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About This Game

If you liked Commander Keen or Duke Nukem, this game is just what you're looking for. Lots of great situations to overcome and traps to work around. This game has great puzzles which make it much more than a simple run-jump-and-shoot contest.

Superb colorful graphics and scrolling levels. James Bond never had it so tough!

Features

Sneak and Scroll: Full-screen scrolling as you sneak across huge maps.

Hide and Hunt: Enter various hideouts, each with traps to dodge, puzzles to collect and bad guys to blast.

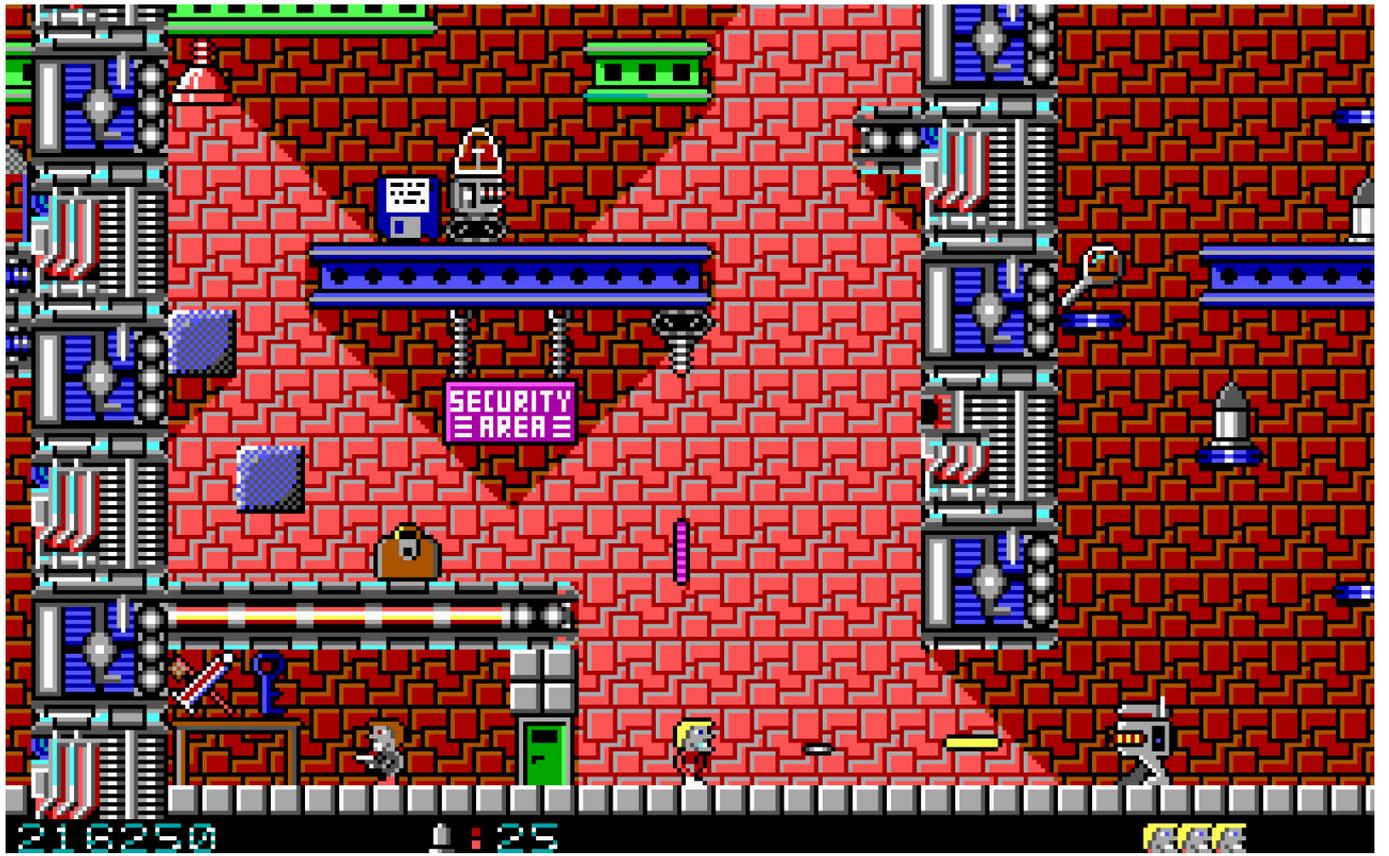
Save Your Game: Save and load your game progress.

