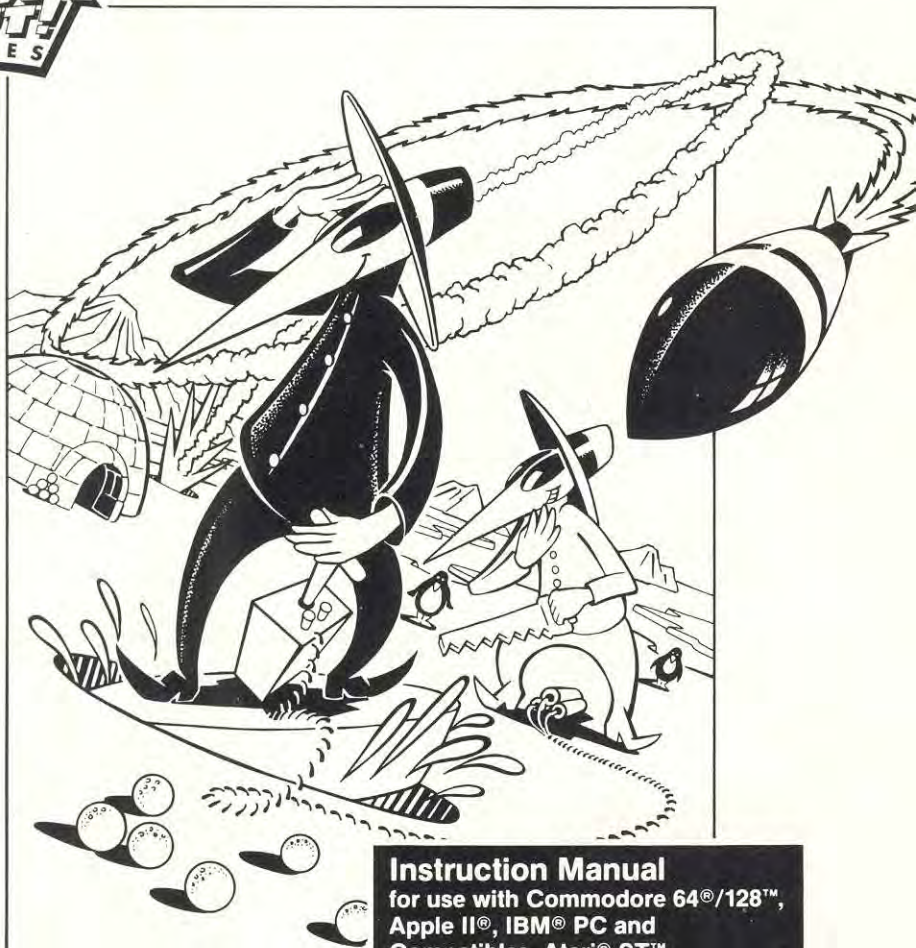


ARCTIC ANTICS™ SPY vs SPY III™

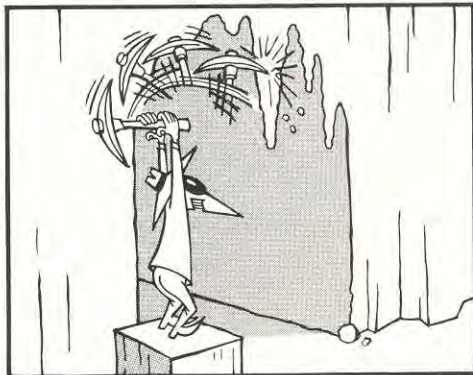
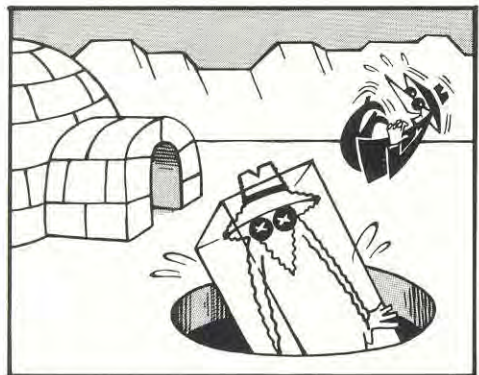
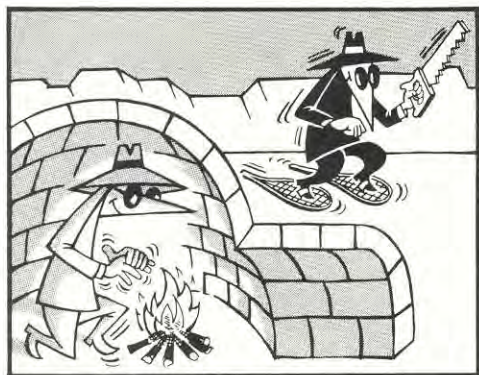
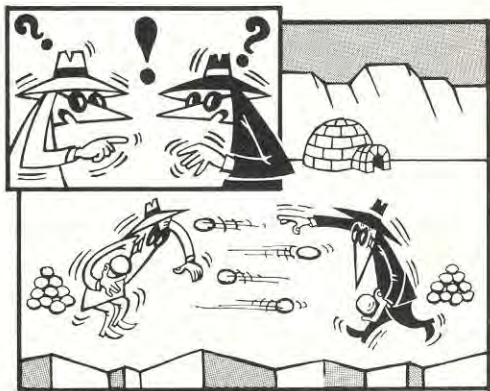
