

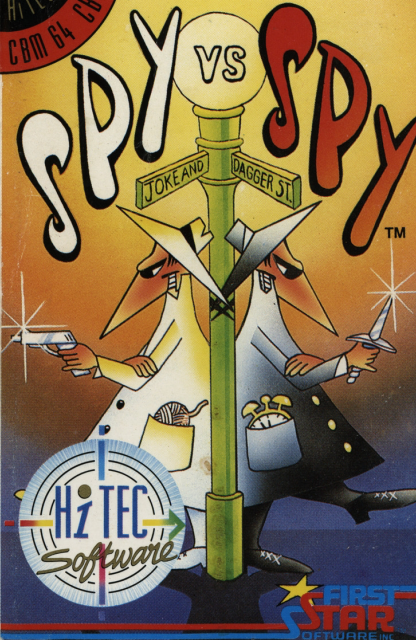
SPY vs SPY Its the crazy duo from MAD Magazine! Can you escape from the Embassy, together with passport, secret plans, key and travellers cheques, AND before your plane leaves?

"Fantastically addictive and amazingly playable - one player mode is brilliant, two players is outstanding!"
MAD® Magazine's first official computer game.



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

SPY vs SPY



SPY vs SPY™

Loading Instructions

Press SHIFT and RUN/STOP keys together.

KEYS

Use joystick for movement and FIRE.

White Player 1 use Port 1.

Run/Stop Pause.

Black Player 2 use Port 2.

F5

Return to Option screen.

THE MISSION

YOU ARE THE WHITE SPY . . .

This is your mission, should you decide to accept it . . . Collect the four secret items together with a briefcase, locate the only exit and board your plane, all within the time limit. To complicate matters, your opposite number on the black side has been sent with the same mission. You have only your wits and the latest Trapulator model FSS84. The ultimate white victory is in your hands.

GAME OPTIONS

When the game has finished loading, you are presented with the option screen.

You may modify the following options:

Number of Players.

Difficulty Level.

Computer Opponent IQ.

Exit Revealed or Hidden.

Using your joystick, you may move the cursor to any of the options.

Moving left or right alters the option.

Once you are happy, pressing FIRE starts the game.



CONTROLS

The rooms you are searching are 3 dimensional so moving up moves you towards the back of the room, moving down, towards the front. Below your display is the Movement Status Indicator giving you directions to the last nine rooms you visited. As you trace your movement back, the Movement Indicator will scroll left to right, deleting each arrow, until you return to where you started.

To manipulate objects, move within range of any object, then press FIRE. Any object within a room can be opened or lifted and may reveal one of the items you are looking for. If you are unlucky, it will activate a booby trap. BOOOOMM!

To open doors again, simply move into range of it, then press FIRE.

SCREEN DISPLAY

The screen is split into two sections. The top half shows what the White Spy is doing, the bottom, what the Black Spy is doing. At the right of the screen is the Trapulator and it's icons.

When both spies are in the same room, only the display of the spy that was already in the room is shown and combat mode is entered.

COMBAT MODE

When in combat mode, spies cannot search objects or use the Trapulator, but they may open doors (and set off any traps attached to them).

If they are not in range of an object, pressing FIRE will let them fight each other with clubs. The two spies will automatically face each other.

To swing the club down, hold FIRE whilst moving the joystick from UP to DOWN.

To jab with the club, hold FIRE then move the joystick from LEFT to RIGHT or RIGHT to LEFT.



About 7 solid blows are needed to 'Kill' a spy, but with time both spies will recover strength.

To move your spy whilst in combat mode, simply release FIRE.

If a spy is carrying something when entering a room with the other spy in it, the object is, depending on the object, lost or hidden in that room.

Traps and remedies are lost, whilst inventory items and the briefcase are hidden in the room.

The winner of combat is then able to search out and gain/regain possession.

TIME

Both players start with the same amount of time to complete the mission.

However, there are several time penalties.

You lose time when setting a trap, falling victim to a trap and being killed by your opponent.

BOOBY TRAPS

As the spies move through the embassy, they may select any of the five traps. These are: Bombs, springs, buckets of water, guns with strings tied to the triggers and time bombs.

The time bomb needn't be hidden, in fact, it is activated immediately and is the only trap that cannot be carried or deactivated.

The gun-with-string and bucket of water can only be attached to a closed door. The springs and bombs can be placed in or behind anything.

Spies can carry traps in and out of rooms placing them where they wish. Traps are depicted in black, whilst their remedy is shown in colour.



To place a trap:

- 1 Press FIRE twice to access the trapulator.
- 2 Move the arrow to the trap of your choice.
- 3 Press FIRE to select that trap.
- 4 Position the spy in front of your selected hiding place. Watch for the brief flash indicating that you are in the correct position.
- 5 Press FIRE. The trap will disappear and you will hear short beeps to indicate that the trap is set.

NOTE: In the case of the gun and string, only the gun will no longer be visible. As you move your spy around the room, the string will stretch and follow the spy. Position him in front of a closed door, watch for the flash then press FIRE to set the trap.

Once a trap is set, EITHER spy can set it off.

A time bomb will go off in 15 seconds once selected.

