

SPY HUNTER®

LOADING INSTRUCTIONS

SPECTRUM 48/128 + 2 CASSETTE

Type **LOAD** "" and press **RETURN**. Press **PLAY** on your cassette recorder.

Keyboard/Joystick Control

KEYBOARD CONTROL

User defined key – see main menu.

JOYSTICK CONTROL

Compatible with a variety of joystick interfaces.

Without use of **FIRE** button, movements are:

UP – Forward, up the screen, accelerating to maximum speed.

LEFT & RIGHT – Moves vehicle to left and right.

DOWN – Down the screen, decelerating until car stops.

FIRE button initiates weapons systems selection.

The joystick movements below select and discharge particular weapons, if collected, but do not control vehicle direction of speed until **FIRE** button is released.

UP/DOWN + LEFT/RIGHT – Machine gun, or Rocket if it has been collected and helicopter is in close proximity of Spy Hunter Car.

MIDDLE – Waits for weapons choice.

LEFT – Oil Slick.

RIGHT – Smoke Screen.

HOW TO PLAY

SCREEN AND GAME PLAY

Your Spy Hunter adventure game starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out of the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls over to the road shoulder to let the new Spy Car roll out of the back onto the road for more action. If you have no remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically become amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents.

There is also a stretch of bridges and a stretch of Icy Road in other screens.

WEAPONS

A Weapons Van appears on the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

ENEMY AGENTS

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry. They are:



The Road Lord (bulletproof)
Must be rammed off the road by Spy Car.



Switch Blade
Extended buzz-saw hubcaps to slash cars.



Barrel Dumper
Dumps barrels in water ahead of Spy Boat



The Enforcer
Fires a shotgun.



The Copter (Mad Bomber)
Drops bombs onto Spy Car.



Doctor Torpedo
Fires torpedoes at Spy Boat

Running off the road or running into a screen boundary at any time will also cost you a Spy Car.

SCORING

You will lose points if you destroy any of the innocent civilian vehicles.

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the score adds up.

Travelling on the water	15 points every $\frac{1}{4}$ of screen
Travelling on the road	25 points every $\frac{1}{4}$ of screen

If you destroy:

The Road Lord	150 points
Switch Blade	150 points
The Enforcer	500 points
The Copter (Mad Bomber)	700 points
Barrel Dumper	150 points
Doctor Torpedo	500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1,500 points.

SPYHUNTER™

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