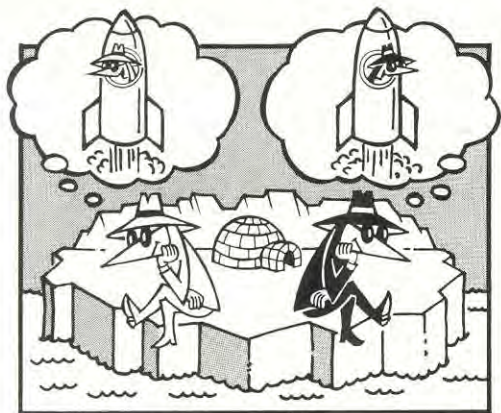
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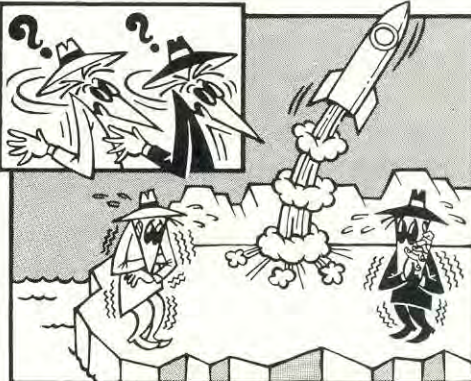
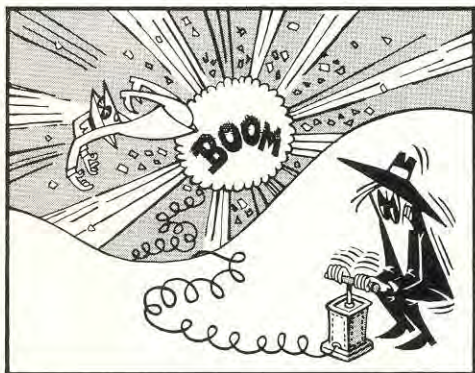
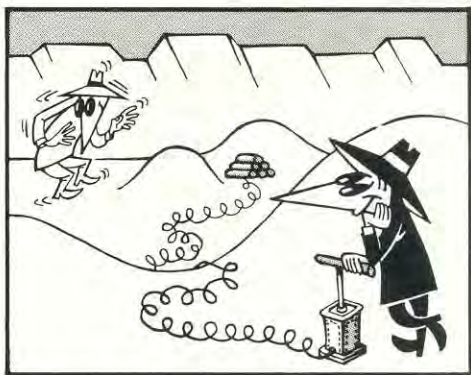
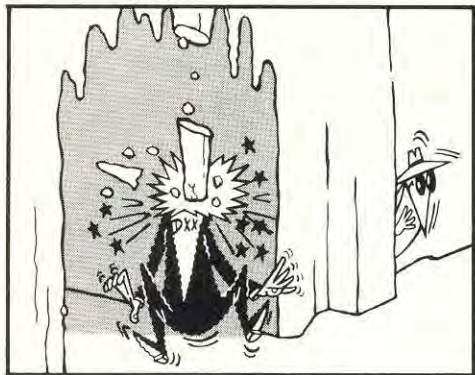
BYEPYX