Controller Support: Partial Xbox 360 Controller support.

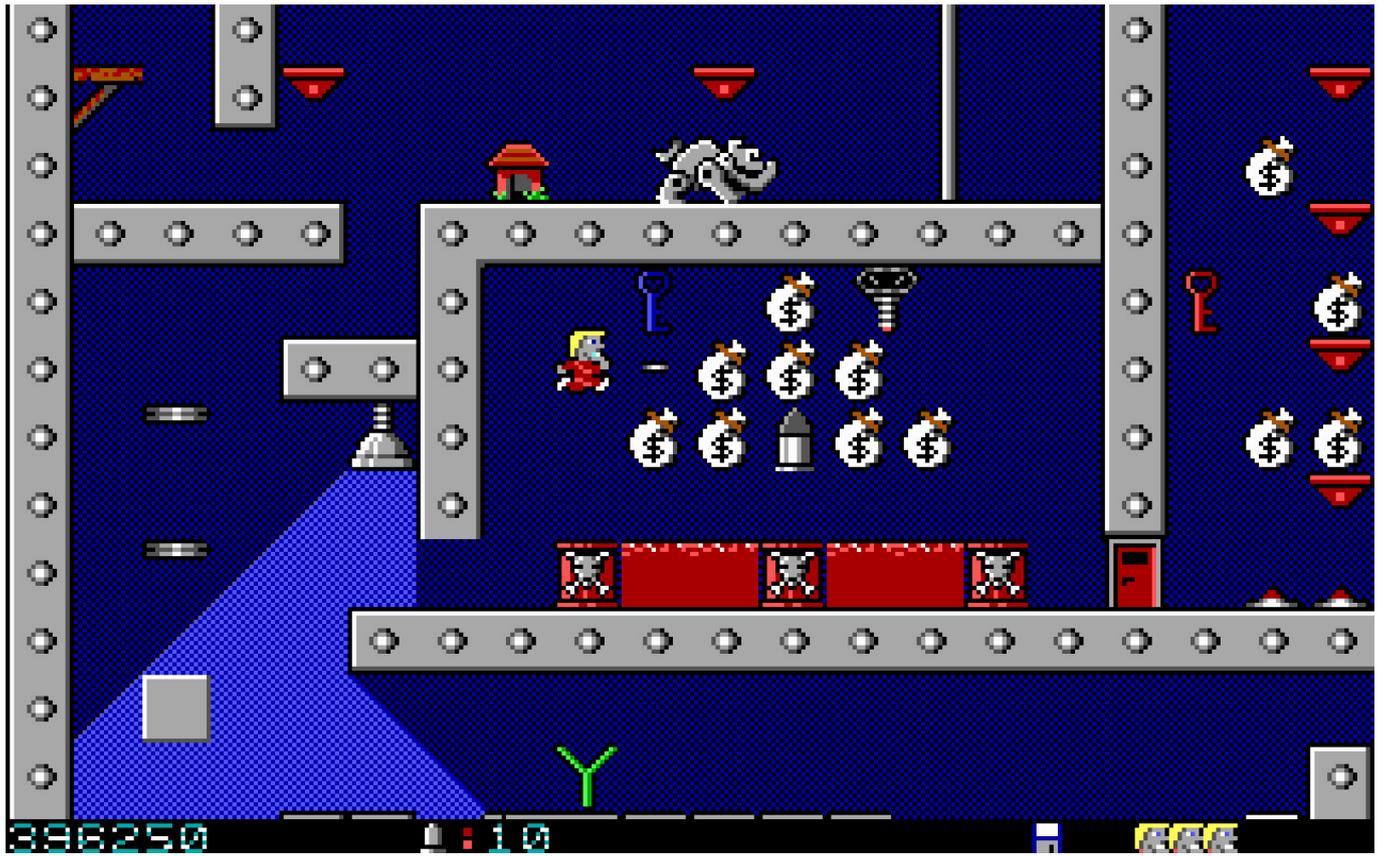
Title: Secret Agent
Genre: Action
Developer:
3D Realms (Apogee Software)
Publisher:
3D Realms (Apogee Software)
Release Date: 1 Feb, 1992

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English







Great game. I've reviewed several Apogee games as these are the games I grew up playing. Secret Agent has what I would call "responsive controls" meaning they don't have input lag or unnecessary pauses to make you feel more immersed.

Level design and sound effects are what you would expect for a game from 1992. PRETTY AWESOME!