Any spy(s) in the room at the time of detonation will be zapped and will lose 7 seconds of actual time and 20 of 27 gameing seconds.

Unlike the other traps, the time bomb is not set off by searching so listen carefully for them.

Both spies gain points for each trap set off by the opposition.

Except for the time bomb, each trap has a disarming remedy.

As with traps, remedies may be carried from room to room, but except for items in the briefcase, spies may only carry one object.

Below is a table of traps and remedies.

TRAP	REMEDY	LOCATION OF REMEDY
Bomb	Water Bucket	Red fire box on L wall.
Spring	Wire Cutters	White tool box on R wall.
Water Bucket	Umbrella	Coat rack.
Gun & String	Scissors	First aid box on back wall.
Time Bomb	None	N/A.

TRAPULATOR

The Trapulator serves four basic functions.

You may use it to select booby traps, pinpoint your location, show time remaining and show your inventory.

Across the top of the Trapulator is the clock that shows you the time left until your plane takes off.

Below the clock are six buttons. On the first five are the selectable booby traps. However, the sixth button calls up a map of the embassy you are in.

The room your spy is in is the one that is blinking.

Rooms filled with a colour indicate that your spy has been in that room at least once. Any required inventory items are shown by a dot. The map does not tell you what item, or how many are in a particular room, just something you are looking for is there.

Finally, the Trapulator displays items that you have collected in your mission.

They are, left to right, passport, money, key and the secret plans.

Use the briefcase to hold all these items. Protect these at all costs as there are only ONE of each in any game.

If an item is found and you don't possess the briefcase, the item will be stored in the white satchel your spy is carrying and it will flash on the Trapulator.

The map does not show the position of the other spy, or the other floors of the embassy if there is one.

Some of the embassy buildings are two stories high. You may climb from floor to floor by using the ladders.

Holes in the floor are often hidden by carpets. To uncover them, use FIRE and use the joystick to move up or down.

If you enter a room with a ladder, you may activate it by moving within range and pressing FIRE. Pressing FIRE once will lower the ladder to ground level so your spy may climb up. Pressing FIRE again will raise the ladder back up.

If you enter a room with a rug, standing in range of it and pressing FIRE will lift the rug. Your spy may then climb down the ladder.

SPIA CONTRO SPIA

ISTRUZIONI DI CARICAMENTO

Premi contemporaneamente i tasti SHIFT e RUN/STOP.

Per i movimenti, usa il joystick e FUOCO.

Il Bianco usa la Porta 1

Il Nero usa la Porta 2

Run/Stop Pausa

F5 Ritorni alla videata Opzioni

TU SIE LA SPIA BIANCA . . .

Raccogli i quattro oggetti segreti insieme alla ventiquattrore, individua l'unica uscita e sali a bordo dell'aereo. Il tutto, nel tempo prestabilito. Per rendere le cose più complesse, il tuo equivalente ne campo nero è stato incaricato della stessa missione.

Per manipolare gli oggetti, mettili a portata di qualunque oggetto, poi premi FUOCO. Tutti gli oggetti in una stanza possono essere aperti e manipolati.

Sei sei sfortunato, attivi una trappola.

Per aprire le porte, vagli vicino, poi premi FUOCO.

Muovendosi nell'ambasciata, le spie possono selezionare una delle cinque trappole.

Per accedere al Trapulator, premi FUOCO due volte, poi sposta la freccia sulla trappola prescelta. Per selezionarla, premi FUOCO.

SPION GEGEN SPION

Ladeanweisungen

SHIFT und RUN/STOP gleichzeitig drücken.

Steuerung

Joystick für Bewegung und Feuer.

Weißer Spieler 1 — Port 1

Schwarzer Spieler 2 — Port 2

RUN/STOP — Pause

F5 — Zurück zum Optionsbildschirm

SIE SIND DER WEISSE SPION . . .

Sie müssen die 4 geheimen Gegenstände and eine Aktentasche zusammenholen, den einzigen Ausgang finden und in das Flugzeug steigen alles innerhalb der Zeitbegrenzung. Was die Sache kompliziert macht, is, daß Ihr Gegenspieler auf der schwarzen Seite mit genau derselben Mission auf den Weg geschickt worden ist . . .

Um einen Gegenstand zu manipulieren, nähern Sie sich ihm, bis sie in sein Umfeld kommen und drücken Sie Feuer. Alle Gegenstände in einem Raum lassen sich öffnen oder manipulieren.

Wenn Sie Pech haben, aktiviert ein Gegenstand eine Falle.

Um Türen zu öffnen, nähert man sich ihnen und drückt Feuer. Während die Spione durch die Botschaft gehen, können sie nach Belieben eine der fünf Fallen wählen.

Um Zugang zum 'Fallensteller' zu bekommen, drückt man zweimal Feuer und bringt den Pfeil zur gewünschten Falle. Um sie zu verwenden, drückt man Feuer.

OUT
NOW!

Cricket Captain

Spy vs Spy and MAD are registered trademarks of E.C. Publications Inc. Both are used with permission. Designed by Mike Riedel. Audio visual material copyrighted 1984, 1989 First Star Software Inc. All rights reserved.