Game Designed by First Star Software, Inc.

Instruction Manual
for use with Commodore 64®/128™,
Apple II®, IBM® PC and
Compatibles, Atari® ST™
and Atari 800 Computers™





OBJECTIVE

You're stranded on an iceberg island somewhere in the Arctic with your arch enemy. And the year's worst blizzard is headed straight toward you. There is only one way off the island -- in a rocket ship built for *one*.

In order to launch the rocket and make your escape, you'll first need to gather the following items: a *Punch Card*, *Gyroscope*, *Fuel Canister* and *Launch Briefcase*. Collect these hidden items, by fair means or foul, make your way to the launch site and leave your enemy behind to battle the arctic elements.

GETTING STARTED

For Commodore 64[®]/128[™]

- Set up your Commodore 64/128 computer as shown in the owner's manual. (**Note:** For Commodore 128, set system to C64 mode.)
- Turn ON your disk drive and computer.
- Plug your joystick into Port #2. (For 2-player games, plug the second joystick into Port #1.)
- Insert your **SPY VS. SPY III[™]**, **ARCTIC ANTICS[™]** disk into the disk drive, label side up, type **LOAD"*", 8, 1** and press **RETURN**.

With the **FAST LOAD[™]** Cartridge:

- Turn on the computer and disk drive
- Insert **Spy vs Spy III** into the disk drive, label side up.
- Press **C=** (Commodore) key and the **RUN/STOP** key to load the program.

For the Apple II[®] series

- Set up your Apple II computer as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual.

- Insert **SPY VS SPY III, ARCTIC ANTICS** into the disk drive, label side up.
- Turn the computer and disk drive ON.

For the IBM PC® and compatible computers

- Set up your IBM PC or compatible as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual.
- Insert your DOS disk into the disk drive (Drive A on a two drive system), and turn ON your computer.
- When DOS is loaded, insert the **SPY VS SPY III, ARCTIC ANTICS** disk into the drive, label side up.
- Type the Command **SPY3**.

For the Atari® ST™

- Set up your Atari ST computer as shown in the owner's manual.
- Plug your joystick into Port #2. If you are playing with two joysticks, remove the mouse cable and insert the second joystick. If you are using the keyboard, refer to the KEYBOARD COMMAND CARD for key controls.
- Insert the **SPY VS. SPY III, ARCTIC ANTICS** disk into drive A, label side up, metal end first.
- Turn ON the computer and the game will load automatically.

For the Atari® 800™

- Set up your Atari 800 as shown in the owner's manual.
- Plug in your joystick as shown in the owner's manual.
- Turn ON your disk drive and wait for the busy light to go off.
- Insert your **SPY VS. SPY III, ARCTIC ANTICS** disk into the disk drive.
- Turn the computer ON.

.....
● **IMPORTANT:** Please be aware that all commands listed in this
● manual are for the *Commodore 64/128* version of the program, but
● should be the same for most other systems. Please refer to your
● **KEYBOARD COMMAND CARD** for keyboard or other commands
● specific to your system.
.....