My first impressions are seen in the video. I honestly do not remember owned this title back in the day but I am glad I do now!

<https://www.youtube.com/watch?v=IQejzprRCVY>

[. Secret Agent is almost same game than Crystal Caves, it looks and feels same, but theme and leves are different. So, buy this old school platformer if you liked Crystal Caves or you want fun platformer with very nostalgic feel.. Oh boy, the feels. Don't let my play count fool you, I played this on end when I was young. Brings back the memories of taking apart and building computers when I was just learning to ride a bike.](#)

[Controls are still soft and the enemies dumb, just the way I liked them. Great game to dip in and out of when you want to remember a simpler time.](#)

[Works great on Windows 10.. I had this as a kid and picked it up for nostalgia. It doesn't really hold up for me. You end up playing through the exact same level over and over until you survive and can go on to the next one. This was fine with me in the 90s, but there are better games now.. This is one of those great platform classics from the beggining of the 90's. It might not have been as popular as Duke Nukem, but it still has a charm of its own. This title doesn't really have a complex plot. You're just some secret agent who's trying to stop the evil plans of this criminal organization. I don't think that's something bad though, I mean, when the plot is something as cheesy as that, the last thing that I could possibly care about is the story. As for the levels, there're 3 different episodes available and you can pretty much navigate throughout the island and choose wherever you want to go, kinda like Megaman style, but fancier \(or more bureaucratic\) in a sense of word. That said, compared with some other games from nowadays, Secret Agent doesn't really have some smooth graphics, cool sound effects and not even a proper soundtrack. Either way, the most important factor is still there, which are the gameplay and the fun factor. The controls are very responsive and they're also compatible with a X-Box controller, which makes everything much interesting for someone like me, who as a kid, only had the first episode available \(shareware\), and also had to play the game on a keyboard. Since the game is old, it still relies on that points score system, which nowadays it's somewhat irrelevant. I mean, even if there's the internet available for you to compete with the whole world, there's always a funny guy to mess things up with an exploit or something. The only bad thing about this Steam version, is that you have to download nearly 1gb to play something that could easily fit in a floppy disk... Well, and the price too, come on, have mercy! That really makes no sense whatsoever. Well, that's pretty much it, I hope that you may enjoy this game as much as I do, even though it may seem so outdated, it's still quite fun and challenging in my modest opinion.. I loved this game in the early 90s and I'm glad to say it holds up really well.](#)

[Secret Agent is a basic puzzle/platformer that's all-around really solid. Your moveset is limited: You can run at one speed, jump, and shoot. Despite these limitations, the controls are very responsive and your protagonist is pretty easy to control. You can stop on a dime, even in mid-air. Your jump is also always the same height so you learn pretty quickly to recognize out-of-reach ledges and collectibles.](#)

[What really makes Secret Agent shine is its great design. The level design gets deviously trickier as you progress, pushing your mastery of the simple controls to its limits. The point in every level is the same: To escape by finding and blowing up an exit. To do that you'll usually need to find some dynamite, collect keys to unlock color-coded doors, find a floppy disk and use it in a PC to deactivate laser fields, and sometimes find glasses that make new platforms visible. Besides that, many levels have optional objectives to net you more points. The letters S, P and Y offer 100 points each, and an extra 10,000 points if you collect them in order. There are out-of-the-way satellite dishes you can destroy for 5K. There are hidden money bags you can trigger by jumping in certain areas. You get a 25K bonus for beating the level without getting hit. All of this adds a surprising amount of depth to the game. You can play it like an arcade twitch game and just try to find the quickest path to the exit, or you can try to maximize your score by thoroughly exploring the level and seeking out all its secrets. Should you risk taking a hit and missing out on the 25K bonus in order to backtrack to a satellite dish? Should you use 5 bullets on a relatively easy-to-avoid enemy or save the bullets for a future stage where you might need them more?](#)

[The graphics, though incredibly basic by today's standards, are absolutely packed with charm and awesome details. The](#)

background elements include a security cabinet with an animated view of a camera looking down a hallway, armories stacked with crates and various (decorative) weaponry, and even lived-in touches like pool tables and steaming coffee cups. The brick wall tilesets include convincing shadows when a ceiling light shines down on a floating platform. Everything looks very clean and recognizable and is pleasing to the eye. The sounds are sparse and, though limited to PC speaker, are still quite charming.

