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CREDITS

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MAD
Magazine Company

SPY VS SPY

INSTRUCTION
MANUAL

KEMCO



3880 Wilbur Ave.
FIRST STAR SOFTWARE, INC.



THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM



NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
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INSTRUCTIONS

We want to thank you for buying the "SPY vs SPY GAME," produced by NEMCO. Before you play the game, please read the instructions carefully. Also please keep them where you can refer to them.

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

- 1 This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
- 2 Never touch the terminals with your bare hands or get them wet. It could cause damage.
- 3 Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
- 4 If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

USER'S GUIDE TO
MAD
MAGAZINE'S OFFICIAL

SPY VS SPY

FOR THE Nintendo Game Boy™ ADVANCE™ SYSTEM

Mission Objective

Your mission is to escape the embassy. You need briefcase in hand. Before time runs out, you must find, fix and escape the briefcase. Escape the only exit and board your plane with all of the following: Passport, Bag of Money, Key and several Papers.



Game Options

After the SPY vs SPY title screen appears you can either watch the introductory demonstration game or select the Game Option screen. If you do not want to watch the intro, press the **START BUTTON** on the **PLAYER 1** Controller to see the option screen. From the Game Option screen you can select:

- **TRAINING** (This is a simplified version of the game. In the **TRAINING** mode, a spy needs only to collect the briefcase and a single item, (i.e. money or key, etc.)
- **VS COM** (This option permits a user to play against the computer controlled spy)
- **VS PLAYER** (This is the two player option in which users play against each other. The WHITE SPY uses **CONTROLLER #1**. BLACK SPY uses **CONTROLLER #2**.)
- **LEVEL** (Using **PLAYER 1's** controller, any of the 8 game levels can be selected. The levels progress in order of difficulty. The higher the level, the greater the number of rooms in the embassy. Also, as the levels progress, a second floor is added to the building and sometimes parts of the first floor can only be reached by traversing on the second floor. The amount of time for each game is different on each level.)
(See notes regarding **GAME LEVELS** and **SPY (MAGAZINE)**.)



Starting

Once they can enter the **SELECT BUTTON** or the **UP/DOWN** commands on the **DIRECTION KEY** to select between **TRAINING**, **VS COM**, **VS PLAYER**. You must use the **LEFT/RIGHT** commands on the **DIRECTION KEY** to select among the 3 **LEVELS**.

Once the game is set as you desire, press the **PLAYER 1** controller's **START BUTTON**. You will then see the main screen. At the top, the floor plan or map of the entrance will be shown. On levels with two floors, a second map will be depicted. To the left of the map will be written either **1F** or **2F** which indicates whether the first or second floor's map is being shown. Below the maps the level of game play selected (**1** to **5**) is indicated.

Controls

MOVEMENT: The rooms that appear in are three dimensional. Using the **DIRECTION KEY** pushing the **UP** command will move you towards the rear of the room. Pushing the **DOWN** command will bring you towards the front. Using **LEFT/RIGHT** command's will move you left or right.

CONTROLS (CONTINUED)

OBJECT MANIPULATION: Objects you can interact with on the screen include: furniture, pictures on the walls, coat racks, doors, other wall-mounted items, lockers and trap doors. To manipulate an object, first move within range, using the **DIRECTION KEY**. It is very important to make sure that you are **FACING** the object. Next, if you are properly positioned, press the **"A" BUTTON**, at the time the door will open/close or the object will wobble/move.

Any object found within a room can be opened or filled and may reveal one of the hidden items you are looking for. If you are not so lucky, it will activate a **BOOM!** (TRAP) message in the furniture or behind pictures you may find such items as the key, antiques, etc. Traps are sometimes hidden as well. If you try to hide an object you are carrying in a piece of furniture and find that you can not leave the item, it means that another item is already hidden there.

When you find the key, money, passport or travel paper, a bag will appear in your spy's hand. At the same time, a picture of what he is carrying will appear in the **INVENTORY** window. The inventory window is the white square positioned to the right of the screen and just below your spy's **POWER INDICATOR BAR**. A spy can carry only one object at a time **UNLESS** he is carrying the briefcase. With the briefcase, the spy can carry all of the required objects. The briefcase is not indicated in the **INVENTORY** window. If you finish, the briefcase itself will appear in your spy's hand and you can carry it about. You can carry single items or the briefcase (with or without objects in it) from room to room.