Selecting your Options

Once the program has finished loading, you'll see the *Options Screen*. With the joystick, move between the top and bottom screens. Highlight each of the following options and press the **FIRE BUTTON** to make the following selections:

- 1) **Top Screen:** The Size and Shape of the Iceberg Island
- 2) **Bottom Screen:**
 - Hidden or Revealed Rocket Launch Site
 - Number of Players (1 or 2 spies)
 - Difficulty Level (choose the computer's "intelligence" 1 = the lowest level, 5 = the highest level.)

STARTING

When all your options have been selected, highlight **GO!** and press the **FIRE BUTTON** to start the game. Pause at any point by pressing **RUN/STOP**. (Or refer to the **KEYBOARD COMMAND CARD** for key commands.)

Controlling your Spy

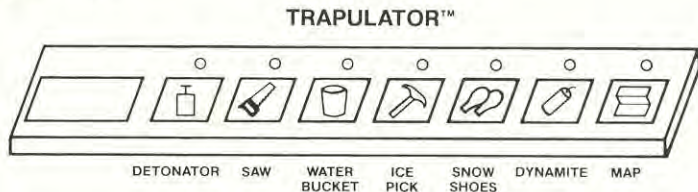
- Press the joystick **Right** to move Right
- Press the joystick **Left** to move Left
- Press the joystick **Up** to move Backward
- Press the joystick **Down** to move Forward

The iceberg is variable in size. When you move your spy to the extreme right or left, you will automatically “scroll” to the next screen. Also, by entering the doors in the background or foreground, you’ll be able to “scroll” vertically.

Picking Up / Dropping / Burying Objects

Move your spy over an object and press the **FIRE BUTTON** to pick up an object. To drop an object, move to the location you want to drop it and press the **FIRE BUTTON** again (this applies only to the escape items). To bury an object (hide it from your opponent), move to the location you want to bury it. Press the **FIRE BUTTON** to drop the object, and move the joystick in any direction **BEFORE** **RELEASING THE FIRE BUTTON** to bury it.

The Trapulator™



The Trapulator is the set of seven small windows below the view screen. In each window, you can see different items that you can use to help you get around and booby trap your enemy. When you find an object that is not in your trapulator (the light is not on) pick it up and press the **FIRE BUTTON**. Once an object is in your Trapulator, the light will turn on above its storage box.

Using Objects from the Trapulator

- 1) Press the **FIRE BUTTON** twice to access the Trapulator storage boxes. You must not be standing too close to any objects that can be picked up, or you will end up with that object instead of accessing the Trapulator.
- 2) Move the joystick right or left to select the desired item. (A bell will sound and you’ll see a blinking light every time you move.)
- 3) Press the **FIRE BUTTON** when the light above your choice is lit in order to select it.

- 4) Press the **FIRE BUTTON** while holding the object to return an object to the Trapulator.

Note: The *Punch Card*, *Gyroscope*, *Fuel Canister* and *Launch Briefcase* cannot be stored in the Trapulator. You must either hang on to them, or put them in a safe spot. You may even decide to bury or booby trap them to keep them out of your opponent's sight or possession.

Launch Briefcase

Normally a spy can only carry one item at a time unless he has the *Launch Briefcase*. With the briefcase, a spy can pick up and carry the other three necessary items. This makes the briefcase extremely valuable when trying to collect everything you need for your escape.

The large rectangle in the lower left-hand corner near your Trapulator shows you what items you have found. If you have gathered them in the *Launch Briefcase*, they will be flashing. If you have found them, but have them hidden in the snow, they will not be flashing.

In order to win the game, the *Launch Briefcase* must eventually contain the *Punch Card*, *Gyroscope*, and *Fuel Canister*. Other items, like picks, buckets and snowshoes, will be stored in the Trapulator.

Natural Hazards

Throughout the course of the game there are several natural hazards that you'll either have to avoid or endure. Here's what they are, and what to do about them.

