

BUREAU 13

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Interoffice Memo--Classified

To: **Johnny Alpha,**
Recruitment and Training Coordinator
Fr: **Ray Robertson, Technical Section**

Johnny,

Here is the new simulator you asked for. This simulator is built on the actual details of the Stratusburg Incident. As you know, this incident is currently used extensively in the manuals on how to handle a rogue agent.

What we have done is contract an outside agency, Take-Two Interactive, to create a simulation of the experience that may be used in training new agents. Take-Two is unaware of the nature of this simulation and thinks it is simply a game. It is, of course, in our best interests to let them continue in this belief.

You will note that all the salient details of the actual incident are included, except there is the opportunity for the trainee to improve on the results of the actual encounter.

As my staff and I have used this simulator, it has come to our attention that we could put it to even better use than simply training new agents. What we propose is a radical idea.

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What if we go ahead and distribute the simulator as the game it appears to be? While this would appear to be a breach of security, it might actually help us to recruit new agents and, at the same time, cover accidental security breaches.

First, recruitment. We propose that we release the full training module as a game, and then simply monitor the on-line computer forums dedicated to gaming in order to find the best players. Those individuals who do well in the game might be considered for Bureau training.

Next, we should further consider the security implications of releasing the game. If we put the game on the market, complete with background material, the Bureau will become a purely fictional product. Thus, any exposure of our activities from outside sources, such as the tabloid press, will be simply written off as fictional ramblings.

You will note that we had some success with this strategy when we allowed Richard Tucholka to produce his "fictional" role playing game based on our activities. This will simply reinforce that precedent.

Please advise, and we will take care of the deatils.

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To: Ray Robertson, Technical Section
Fr: Johnny Alpha,
Recruitment & Training Coordinator

Ray,

Great idea. Run with it.

CLASSIFIED COMMUNIQUÉ

To: Field Operative Commander, Quadrant 9
Fr: Central Command, Bureau 13

Subj: Investigate Rogue Agent

Four days ago, a Q19 Intelligence Agent reported a developing situation in the town of Stratusburg in Quadrant 9. The report indicated that an undirected field operative, possibly one J.P. Withers, had unsuccessfully attempted to liquidate the sheriff of Stratusburg. As far as Q19 has been able to determine, this attack was totally unprovoked. The official response to the attack, while predictable, has been undesirable. A state-wide manhunt, with full cooperation from all federal and

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local channels, has ensued. The state's investigation has not yet uncovered Agent Withers' identification or location, nor has it established any links to Bureau 13. It is vital that they continue to be unable to obtain knowledge concerning Bureau 13 or any of its agents.

As you are well aware, Bureau 13's mission of <u>paranormal investigation and control</u> would be severely compromised if its existence were to become public knowledge. Therefore, this mission has been assigned **Priority Alpha**. Agent Withers must be immediately located and recalled to base, by force if necessary. All evidence of his involvement in the incident must be eliminated, and further unnecessary activity must cease.

Exercise extreme caution when locating and approaching Agent Withers. His personnel dossier indicates that he is extremely dangerous and unpredictable. Additionally, his detailed knowledge of Bureau protocol will make him aware of your operative's impending arrival. In an effort to keep a low profile from both Agent Withers and local investigative agencies, you may dispatch no more than two field operatives, and they must enter the area undercover.

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You will maintain constant monitoring of the situation through the subcutaneous transmitters that are standard issue for all field operatives. Use coded messages at all times to direct the mission (see Enclosure B). In the event of technical difficulties, refer to Enclosure A.

After reviewing this communiqué, destroy it in the usual manner,
Commander 4

ENCLOSURE A

Technical Data

GAME INSTALLATION: To install Bureau 13 from floppy discs or a CD-ROM, you must have a mouse and a minimum of 13 Mb of free hard drive space, 500 Kb of free core RAM, and 1.5 Mb of free Expanded memory. If you do not have sufficient hardware to meet these requirements, you will not be able to play the game. If your system meets these requirements, insert the first floppy disc (or the CD) and type **INSTALL** from that drive. Then, simply follow the directions on the screen until the installation procedure is complete.

