Spy Fox 2
“SOME ASSEMBLY REQUIRED”

Instruction Manual
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How to play the game

The Interface

Spy Fox keeps everything he needs inside his tuxedo. You can access his pockets at any time by moving the mouse icon close to the bottom of the screen.

You can use most of the items you find around the game by clicking on them and then clicking on the thing you want to use the item on!

This is Spy Fox's Spy Watch!

He can use this to save his progress in the game, load a saved game or quit the game (as well as getting help and hints from Monkey Penny of course)
This is Spy Fox's Spy Watch.

1
This button will call Monkey Penny. Use this button if you need some help.

2
This button will start a game that Spy Fox keeps with him at all times to combat boredom.

3
This button will load a save you have made. You will have to have saved your progress before anything will appear here

4
Use this button to save your progress. You will be able to then load a saved game whenever you like!

5
This button will close the game and return to you to your computer
**Saving**

When you click Save in Spy Fox's Spy Watch (Super Secret Spy Tip: or press the S key on the keyboard) you will see this screen:

Simply click in one of the squares, give your save a name and press Enter.

Congratulations! You have saved your game!
**Loading**

When you click Load in Spy Fox's Spy Watch (Super Secret Spy Tip number 2: or press the L key on the keyboard) you will see this screen below:

All you have to do is click on the save you want to load and you'll be instantly back to where you were when you last saved your game!

If you have not saved before, there will be nothing to load. You'll need to save before you can load.
Advanced Options

Warning: The following instructions are quite advanced. You’re probably best getting an adult or guardian to do these bits!

If you want to configure more advanced game settings, you can press F5 on the keyboard at any time to open the ScummVM settings window.

Click the Options button and you can adjust the volume levels for music, speech, and effects, as well as turn subtitles and voices on or off. Click OK and resume once you are done to continue the game.
**Very Advanced Options**

**Bigger Warning:** Misconfiguring the following settings can potentially stop the game from loading correctly.

If you want even greater control of how ScummVM works, you can click Return to Launcher to be taken to the ScummVM launcher screen.

You can click the Options button to select Graphics and Rendering modes, MIDI settings, and directory settings.

DO NOT ALTER ANY SETTINGS ON THE PATHS TAB.

Not all of the settings here will affect gameplay. ScummVM has general and separate specific settings that are loaded on command. It is generally safer to only alter 'Graphics' settings.

We recommend going to the **Advanced Options** page and reading about how to alter specific game settings.