

SPY VS SPY
ARCTIC ANTICS

The second sequel to the original arcade adventure SPY vs SPY.
Your mission is to find three items then locate and launch an
intergalactic rocket . . . Life as a spy is certainly 'snow' fun!!!

ARCTIC ANTICS

Hi-TEC
Software

5 019393 900298

HI-TEC
SOFTWARE LTD.
4-5 BARMOUTH COURT.
BARMOUTH ROAD, SHEFFIELD S7 2DH
TELEPHONE: 0742-587555 FAX: 0742-580547

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FIRST
STAR
SOFTWARE INC.

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MISSION OBJECTIVE
Your mission, should you choose to accept it, is to locate and launch a subterranean intergalactic rocket before this years worst Arctic blizzard hits.

In order to launch the rocket, you must be in possession of all of the following:
Rocket Entry Punch Card, Guidance Gyroscope and Uranium Fuel Capsule.

Unless you are carrying the launch briefcase, you will only be able to carry one item at a time.

Your opponent has the same mission.

To aid you in this mission, you have been provided with the all-in-one, multi-purpose Arctic trapulator.

This handy little gadget is complete with a computer generated mapping system and a few items for building nasty little traps for your opponent.

Your opposite number also has a trapulator.

GAME OPTIONS
When the game has loaded, you will be presented with a number of options that you may alter.
These are:
Number of players (1 or 2)
Difficulty level
Computer player intelligence
Rocket launch site revealed or hidden until the end

INFORMATION 1

Use the joystick (In Port 2) and fire button to pick your options. Select 'Go' when you have the desired options.

JOYSTICK ONLY
LOADING INSTRUCTIONS
Hit SHIFT & RUN/STOP keys together then press PLAY.

CONTROLS
Picture the screen as a three dimensional area where you can go Left and Right or In and Out of the screen.

Moving the figure left and right is achieved by moving the joystick left and right. When the figure reaches the extreme left or right, the screen will scroll in that direction.

Moving the figure in and out of the screen is achieved by moving the joystick up or down. Along the background and foreground areas are gaps. These are passageways where you may go to other parts of the Arctic.

Pressing Fire whilst in range of any object or mound of snow will lift the object. Items may be hidden by the snow mounds and these may be found if you are lucky.

If you are not, you may find your opponent has placed a booby trap there, blowing you to smithereens . . .

Other controls include:
S Music On/Off
RUN/STOP Pause
F5 Quit Game

USING THE TRAPULATOR
The trapulator allows you to store and use various items and tools for completing the mission.

Underneath each player's screen are a number of icons. These represent the items that you will need in your mission. Above the icons are indicators that tell you whether you have at least one of that item.

INFORMATION 2

If you find an item, you may pick it up by standing over it and pressing Fire. Pressing Fire again will store it in the trapulator.

NATURAL HAZARDS
There are a number of hazards around the Arctic. These are:

Blizzard: This will hit with full force when the clock reaches 0. As the blizzard gets closer, you will find it more difficult to move around.

Thin Ice: Shown as dark patches in the snow. Unwary spies can fall in this. Get out by moving in a circular manner.

Drowning: Spies cannot swim so don't stay in the water too long.

Deep Snow: Some areas have deeper than normal snow. If you don't use snow shoes in these areas your body temperature will lower rapidly.

Hanging Icicles: While not normally dangerous, these may be booby trapped by the other spy.

COMBAT
In the previous Spy vs Spy games, combat was with swords. However, as you are in the Arctic, the quickest way to lower your opponents body temperature is with a good old snowball fight.

The spies may throw snowballs only when both spies are in the same quadrant.

To throw snowballs, you must
1. Stand in snow (Not Ice).
2. Place your spy facing the direction you wish to throw and ensure you are not standing over any objects.
3. Hold Fire down and move in the direction of the throw.
4. Repeat step 3 if you wish to throw another.

BOOBY TRAPS
You may select any of these traps, providing you have them in your inventory.
Saw, Ice Pick, Hammer, Dynamite and Water Bucket.

INFORMATION 3

To place a trap, simply press Fire twice, use up and down to select the trap, then press Fire to hold the trap. Position your spy where you wish to place the trap, hold down Fire and pull the joystick forward. The trap will disappear. Once set, either spy may set a trap off.