(see the section entitled **HAND TO HAND COMBAT** for additional information)

How to use the techniques

Direction Key

- Use to select "Character", "VS COM" or "VS PLAYER" before starting game. Use the UP/DOWN commands.
- Use to select the difficulty level (1 to 5). Use the LEFT/RIGHT commands.
- Use to position your eye in the room. Use the UP/DOWN commands to go to the BACK/FRONT of a room.
- Use the LEFT/RIGHT to move left or right in the room.
- Use to go up or down a ladder between floors. (Only after the "B" button has been used to lower the ladder.)



Select Button

- Use to end the title screen.
- Use to select "Character", "VS COM" or "VS PLAYER" (Can be used instead of the Directional Key)

Action

- Use to select BOUNTY TRAP (There are 4 types, see instructions for "Setting Bounty Trap")
 - 1st = Dynamic
 - 2nd = Slow Spring
 - 3rd = Water Bucket
 - 4th = Trap Mine
- Use to select and use the CHAIR/STOOL trap
 - 1st press = Trap Map
 - 2nd press = Game Screen

Start Button

- Use to START the game.
- Press during game play to PAUSE the game. (This is good to use when studying the map.)
- Press again to restart game.

A Button

- This is the ACTION button. Use it to:
 - OPEN/CLOSE doors
 - PLACE and SET traps
 - PUSH or use WEAPON
 - COLLECTING/PLACING items by moving furniture or pictures
 - COLLECT a REMEDY to protect your self from setting off a BOUNTY TRAP
 - RAISE/LOWER ladder
 - OPEN/CLOSE trap door





Game Elements

END ROOM™: In this unique, split-screen layout, the TOP half monitors the actions of the WHITE SPY, the BOTTOM half depicts the BLACK SPY which is either player 2 or the computer.



EMULAP™: When the clock is running, we didn't think it was fair to make players need to take turns. So, while Emulap™ (from both spies) activities take place out in the open, the challenge becomes watching and remembering what the other spy does while you go about your business. Emulap™ allows players to engage in hand-to-hand combat, plant bombs, traps, cheat each other and generally get in the way.



HAND-TO-HAND COMBAT: The combat mode exists only when both spies are in the same room. When this happens, the spy that entered the common room appears on the same screen as the spy that was already there. If a spy is carrying anything when he enters a common room, the object is hidden in the common room. The winner of the combat sequence can search the room during the time the opponent remains knocked out and will take possession of the items his opponent was carrying. Both spies have the option of attacking, leaving or avoiding the other spy.

In the combat mode spies cannot search for objects, use the trap or set traps. However, doors, ladders and trap doors will work and so will any traps that might have been set. Use the "A" **BUTTON** to fight. If you have collected a hidden weapon prior to engaging in combat then you will automatically use this weapon in the combat mode. The first spy to find a hidden weapon will keep it for the entire game. Remember, an armed spy is more deadly than an unarmed spy. Consider this when you are deciding whether to fight or not.



STAND-TO-READY CONTROLS

Each time a spy is hit, he is weakened. Watch to make sure your spies are landing. Once hit, a spy will double over at pain. Watch your POSITION INDICATOR BAR. It starts with full power. As you weaken, the BAR is replaced with BLUE. If all your spies turn red, you will disappear from the screen for 10 seconds and you will lose 10 seconds of game time from your spy's clock. While you are out of the game for 10 seconds, the other spy is free to continue the game without you!

When your power indicator gets low, one way to recover it is to set off a landing trap or poison. You will lose 10 seconds of play, but you will return with fully recharged power!

TIME: Both players start the game with the same amount of time. The time limit changes from level to level. As a warning that time is running out, the background music will change.

To pause the game, press the **START BUTTON**. Press it again to restart.

TRAP TRAPS: As players move through the maze of rooms, they may set off any of the five landing traps. The landing trap arsenal contains: Dynamic Bombs, Giant Springs, Buckets of Blood, and Time Bombs. All of the landing traps EXCEPT the TIME BOMB must be placed in the appropriate locations about the rooms. BUCKETS OF BLOOD must be placed at CLIMBING EXITS and the SPRINGS and DYNAMIC BOMBS must be placed either in FURNITURE or in BEHIND PICTURES.

Sometimes, a landing trap will be found in the entrance that was set by another player BEFORE the game started. Both spies need to watch out for these.





