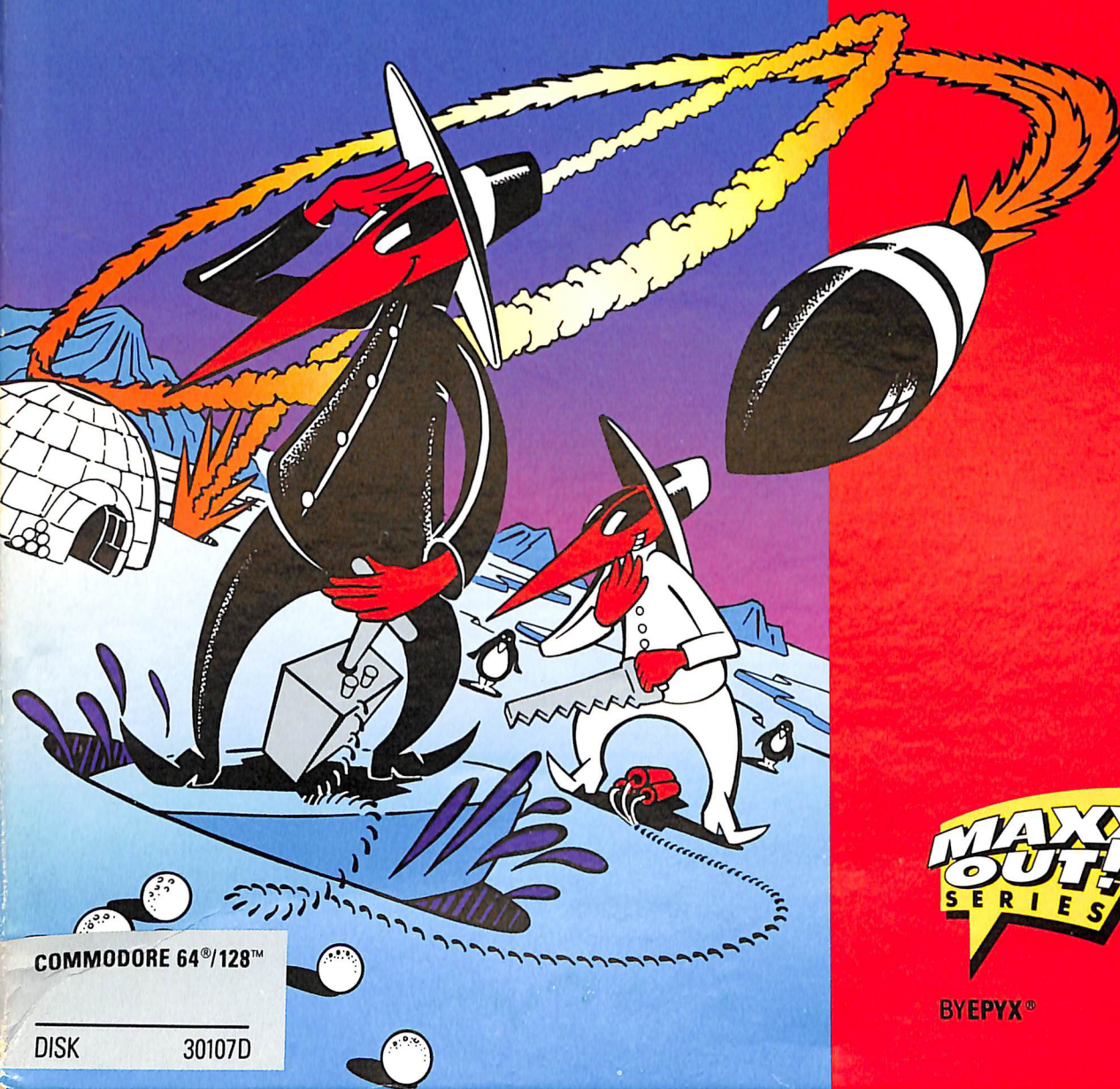


ARCTIC ANTICS™ SPY VS SPY III™



COMMODORE 64®/128™

DISK

30107D

**MAXX
OUT!**
SERIES™

BYEPYX®

ARCTIC ANTICS™ SPY VS. SPY III™

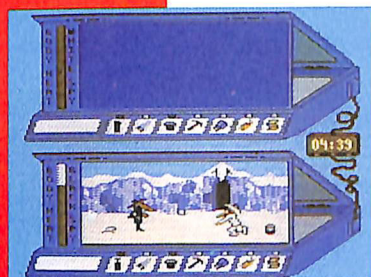
You'll see split-second action on a split-screen. Here, for example, your opponent cuts holes through the ice in a radical attempt to get the drop on you.



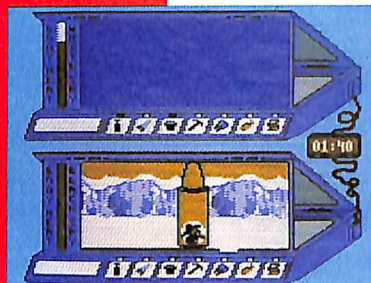
A Trapulator™ monitors your weapons, inventory, elapsed time and body temp. Check out the Black Spy. Anyone for Spysicles?



Who doesn't love a good snowball fight? That is, until the cold war escalates to ice picks, saws and TNT. One well-placed blast and it'll be snowing Spy for days.



At last, a fiery launch and it's bye-bye Black Spy, leaving White Spy stranded forever. The very thought's enough to send chills down your spine.



Somewhere out there on a frozen arctic island is a launch card, a uranium cube, an escape rocket, and your life-long arch-enemy.

The race for space is on.

If you don't jet before the big blizzard, you're iced for sure. But before you can lift-off, you'll have to fend off stray polar bears, sub-thermal temperatures and some rather unsavory booby traps.

Yes, it's straight out of the Joke and Dagger Department of MAD Magazine. Only this time, if you blow it, *you'll* be the punchline.

Licensed from FIRST STAR SOFTWARE, INC.

*Screens from Commodore 64® version of game. ARCTIC ANTICS, SPY VS. SPY III and TRAPULATOR are trademarks of FIRST STAR SOFTWARE, INC. Designed by Richard Spitalny and Jim Nangano. Programmed by Jim Nangano. SPY VS. SPY and MAD are registered trademarks of E.C. Publications, Inc. and are used with permission. © 1986, 1987 FIRST STAR SOFTWARE, INC. All Rights Reserved. © 1987 Epyx, Inc.



BYEPIX®



0 80561 00225 5