TRAPS

HOLE-IN-THE-ICE-TRICK: By selecting the saw, your spy may cut a hole in the ice. Both spies must then avoid that spot.

BOOBY TRAPPED ICICLES: Use the ice pick to chip away at a hanging icicle. It will then fall on the next player to go underneath it.

ICE WATER BUCKET: Spilling water on the ice will cause slippery spots that are sure to get in your opponents way.

DYNAMITE AND PLUNGER: Use this to blow your opponent up. The sticks of TNT are limited but they may be used by any spy. The TNT may be buried in the snow in any desired position but remember which ones you buried where because only you may move a stick of dynamite that you buried without it exploding. In order to detonate TNT by remote control you must use the plunger. However, each spy may only use the plunger that matches his colour.

To use your plunger:

1. Find your plunger and store it in your trapulator.
2. Find and bury sticks of TNT.
3. Watch the movements of your opponent. If he gets near the TNT you have buried, access the trapulator and select the plunger and set it off at the right time.

MAP

You may, except when both spies are on the same screen or you are in 'Snowball mode', read your map.

Shown on the map are:

1. A flashing area showing where you are.
2. A dotted line showing the last few areas that you visited.
3. Quadrants containing white squares show the location of the three required objects and/or the launch briefcase.

LOSING THE GAME

You must keep a careful eye on the temperature of your spy. If the level of the mercury reaches the bottom of the thermometer, your spy will freeze to death. You can raise the body temperature of your spy by either avoiding the items that lower your temperature such as snowballs and walking in deep snow, or find and enter an igloo that has a fire in it and stand by the fire.

ENDGAME

The game ends when either your spy dies or he leaves the Arctic in the escape rocket. You may only enter the rocket if you have all three items required and the launch briefcase. To enter the rocket, simply walk up to the entrance. If any of the items are missing, you will be persuaded to go and find them!!!

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DAS ZIEL IHRER MISSION

Haben Sie sich einverstanden erklärt, die Mission zu übernehmen, so müssen Sie versuchen, die unterirdische intergalaktische Rakete zu finden und zu starten, bevor die diesjährigen arktischen Stürme einsetzen.

Um die Rakete zu starten, müssen Sie folgende Objekte besitzen: Ein Lochkarte zum Betreten der Rakete (rocket entry punch card), ein Gyroskop und eine Urankapsel (uranium fuel capsule).

Sie können jeweils nur eins dieser Objekte tragen, es sei denn, Sie besitzen die Start-Aktentasche (launch briefcase).

Ihr Gegner hat dieselbe Mission.

Hilfestellung bei dieser Mission bietet Ihnen der kompakte, arktische Vielzweck-Trapulator.

Dieses handliche Gerät hat ein computer-erzeugtes Kartensystem und einige Vorrichtungen, mit denen man kleine, heimtückische Fallen für den Gegner bauen kann.

Ihr Gegner besitzt auch einen Trapulator.

Nur mit Joystick.

LADEN

Shift- und Run/Stop-Taste gleichzeitig drücken, dann PLAY drücken.

STEUERUNG

S	Musik ein/aus
RUN/STOP	Spielpause
F5	Verlassen des Spiels

OBIETTIVO DELLA MISSIONE

La vostra missione, se decidete di accettarla, è di localizzare e lanciare un razzo intergalattico sotterraneo prima dell'arrivo dell'annuale tempesta di neve.

Per poter lanciare il razzo dovete essere in possesso di tutti i seguenti articoli:

Cartellino perforato d'entrata al razzo, giroscopio di guida, e una Capsula di carburante d'uranio.

A meno che non portiate la valigetta di lancio, potrete portare solo un articolo alla volta.

Il vostro oppositore ha la stessa missione.

Per aiutarvi in questa missione, vi viene dato l'"Arctic Trapulator", un dispositivo a più scopi integrale. Quest'utile apparecchio possiede un sistema di generazione di mappe, assistito dall'elaboratore ed alcuni articoli per costruire delle piccole trappole pericolose per il vostro oppositore.

Anche il vostro oppositore ha un "Trapulator".

Con solo il comando di leva a cloche.

ISTRUZIONI DI CARICO

Premete i tasti SHIFT e RUN/STOP insieme e poi PLAY.

Comandi:

S - Musica accesa/spenta
RUN/STOP - Pausa
F5 - Abbandonate il gioco

Collect
the Complete
Set..

