

Sneaking Mission - Solo Module
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Overview

This module lets you play the Sneaking Mission - Solo game, created in 2009 by Dan Enders (danenders@gmail.com).

Prepare for Play

After installing the module, select New Game from the File Menu. Open the Main Board and Status Window by pressing F1 and F2 respectively. Resize these windows if needed. In the Status Window, move the three stacks of tiles along the bottom onto the 'Tiles' square in the bottom right corner. Move the 'Secret Files' tile to the 'Tiles' square. Move the Entrance tile onto the Main board. Rotate it via the right click menu. Rotate the Direction arrow to your liking. Move the Agent tile onto the Entrance tile. You are now ready to play.

Drawing New Tiles

To draw a new tile, left-click and drag the cursor over the 'Tiles' square. A new tile will appear. Rotate it if necessary and place it on the Main Board.

Ammo

Increase and Decrease your Ammo count by right clicking the Ammo square.

Direction Arrow

Set the Direction Arrow by right clicking it and choosing 'Rotate' from the drop down menu.

Alert

Change Alert Status by right clicking the Alert square. You lose the game if you reach the 'Game Over!' tile.

Guards

Press F3 to try to kill a guard. The results will be shown in the Dialog Window.

Removing Guards and Traps

Remove a Guard or a trap by right clicking the tile and selecting 'Flip' from the drop down menu.

Female Agent

Right click to flip the Agent tile to the Female side.

Hot Keys

Here is a list of the Hot Keys and their actions.

<u>Key</u>	<u>Action</u>
F1	Open the Board
F2	Open the Status Board
F3	Try to Kill a Guard
Ctrl - F	Flip Tile