SETUP: After the installation procedure is complete,

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Bureau 13 will automatically execute the **Setup** program. This utility allows you to configure the game for your hardware. Use the <**Up Arrow**> and <**Down Arrow**> keys to toggle between the sound and music card options. Use the <**Spacebar**> or <**Enter Key**> to pull up a menu of sound card types to choose from. You must select the appropriate sound and music cards for your system. If you do not know what type of sound or music card you have, choose the last option under sound cards: Autodetect.

When you are done, press the <**F10**> key, or left click on the Save and Exit option at the bottom of the screen to save this configuration. Once this procedure is completed, you should not have to run setup again unless you change the sound hardware in your system. If you would like to quit the setup program without saving, press the <**Esc**> key, or left click on the Don't Save and Exit option at the bottom of the screen. If you need help while in setup, press the <**F1**> key. To run setup at a later time, type **SETUP** at the DOS prompt from within the game directory.

TROUBLESHOOTING

If you have difficulty getting Bureau 13 to run,

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first ensure that your system meets the hardware requirements to play the game. If this doesn't work, try looking up the problem in the list below. If you cannot find your problem in the listing, or the suggested solution doesn't seem to work, contact customer support for Take-Two Interactive Software.

By phone: (412)539-6407
between 9:00am and 5:00pm EST, Mon to Fri
By fax: (412)539-3195
By mail: Take-Two Interactive Software
Attn: Quality Assurance
1004 Ligonier St, 3rd Fl
Latrobe, PA 15650

Hardware Requirements:

Floppy version

CPU 80386 33Mhz or better
RAM: 520 Kb free
EMS: 1.5 Mb free expanded memory
Mouse Required
VGA Graphics system
Hard Drive: 13 Mb Free

CD-ROM Version

CPU: 80386 33Mhz or better

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RAM: 520 Kb free
EMS: 1.5 Mb free expanded memory
Mouse Required
VGA Graphics system
Hard Drive: 13 Mb free
CD-ROM: Dual-speed CD-ROM drive or better
Sound Card strongly recommended

Game Won't Install: Does the installation program terminate before completely installing the game? If so, ensure that you have enough free space on the hard drive you are trying to install the game to. You will need about 13 Mb of space. To determine how much free hard drive space you have, type **DIR** or **CHKDSK** at the DOS prompt. If you don't have enough free hard drive space, you may have to delete something from your hard drive. Be sure to back any files up before deleting them.

If you are installing Bureau 13 from a CD-ROM, you might also want to verify that your CD-ROM drive is reading properly. To do this, try to copy a file from the Bureau 13 CD using normal DOS commands (i.e. copy, xcopy, etc.). If you can manually copy any file to your hard drive, chances are the CD-ROM is reading properly. If not, you may have to consult either your DOS manual, or the documentation for your CD-ROM drive to resolve the problem before continuing.

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Another reason Bureau 13 may not install is if you try to install it onto a CD-ROM drive. CDs are 'Read-Only' media, and in order to install Bureau 13, you need to write out the data files to a hard drive. You cannot install Bureau 13 onto a CD-ROM drive. If you still can't get Bureau 13 to install, try making a boot disc. Restart your computer from the boot disk, without loading any of your normal device drivers, TSRs, etc (except for your CD-ROM driver and MSCDEX, of course). See your DOS manual for the proper procedure to boot from a floppy disc.

Sound Problems: Does your sound card play a short burst of sound, or a few such bursts, but cuts them off, eventually even halting all sounds completely? Try running the **SETUP** program again. This problem is fairly common if the IRQ setting on the sound board is incorrect. To change the IRQ setting, move the cursor to the Sound menu, then move the cursor over to the IRQ setting with the <**Right Arrow**> key, or simply select this option by left clicking with the mouse. Select the IRQ number that is appropriate for your card. If you do not know what this number should be, select last option under sound cards: Autodetect, and let it try to determine the IRQ setting for you. You might try doing this even if you're fairly sure you know the proper number. If **Setup** selects a different IRQ than you did, try it.

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Game Locks Up: Does the game lock up as soon as you start? Go back into the Setup program, and make sure that you selected the proper sound card type. Choosing an incorrect sound card type can produce many different types of problems. You might also check to be sure that any drivers you need for your sound card are properly installed. See your sound card documentation for further details on this procedure.
It's also possible that the sound card IO Port setting is incorrect. As with the IRQ setting, if you aren't sure of the number to use here, select the last option under sound cards: Autodetect.

