

**SPY VS THE ISLAND CAPER** The sequel to the award winning original SPY v SPY game. SPY v SPY 2 winning even more mega awards.



Your mission to recover and reassemble the TOP SECRET XJ4 1/2 missile.



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**SPY VS THE ISLAND CAPER**



**SPY VS THE ISLAND CAPER** **SPY II**

#### MISSION OBJECTIVE

Your mission, should you choose to accept it, is to find and recover all three parts of the top secret XJ4 1/2 missile. The missile parts are located on Spy Island. Not only must you find the parts, you must also assemble them in the correct order before transporting it off the island by submarine. Your opponent has the same mission.

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

#### JOYSTICK ONLY LOADING INSTRUCTIONS

Press SHIFT & RUN/STOP keys together.

#### GAME OPTIONS

When the game has loaded and the spies have landed on the island, 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
- Escape submarine revealed or hidden until the end.

#### 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 island. Pressing fire whilst in range of any object or mound of sand (three small triangles) will lift the object. Items may be hidden by the sand 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...

Controls are:

Black Spy

White Spy

JOYSTICK PORT 1

- Move Left
- Move Right
- Move Back or Up
- Move Forward or Down
- Pick up/drop object
- Select/Activate booby trap
- Start game

JOYSTICK PORT 2

- RUN/STOP Pause
- S Music On/Off
- F5 Return to Option Screen

#### USING THE TRAPULATOR

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

Along the side of the screen are a number of icons. These represent the items that you will need in your mission. Next to the icons are indicators that tell you whether you have at least one of that item. There is only one gun on the island. If you find the gun you can shoot your opponent. This can be done when the other spy is on the same screen as you. Simply line up your spy with the other, pointing the gun in his direction, holding Fire down, then pulling the joystick forward. NOTE: Some bullets are duds and the gun is not always fully loaded.

If you find an item on the island, 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 island. These are:  
Volcano: This will erupt when the clock reaches 0.

Quicksand: 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.

Sharks: As well as drowning, the sharks are quite partial to a spy drumstick or two.

### COMBAT

Hand to hand combat can occur only when both spies are on the same screen and also within range of each other. Holding Fire down will produce a sword. Moving left and right with the joystick whilst holding down Fire will jab your opponent. NOTE: When you are within combat range you cannot access your trapulator. Combat mode ends when either spy gets caught in a trap, moves out of combat range, or dies.

### BOOBY TRAPS

You may select any of these traps, providing you have them in your inventory. Coconut Bombs—Napalm—Rope Snares—Shovel for digging pits. 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 and you will hear a whoosh as it is buried. Once set, either spy may set a trap off. Snares are set by selecting the rope, push your spy against a tree, (the spy will then automatically climb the tree and tie the rope to the top). You may then position the noose near the bottom of the tree.

In order to make coconut bombs, you need a coconut (obviously) and some petrol. As this is a tropical island, coconuts are scattered here and there. Petrol is a different matter. The amount of petrol you have is displayed on the gauge on the bottom left of the trapulator. You can find the plane wreck and pushing your spy against it.

As well as digging pits with the shovel, you may also place sharpened wooden stakes at the bottom. Find a stake and pick it up. With stake

in hand, walk over to a pit. Your spy will automatically place the stake in the pit and cover it with earth. NOTE: The shovels are not too good. Each one can only dig 8 pits before breaking.

### MAD

You may, except when both spies are on the same screen, 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 missile parts.

On levels 5 and 6 there are two islands and travel between them may be necessary to complete the game. However, there is only one way to cross.

### MISSILE CONSTRUCTION

The missile is in three pieces, and you can only carry one piece at a time, so you must collect adjacent pieces in order. EXAMPLE: If you have the tail section and you have found the centre section, stand over the second section, hold Fire, then pull back on the joystick. The section in your spy's hand will drop and automatically connect to the second part. The two sections can then be picked up and carried as one. Below each spy's screen, is a diagram of missile parts. As you pick up a section, it will flash on the display.

### ENDGAME

The game ends when either your spy dies or he leaves the island in the submarine with the missile. Your sub is moored somewhere off the coast of the main island. It will surface when you approach with the missile. Look for it at both the northwest or northeast beach. When you see it, wade out to it and sail off into the sunset.

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### SPY VS SPY (SPION GEGEN SPION II)

Ihre Mission ist es, drei Teile einer geheimen Rakete, die auf der Spy-Insel verborgen sind, zu finden und an sich zu nehmen.

Ein gegeneinander Spion ist auch auf der Insel, mit der gleichen Aufgabe wie Sie. Sie müssen die Teile vor ihm finden und die Insel mit Hilfe eines Unterseeboots verlassen, das vor der Küste vor Anker liegt.

Sie können verborgene Objekte aufnehmen, indem Sie sich in deren Nähe bewegen und Feuer drücken.

Wenn Sie Pech haben, aktivieren Sie auf diese Weise eine versteckte Bombenfalle. Halten Sie nach Lücken im Vorder- und Hintergrund Ausschau; Sie erhalten so Zugang zu anderen Teilen der Insel.

Auf den höheren Ebenen kann es zwei Inseln geben.

Um die Bombenfallen zu benutzen, müssen Sie zweimal Feuer drücken, um Zugriff zum Trapulator zu bekommen, und dann wählen Sie die Falle, die Sie benutzen möchten.

### LADEN

Shift-Taste und Run/Stop-Taste gleichzeitig drücken.

### STEUERUNG

Schwarzer Spion

JOYSTICK-  
ANSCHLUß 1

Nach links bewegen  
Nach rechts bewegen  
Nach Hinten oder Hoch  
Vorwärts oder Runter  
Objekt aufnehmen/fallenlassen  
Bombenfalle wählen/aktivieren  
Spielbeginn

Weißer Spion

JOYSTICK-  
ANSCHLUß 2

RUN/STOP  
S  
F5

Spielpause  
Musik ein/aus  
Rückkehr zum Optionsbildschirm

### SPIA VERSO SPIA 2 Testo Gioco Straniero

La vostra missione è di trovare e recuperare 3 pezzi di un missile segretissimo che è nascosto sull'Isola delle Spie.

Ma sull'isola vi è un'altra persona collo stesso compito. Dovete essere il primo a trovarlo e poi abbandonare l'isola tramite il sottomarino, ancorato al largo.

Potete raccogliere gli oggetti nascosti muovendovi all'interno del loro campo e premendo Fuoco.

Se siete sfortunati, attiverete una trappola esplosiva camuffata.

Cercate delle aperture sul pri parti dell'isola.

Sui livelli più alti pot

Per usare le trap, poi scegliete la tran

**SOLO COMANDO**

### ISTRUZIONI DI CA

Premete i tasti SH

insieme.

I comandi sono:  
Spia nera

PORTO COMANDO  
A CLOCHE 1

Spostarsi a sinistra  
Spostarsi a destra  
Spostarsi indietro o su  
Spostarsi in avanti o giù  
Raccogliere/lasciar cadere  
un oggetto  
Scegliere/attivare una trappola  
Iniziare il gioco

Spia bianca

PORTO COMANDO  
A CLOCHE 2

RUN/STOP  
S  
F5

Pausa  
Musica accesa/spenta  
Ritorno allo Schermo Opzioni

Collect the Complete Set..

SPY vs SPY

SPY vs THE ISLAND CAPER

SPY vs SPY

SPY vs SPY ARCTIC ANTICS

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