It's certainly possible that my nostalgia for this game has influenced how I currently see it, but I think Secret Agent is a gem of a game. The level design is fantastic and filled with optional challenges. The controls are solid and responsive. The graphics are delightful. Recommended.. Wow they added this to the steam store. As soon as I saw it I bought it :3. This along with the very first Duke nukem, commander keen and wolfenstein3d brings back happy memories back i the 90's when everybody was happy. I'll always miss my childhood. This game is a good side scrolling game. Wish they added more dosbox games. would really want the first duke nukem. Love all the dosbox games.. Nostalgia is a beautiful thing and to me Secret Agent is nostalgia as its best - I have played hundreds of different games but only one of them can be the first one. However, Secret Agent is more than a simple piece of nostalgia. It is good old-fashioned 2D shooter platformer inspired by the first Duke Nukem Games.

The background story is about agent who is sent to prevent Dr. No Body's heinous plans and during trip this agent we play as visits several different areas filled with enemies and traps. While the maps in the game are understandably small the way how the devs have lenghtened lifetime is delighting - each maps holds plenty of keys and floppy disks<3 that needs to be obtained and player usually need to come back already visited places to open the door, which key was found in the end of the map.

The one important feature in 2D platformers are smooth and easy controls and Secret Agent has these included. Every jump and slightest movement happens in time and when stepping into one of the game's various traps the fault often lies somewhere else than in the game.

Works on my win 8.1 as well as it worked on win 95 long, long time ago.

Fun and challenging game. I found it hard and fun almost 25 years ago and it still is. Lots of levels and it can be hard even with the simple gameplay (green key open green door; don't jump on spikes; pick up items).

Enemies are kind of dumb and it's weird when you shot them they go from spy to various medieval armor guys tho. Minus the nostalgia, it's still fun to play. I would love a modern version of this game, but I doubt it will come out.. Time to get to one more childhood classic of mine: "Secret Agent" by Apogee.

It's a 2D platformer starring an agent à la James Bond (more like Daniel Craig actually which would be anachronistic) who has to master each level by collecting certain items, opening gates and doors, shooting bad guys and finding the exit. So a real deep story is not present, it's very basic. It's not even like you can drive awesome cars or have some stealth action or hot loving. You know, like your next door agent.

Nevertheless, it is quite a fun game but also a challenging one. The challenge is that you can die pretty quickly and you need to memorize and learn in order to pass certain dangers properly or to avoid mistakes that can mess up your progress.

You choose levels à la "Commander Keen" by looking at maps and enter accessible levels you can find.

You can save and load your game but just by typing numbers (goes like "Save your game by pressing a number between 0-9"). Just keep that in mind if you're used to clearly visible save spots (as all of us) or if you share "Secret Agent" with other players.

The gameplay is not flawless (it's especially not always easy to control your character when it comes to landing jumps precisely) but in general it's okay and easy to learn.

The graphics are not bad for the time period it was made in but unfortunately it uses a whole lot of grey, so it gets kind of dull here and there. So it's not one of my favourites when it comes to graphics in classic platformers/Apogee games.

When it comes to music: There is none. There's only sound and it's also rather minimal and hardly heard. Mostly you will hear bullets or rays being shot, sound cues that tell you when an important event has happened and your own jumping sounds.

One word about the villains because they are a lot of fun compared to other elements in this game: Have fun checking them out because there's quite a variety of them. From robots of various kinds and Terminator-like dudes to rolling ray guns on the ceiling.

So, "Secret Agent" is surely something to try out for classic platformer enthusiasts. But others might find little attraction in it because of the dull and dated graphic and sound design or the same tasks you have to solve in every level while performing trial & error lots of times.. Classic platform arcade game.. 800MB+ download for a game that was sold on a 1.44MB floppy? What is all this stuff?. A classic from the DOS era. This was one of my very first computer games ever. In my opinion this game still holds up today. Nostalgic feel with challenging levels.. For those who love nostalgia of the DOS and Windows 95 era game. Apogee, now 3D Realms, released a series of side scrolling platformers. This and Crystal Caves. This game when I was a lad of 10 would play this with my brother. We would take turns on each of the bases and destroy evil. This game is a platform puzzle, not mind boggling difficult puzzles, just stuff like collecting items in a certain order. I am running this on Windows 10 without problem, and my brother also purchased the game, and he is running it on Windows 8.1. Buy this game. This is all I can say.. Loved this game as a kid. So happy to find this for a bit of nostalgic gameplay.

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