Blizzard: The digital clock on the right side of the screen tells you when the game will end. "The Big Storm" will start before the clock runs out. When it does, it may be over for both spies, unless one can escape in the Rocket. When the storm does hit, you will move at an increasingly slower pace.

Thin Ice: Try to go around the patches of ice. If you fall through, they will slow you down and lower your body temperature.

Icy Water: If you manage to slip into the icy ocean, get out of it as fast as you can. Your body temperature will decrease as long as you are in the water. (**Note:** In the higher levels of the game, it may be necessary at times to jump in and swim to reach the opposite side of the island and the rocket. If that is the case, you must position yourself as close to the right or left, back edge of a cliff wall to jump into the ocean.)

Freezing to Death: When your temperature gets low (watch the thermometer on the left side of your screen), you should warm yourself by the fire inside of an igloo. If your body temperature falls to zero, the game is over for you.

Deep Snow: Certain sections of the iceberg have very deep snow. If you have your snow shoes on you'll be able to cross the deep snow without sinking.

Hanging Icicles: Icicles by themselves pose no threat, but if BOOBY TRAPPED by your opponent, they can fall on your head and knock you out.

BOOBY TRAPS

You can set *and* fall victim to BOOBY TRAPS. The following items are used:

Saws: used to cut holes in the ice.

Ice Picks: used to loosen hanging icicles.

Water Buckets: used to spill water on the snow to make icy patches.

Dynamite: used to blow up your opponent. You can set dynamite in two ways. Use it to booby trap an object. It will blow up if your enemy touches it, but you can move it again without harm. Or you can set off dynamite with your plunger from across the island. The White Spy may only use the white plunger to set off dynamite he has placed. The Black Spy may only use the black plunger to set off dynamite he has placed. Your opponent must be standing over the dynamite before you can set it off with your plunger.

Setting a Trap

- 1) Retrieve one of the items from the Trapulator.
- 2) Move your spy to the place you want to set the trap.

- 3) Hold down the **FIRE BUTTON** and move the joystick in any direction to set the trap. Be careful to remember where you set your traps or you may be the victim! (Dynamite is the only trap you can set on top of an object -- it will blow up your enemy, but not you.)

Reading the Map

This will help you locate the four necessary objects for escape, and your position on the iceberg island.

- 1) Press the **FIRE BUTTON** twice and select the Map.
- 2) The flashing quadrant is where you are located.
- 3) The dotted line shows the quadrants you've recently been in.
- 4) The small squares represent the required objects for launching the rocket. If there is more than one object in a quadrant, they will be represented as a single square.
- 5) To put the map away, press the **FIRE BUTTON** again.

Snow Ball Fight

- 1) Both spies must be in the same screen, (the other screen will blank-out.)
- 2) Get in position (avoid standing on ice), hold the **FIRE BUTTON**, press and hold the joystick in the direction of your enemy to throw continuous snow balls. To throw single snow balls, press and hold the **FIRE BUTTON** and press (then release) the joystick in your enemy's direction.

The End of the Game

The game ends automatically when the clock on the right side runs out. To end the game at any point, press **F5** (or see the **KEYBOARD COMMAND CARD**).

To Win the Game: Collect all four necessary items, find and enter the rocket hatch to make your escape from certain death on the arctic island.

You lose the game if your *enemy* finds the items and gets away on the rocket.

You also lose if you freeze to death or time runs out!

CREDITS

Game designed by **FIRST STAR SOFTWARE, Inc.** Published under agreement with **FIRST STAR SOFTWARE, Inc.** Licensing arranged by **International Computer Group.** Designed by **Richard M. Spitalny** and **Jim Nangano.** Programmed by **Jim Nangano** assisted by **Steve Alpert.** Music by **Nick Scarim.** Technical Assistance **Fernando Herrera** and **Tony Manso.** Apple, MS-DOS, and Atari ST conversions by **Sculptured Software.**

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