Setting Booby-Traps

To select a booby-trap from your arsenal press the **"B" BUTTON** as follows:

- **ONCE** to select the **DYNAMITE BOMB**
- **TWICE** to select the **GIANT SPRING**
- **THREE TIMES** to select the **BUCKET OF WATER**
- **FOUR TIMES** to select the **TIME BOMB**



The booby-traps will appear in your egg's hands as you press the **"B" BUTTON** and any animal you were carrying will be automatically hidden in that room. When the trap you desire is selected, you can carry it from room to room or to the desired location in a given room. Refer to the **BOOBY-TRAP & REMEDIES** chart to find where to set traps and how to protect yourself from them. For ALL traps, when you are ready to set them in place, simply press the **"A" BUTTON**.

If you change your mind and do not want to set a trap, press the **"B" BUTTON** for the **ESC** and then **ESC** once. After the **ESC** press you will return to the game screen.

REMEDIES: EXCEPT for the **TIME BOMB**, each of the traps has a blue ring remedy hidden throughout the rooms. Each type is always hidden in the same type of location. For example, the remedy is used as a protection from **WATER BUCKETS** attached to the tops of closed doors. Remedies are always found on the **COAT RACK**. As with traps, remedies can be picked up and carried from room to room. Remedies can be used over and over again, but you must collect them each time you want to use them. Use the **WIRE CUTTERS** to destroy the **SPRING** and the **WATER BUCKET** to protect yourself from **DYNAMITE**. Refer to the **BOOBY-TRAP & REMEDIES** chart for details.



Booby-Traps & Remedies

TRAP	SYMBOL	REPAIR	REPAIR	SYMBOL	LOCATION
Fire		REPAIR	REPAIR		1F 2F
Fire		REPAIR	REPAIR		1F 2F
High Ceiling		REPAIR	REPAIR		1F
Low Ceiling		REPAIR	REPAIR		1F

EXIT: There is only ONE way out of each embassy building. The exit door is marked with the picture of an EXIT DOOR. You can not leave without all of the required items in the checklist. The security guard will see to that!



SECRET PAPER



KEY



MONEY



PERSON

SPULVEIS ERHÅSSE: Some of the buildings are two stories high. Your spy can climb from floor to floor by using the ladders. Floors in the floors are often hidden with trap doors. Use the "A" BUTTON to OPEN/CLOSE TRAP DOORS and WALK DOWN the LADDERS. Use only the UP command on the DIRECTION KEY to climb when UP and/or DOWN.

FLOOR PLAN MAPS: By pressing the **"B" BUTTON 3 TIMES**, you can access the embassy's floor plan. By reviewing the map you can learn your location and that of the other spy in the building as well as the locations of required objects and hidden traps. There is full one-to-one play and that is that because of **THE SCHEM** are not indicated on the map.



The only way to tell where a **THE SCHEM** is required is to watch the upper floor. If a spy enters a room back-trapped with a **THE SCHEM**, his face will turn **BLACK**. If that spy does not exit that room in 2 seconds...he will be blown to smithereens!

In the map mode, a "room" with a small **YELLOW** square in the center has a hidden trap set in it. A "room" with a small **BLACK** square or **BLACK** circle in the center has at least one of the required objects hidden in it. **SCORE** (from **ONE OBJECT**) can be **INCREASED** in a **ROOM**. By monitoring the floor **SQUARES** or floor **CIRCLES** will help you keep track of objects that have been moved from room to room. The large **WHITE** or **BLACK** squares indicate the locations of the **WHITE** and **BLACK** spies.

To access the map and return to the game's action, press the **"B" BUTTON** a 4th **TIME**. Remember, the other spy can go about his business while you are looking at your map!

Game Levels & Spy Ranking

LEVEL	NUMBER OF ROOMS	THE SPY RANK	THE 1st SPY	THE 2nd SPY
1	8 rooms	1000 to 1200	1000 to 1200	Less than 30 seconds
2	8 rooms	1200 to 1400	1200 to 1400	Less than 30 seconds
3	7 rooms	1400 to 1600	1400 to 1600	Less than 45 seconds
4	18 rooms	1600 to 1800	1600 to 1800	Less than 1 min. 30 secs.
5	18 rooms	1800 to 2000	1800 to 2000	Less than 2 min. 30 secs.
6	18 rooms	2000 to 2200	2000 to 2200	Less than 3 minutes
7	28 rooms	2200 to 2400	2200 to 2400	Less than 4 min. 30 secs.
8	28 rooms	2400 to 2600	2400 to 2600	Less than 5 min. 30 secs.

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