

SPY VS SPY

CONTROLS MOVEMENT

The rooms that you are in are 3 dimensional. If you move from room to room, you will notice that a Movement Status Indicator bar (located below your room) is scrolling from right to left and being updated with each new room that you have entered. These symbols can show you how to go back to where you've come from.

OBJECT MANIPULATION

First, move within range of any object (you will hear a short tone and see a flash). Then press the JOYSTICK button. Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you're not so lucky, it will activate a BOOBY TRAP, blowing you to smithereens....

OPENING DOORS

Again, move within a range of any closed door. Press the JOYSTICK button and the door will open.

KEYS AND THEIR FUNCTIONS

For the Commodore 64
A joystick is required.
However, some of the
keys are used as follows:

F5	Return to Option Screen
RUN/STOP	To pause game play
S	Press once to turn music off, again to turn it on.
SPACEBAR	Press to start game.

GAME ELEMENTS HAND-TO-HAND COMBAT

The combat mode exists only when both Spies are in the same room. SIMULVISION ends, and the Spy that entered the common room appears on the same screen as the Spy that was already there. Both Spies have the option of attacking, leaving, or avoiding the other Spy.

In the combat mode, Spies cannot search objects, or use the TRAPULATOR (no maps or traps). Doors, however, still work, and so do any traps that might be connected to them. If Spies are not within range of any object when pushing the JOYSTICK BUTTON, they will wield clubs with which they can hit the other Spy on the head or jab him in the stomach. To smash him on the head, the button is held down while the JOYSTICK is moved from the Up position to the Down position.

To jab, move the JOYSTICK from left to right. To move your Spy during combat, release the button and move as normal.

Hitting the other Spy weakens him, and about 7 solid blows are needed to "Kill" him. However, Spies will recover strength over a period of time. If a Spy is carrying anything when he enters a common room, the object is lost or hidden in the common room. Traps and remedies are lost, while inventory items and the briefcase are hidden somewhere in the room. The winner of the combat sequence can search the object out, and either regain or gain possession.

TIME

Both players start with equal time to travel the maze. However, there are several time penalties. You lose time when you set a booby-trap. When setting a trap, you will hear several beeps. This will tell you that the trap was properly set.

If you are a victim of a booby-trap or the loser in hand-to-hand combat the clock will continue to count down even though you are 'unconscious'. When time is about to run out the red button on top of the TRAPULATOR will flash and sound its warning.

BOOBY-TRAPS
(see Trap &
Remedy Chart)

As players move through the maze of rooms, they may select any of the five booby-traps. The booby-trap arsenal contains: 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 booby-trap that cannot be carried or neutralized! The Gun with a String and the Bucket of Water can only be attached to a closed door. All other traps may be placed behind or in anything found in any room.

Spies can carry traps in and out of rooms, placing them where they wish when they are ready. Booby-traps are depicted in black, while the remedies are shown in colour.

**TO PLACE &
SET A TRAP**

1. Press the JOYSTICK button....TWICE! You have just accessed the TRAPULATOR. Observe the large arrow.
2. Move the large arrow about the TRAPULATOR using the JOYSTICK OR KEYBOARD arrows.
3. Position the arrow over the booby-trap of your choice.
4. Press the JOYSTICK or if you are using the keyboard, the SPACEBAR. The booby-trap is now held by your Spy.
5. Position the SPY in front of the hiding place you have selected.
6. Watch for a brief flash in your Spy's room. This flash indicates the Spy is properly positioned.
7. Press the JOYSTICK/SPACEBAR. The booby-trap will disappear and you will hear the short 'beeps'. These indicate that the trap has been set AND that time is being deducted from the time remaining before your flight leaves.

REMEDIES
(See Trap &
Remedy Chart)

Except for the Time Bomb, each of the traps has a disarming remedy hidden throughout the maze. Each type of remedy is always hidden in the same type of location. For example, the scissors are used to disarm the Gun with a String. Scissors are only found in the First Aid Kits hanging on the back walls. As with traps, remedies can be picked up and carried from room to room. Spies can NOT carry more than one thing at a time except inside the briefcase.