Another possibility is that your CD-ROM drive is not reading properly. There may be a hardware conflict on your system which causes problems when you try to run the game. If you suspect that this is a problem, try following the procedure listed in paragraph 2 of the **Game Won't Install** section above.

If this doesn't work, try removing any device drivers, cathing programs, or other TSRs you may have loaded in the CONFIG.SYS file. (If you are unsure how to do this, consult your DOS manual.) While the vast majority of these programs won't cause problems, occasionally, one of them has a conflict with other software. If you find that removing one of these

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device drivers solves the problem, try consulting your device driver documentation or contacting the manufacturer of the driver for more information on how to configure it differently.

Insufficient Memory: Bureau 13 checks your system resources before starting the game. If you don't have sufficient core or expanded memory to run the game, the program will terminate and inform you that you need to free up more memory before continuing. Bureau 13 requires about 500 Kb of free core memory and 1.5 Mb of free expanded memory to run. If your system doesn't meet these requirements, see your DOS manual (or memory manager documentation) for more information on freeing up memory.

You Have Problems Saving Games: If you experience problems with saved games in Bureau 13, ensure that you have enough free hard drive space for a saved game file. To check this, type **DIR** or **CHKDSK** at the DOS prompt and read how much space you have left. If your hard drive space is low, say 1 Mb or less, you may have to delete a file or two to resolve the problem. Remember to back up any files before you delete them.

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ENCLOSURE B

Control Codes

Selecting an Agent: At the start, a communication from the field operative commander will prompt you to begin. After reading the message, press the <**Esc**> key or right click with the mouse. You may do this to remove the commander's messages any time they appear during the game.

Next, you must select one or two agents to perform the mission. You will be presented with a set of file folders that detail the skills and abilities of those agents who are currently available. The first agent you will see is Delilah Littlepanther. Her photo appears in the upper left corner of the folder, and her skills and abilities appear to the right and below. To view a different agent, press the <**Right Arrow**> key until the desired agent's dossier is pushed to the front. To scroll through the dossiers backwards, press the <**Left Arrow**> key. With a mouse, simply left click on the label tab at the top of the agent you wish to view. If you have the CD-ROM version of the game, you can hear a recorded introduction of each agent by left clicking on the agent's photo. To select the agent you are currently viewing, press

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the <**Enter**> key, or left click the mouse while the cursor is over the label tab at the top of the current folder. You will know that an agent has been selected when the letters on his label tab have turned black. To un-select an agent, press the enter key again, or left click on the label tab again. You will know that the agent has been un-selected if the letters on the label tab turn blue. You may select a maximum of two agents.

When you are done reviewing and selecting agents, press the <**F10**> key, or right click the mouse to begin the mission. Note: You may choose to select only one agent for the mission. While this is allowable, the field operative commander will inform you that this is a dangerous choice, especially in lieu of the fact that your target, J.P. Withers is an experienced, veteran agent, with extensive knowledge of explosives and military weaponry.

Playing the Game:

In order to play Bureau 13, your system requires a mouse. This is because the mouse is the only way you can move your agents. To move them, simply place the red bulls eye mouse cursor over the location you wish to have your agent walk to, and left click. The agent

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stand in the way of accomplishing your mission. To use or examine an inventory item, bring up the interface bar and left click on the item. The mouse cursor will change to match the shape of the item. Once this is done, simply left click on the appropriate verb, such as Tinker (for Isaac Richards only), Look At, Throw, Search, Give, or Use.

Controlling the Agents with the Mouse:

Many of the actions that can be accomplished via the interface bar, can also be accomplished directly with the mouse. To do this, right click the mouse anywhere on the screen except the top (or you'll bring up the interface bar). The mouse cursor will change shapes, according to what action you wish to perform. The mouse cursor shapes are as follows:

Bulls Eye Target (MOVE): Use this mouse cursor to make your agent move around on the screen.
Mouth (TALK TO): With this cursor, you may left click on any NPC on the screen to talk to him/her.
Skull (ATTACK): With this cursor, you may attack any NPC you left click on. Father Blank doesn't have access to this option. Jimmy Suttle and Isaac Richards can only access it if they find a weapon.
Magnifying Glass (SEARCH/EXAMINE): With this cursor,

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you may search or examine any object you left click on.

