoom in or out and scroll around. This map represents one sector of the island.

By using the available icons on the front screen, it is possible to overlay Allegiances and Positions onto the full map. Each small square represents a sector of the island.

## CENTRAL INTELLIGENCE

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This game has been tested and checked for viruses. Please do not use any form of disc utility with any Ocean product as it may corrupt the data and render the disc unusable.

## Technical Support:

If you have any problems running or playing this game, please contact us either by fax or telephone. The telephone line is open from 10.00 am to 5.00 pm every weekday (except Bank Holidays). The fax is available 24 hours a day.

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