BOOBY-TRAPS & REMEDIES

TRAP	SYMBOL	USEABLE	REMEDY	SYMBOL	LOCATION
Bomb		Everywhere EXCEPT with door	Water Bucket		Red Fire Box on Left Wall
Spring		Everywhere EXCEPT with door	Wire Cutters		White Tool Box on Right Wall
Water Bucket (elec- trification)		Door ONLY	Umbrella		Coat Rack
Gun with a String		Door ONLY	Scissors		First Aid Kit on Back wall
Time Bomb		ANYWHERE	None!	N/A	N/A

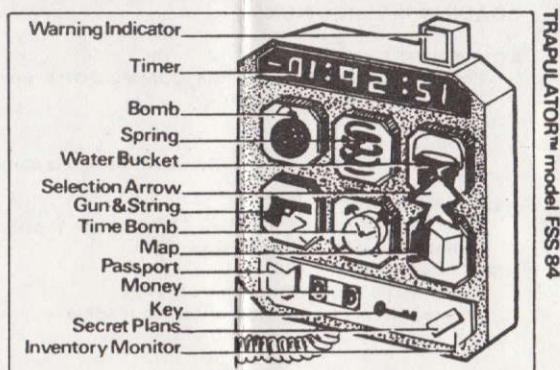
TRAPULATOR

Located to the right of each of the rooms is a calculator-like state of the art, Trapulator. It serves four basic functions. You can use it to SELECT BOOBY-TRAPS, pinpoint your LOCATION, gauge your TIME remaining and check INVENTORY.

Across the top of the Trapulator is a digital clock which indicates the time left until your plane takes off (with or without you)! Below the clock is 6 buttons. On the first 5, selectable booby-traps are indicated. However, the sixth button in the lower right-hand corner calls up a map of the embassy you have broken into.

The map will appear in the room that your Spy is occupying. The room your Spy is in will be one blinking on and off. Rooms filled in with a colour indicate that your Spy has been in that room at least once. Any required inventory items are represented by a dot. Finally the trapulator

displays items you have successfully collected as you are ready to escape. It also indicates if an item has been taken from you. The item will now appear on the opposition's Trapulator. Across the bottom, left to right, should be your passport, money, key and the secret plans.



INVENTORY

Your mission being to escape the embassy. Top Secret briefcase in hand, it is important to remember that all else is but a mere distraction. Before time runs out you must manage to find, fill, and keep the briefcase, locate the only exit and board your plane with ALL of the following: PASSPORT, travelling MONEY, the KEY and the secret PLANS.

LADDERS AND RUGS

If you enter a room with a ladder, you can activate it by moving within range and pressing the JOYSTICK button. Pressing the JOYSTICK button once will lower the ladder to ground level, enabling you to move your spy up the ladder to the upper floor. If you do not push your spy up the ladder but push the JOYSTICK button a second time, the ladder will raise back up. To climb up or down, tap your JOYSTICK once in the appropriate direction. The Spy will move by himself. Do NOT keep the JOYSTICK forward or back. If you enter a room with a rug, standing within range of the rug, pressing the JOYSTICK button will lift the rug and reveal a hole. Move your player over the hole and he will climb down the ladder to a lower floor. You can cover a hole by standing near it and again pressing the joystick button.

"BREAD CRUMBS"

You can re-trace your steps by using the small character indicators just below the front edge of your room. These guides (not available in the higher levels) actually point the way back to where you have just come from! The indicators and their meanings are as follows:

- > Take the door on the **RIGHT** to go back one room
- < Take the door on the **LEFT** to go back one room
- ↓ Take the door in the **FRONT** of the room to go back one room
- ↑ Take the door in the **BACK** of the room to go back one room
- Go **DOWN** the hole in the floor to go back one room
- ⌚ Go **UP** the ladder to go back one room

As many as 9 consecutive rooms can be thus remembered & indicated.

LOADING INSTRUCTIONS:

COMMODORE CASSETTE:

Press the RUN/STOP and the COMMODORE keys together.
Follow on screen instructions.

COMMODORE DISK:

Type LOAD "*" ,8,1

Program will run automatically when loading is complete.

AMSTRAD CASSETTE:

Press CONTROL and the small ENTER keys together.
Follow all on screen instructions.

AMSTRAD DISK:

Type - RUN "DISC" then press ENTER.

Program will run automatically when loading is complete.