Hand (PICK UP): With this cursor, you may attempt to pick up any object you left click on.

Eye (LOOK AT): You may casually look at any object you left click on.

Box (OPEN/CLOSE): You may attempt to open or close any door, window, drawer, etc. that you left click on.

Chrome Fist (SMASH): This icon can only be used by Delilah Littlepanther. Use it whenever you want to destroy an object in the game. Use this ability judiciously, however, since this type of wanton destruction is not viewed lightly by The Bureau. To Smash something, left click on the object you want to smash.

Starburst (CAST SPELL): This icon can only be used by Selma Gray. With it, she can use her magic abilities to solve many puzzles. Be careful not to over-use her powers too early in the game, however. Each spell costs her a little power, and when she runs out, she can't cast any more spells.

Keyboard (HACK): There are certain situations in the game where Isaac Richards can use his computer expertise to gain illegal entry into computers. To do this, click on the computer in question.

Screw driver (TINKER): Only Isaac Richards can Tinker. He may often combine two or more "useless"

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game objects into a weapon or other useful device.
Padlock (CRIME): One of Jimmy Suttle's most useful features is his criminal ability. Whenever you want to pick a lock or pick a pocket, click on the door (or NPC) in question.

Controlling the Agents with the Keyboard:

Many of the actions that can be accomplished via the interface bar can also be accomplished directly with the keyboard. To do this, position the mouse cursor over the location you wish to act on, and enter the appropriate keystroke. Appropriate keystrokes are:

L - Look	**S - Search**	**E - Examine**
O - Open/Close	**A - Attack**	**P - Pick Up**
T - Talk To	**W - Switch Agents**	

Final Thoughts and Hints:

Bureau 13 is a game of exploration and puzzles. It's not a game of mindless combat. Although all of your agents have some skill in a fight (some obviously more than others), that's not what you've been sent here to do. There's a lot going on in Stratusburg, and you may never figure it all out if you don't look around. There are clues to the mystery almost everywhere you

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look. Take the time to explore and think about what you're doing. Above all, try to avoid drawing attention to yourself. Remember: your mission here is to locate J.P. Withers, figure out why he's creating such pandemonium in this small town, and make him stop. If you come barging into town, blowing things up and killing innocent people, the Bureau will probably send a team out after <u>you</u>.

Periodically, you may want to look at your score (see the Main Game Menu at any time by hitting the <Escape> key). If your score isn't increasing like you'd expect, you're probably drawing too much attention to yourself. This could be because of the topics of conversation you choose to engage in, or because of the ways you solve the puzzles. There are multiple ways to solve most of the puzzles, and the subtler solutions are usually the best. Of course, occasionally, violence is the only way to get the job done. There are even one or two times where violence, if applied properly, can get you some bonus points. Ultimately, there are many, many ways to play the game. Try experimenting with various pairs of agents, or even with individual agents.

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DESIGN NOTES

Bureau 13 is based on an original pen and paper role playing system called Bureau 13: Stalking the Night Fantastic by Richard Tucholka of Tri Tac Systems. The game assumes that the government has secretly acknowledged the existence of all sorts of paranormal and extraterrestrial phenomena, and has covertly formed a task force to deal with the potential threats created by them. This task force is protected by the highest levels of secrecy, and is known to insiders as Bureau 13. As a player, you control the actions of one of these government agents, hunting down and dealing with threats from a terrifying world of psychics, aliens, mutants, sorcerers, and more. If you would like to find out more about Bureau 13: Stalking the Night Fantastic, or if you would like to purchase a copy of the pen and paper role playing system, see the ad screen in the main game menu under **Bureau 13 info**.

All of the music in the computer version of Bureau 13 was composed and produced by Mike Bross. It was recorded at SoundPlanet. All music was performed by **The Heavy Skies**.

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The Heavy Skies:
Mike Bross - vocals, keyboards, trumpet, drum, & synth programming
Steve Burkholder - guitars, percussion
Tony Mascilli - guitar, on Web

For more information on The Heavy Skies, write to:
SoundPlanet
3746 E. Rural Ct., Pittsburgh, PA 15221
or send e-mail to 72162.1076 @compuserve.com

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