

BEYOND

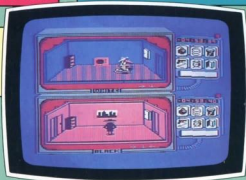
CHALLENGING SOFTWARE

THE FIRST SPY vs SPY COMPUTER GAME!

FOR ONE OR TWO PLAYERS,
PLAYING SIMULTANEOUSLY.

A UNIQUE SPLIT-SCREEN LAY-OUT
WHICH ALLOWS BOTH PLAYERS TO
PLAY INDEPENDENTLY.

OUTSTANDING
HIGH-RESOLUTION
CHARACTER
ANIMATION.



MAD® Magazine's
first official computer game.



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No need to wait your turn as you guide the white and black Spies through the inter-connecting rooms of the foreign embassy. You'll need to keep one eye on your opponent, though, as you set (and defuse) a variety of booby traps, engage in club to club combat and frantically search for the Top Secret Briefcase; but don't forget to collect your passport, secret plans, money and a key which must be obtained in order to escape before your plane takes off.



BEYOND

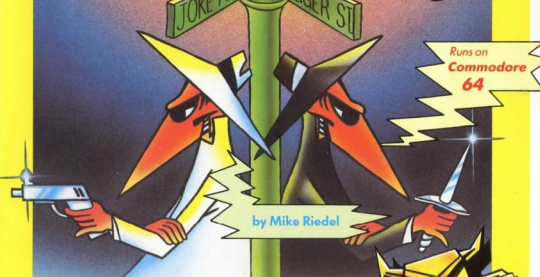
CHALLENGING SOFTWARE

Features
SIMULVISION™

SPY VS SPY

TM

Runs on
**Commodore
64**



by Mike Riedel

Published under licence from
**FIRST
STAR**
SOFTWARE INC.™
in affiliation with Warner Software, Inc.



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Welcome to the MAD world of **SPY vs SPY**. This game invites you to pick up a joystick and just play and you will quickly appreciate what is going on. The strategies and tactics come later.

This booklet will help you to get to grips with some of the tactics and includes some important knowledge. If, however, you are only a booklet browser, then the parts of the index marked in **Bold** will be enough for you to get a quick outline of the game.

Credits

Author **Mike Riedel**

Game concept **First Star Software, Inc.**

Project Directors **Paul Hodara, Fernando Herrera.**

Cover art **Walter Guslawski**

Based on the SPY vs SPY characters created by **Antonio Prohias.**

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Introduction

Created by Antonio Prohias, the secret agents dressed in black and white first appeared in **MAD**® magazine in 1960. Their antics as they battle for supremacy over one another, have been enjoyed by millions in paperback as well, since 1972.

Beyond Software is proud to introduce the first official **SPY vs SPY** computer game.

The game can be tackled by two players – one seeking to outwit the other – or one player against a computer-controlled agent. Both appear on the screen independently and both play simultaneously, planting booby traps, engaging in battles with their clubs when in the same room, chasing one another and generally getting in the way as much as possible.

An adventure with a real live opponent out to thwart your every plan and initiate your very destruction.

The ultimate action strategy game, **SPY vs SPY** introduces two new computer game features to help you make the most of the MADcap action.

Simulvision utilizes a revolutionary split-screen display depicting both players' activities simultaneously. Even when playing alone against the computer, you can see what he is up to.

Simulplay lets both players play simultaneously. There's no need to wait your turn as you travel throughout the randomly generated maze of interconnecting rooms. The search goes on for the Top-Secret briefcase and both spies must keep a weather eye on what their opponent is up to, while planning and dashing around themselves.

Loading Instructions

Press SHIFT and RUN/STOP on the keyboard and press PLAY on your recorder. Plug joystick in port 2 for the one-player game. A second joystick is needed for the two player version. Disk users should type LOAD ":", 8, 1 and press RETURN.

Game Options

When SPY vs SPY has finished loading into your computer, you will be presented with the OPTION screen.

Located inside the top room you will be able to select and modify the following options:

1. Number of players.
2. Difficulty level.
3. 'Intelligence Quotient' of the computer (one player version only).
4. Airport exit revealed or hidden until the end.

With your Joystick, move your cursor, up or down, to any of the options. By moving your Joystick right or left you can select one or two player mode, difficulty level, and I.Q. of the computer (only available in one player mode).

Once your selections have been made, the **SPACEBAR** or **JOYSTICK** button will begin the game.

Controls

Movement

The rooms that you are in are 3 dimensional. Pushing the **JOYSTICK** forward will move you towards the rear of the room. Pulling the **JOYSTICK** back will bring you towards the front. Moving the **JOYSTICK** right or left will move you right or left. 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. For example, if you move one room to the right and two rooms back, you will see, reading from right to left, two "down" arrows and one "left" arrow. To find your way back, follow the arrows reading from right to left. As you move, your Movement Indicator will scroll from left to right, deleting each arrow until you return to the room in which you started. See "Bread Crumbs".

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.

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.

SPACE BAR Press to start game.

Game Elements

Simulvision

The top half of the screen monitors the actions of the White Spy, the bottom half depicts the Black Spy (either player two or the computer). The activities of both Spies are revealed to both players in the rooms shown on the left side of the screen. The right side is reserved for the Trapulator and its six icons.

Simulplay

With the clock running at all times, we didn't think it was fair to make players wait to take turns. So, Simulplay.

Since both Spies' activities take place out in the open, the challenge includes watching and remembering what the other Spy does while you go about your business.

Game Objective

The ultimate objective is to escape from the embassy with the Top Secret Briefcase with your passport, money, secret plans and the key. If this complete victory is not possible before your time runs out your Spy will content himself by out-scoring his rival.

Hand-to-Hand Combat

When both Spies enter a common room, they will have the option of attacking the other player. Moving to within a few steps of the other player signifies an attack. At this point, with only one of the two **SIMULVISION** screens active, the Spies wield clubs and the players use the joystick or keyboard arrows to control both Spy and club, attempting to land several solid blows to the other Spy's body or head. If either Spy had the briefcase when this confrontation began, the winner can now grab it and run.

In the combat mode, Spies cannot search objects, or use the **Trapulator** (no map 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 (swinging the club downward). To jab, move the **JOYSTICK** from left to right (or right to left, depending on which way the Spy is facing). When the **JOYSTICK** button is first pushed down, the Spy will automatically face his opponent, regardless of which way he was facing or moving. 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, depending on the type of object. 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.

Note:

At the beginning of each new game, both Spies will start out in the same room only a few steps from each other. So keep your guard up.

Time

Both players start with equal time to travel the maze, collect required objects, search for the briefcase and exit the embassy before their plane takes off.

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 and it reminds you to watch your Trapulator, which will be deducting the appropriate time.

Also, if you are the victim of a booby-trap or the loser in a bout of hand-to-hand combat the clock will continue to count down even though you

are 'unconscious'. These losses of time can never be regained.

Both players can never run out of time at the same time. Therefore, one player will outlive the other. The surviving player will continue his search for the briefcase, required objects and the exit. If you are playing against the computer and the computer has time remaining, you can abort the mission by pressing F5. Even after your Spy's demise, the traps he has set remain. The game is by no means over just because one player's time has run out.

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 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 and set a trap:

1. Press the **JOYSTICK** button or **SPACEBAR**... TWICE! You have just accessed the TRAPULATOR. Observe the large green arrow.
 2. Move the 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/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, white 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 3 short 'beeps'. These indicate that the trap has been set AND that time is being deducted from the time remaining before your flight leaves.
- In the case of the Gun with a String trap, the gun is placed anywhere except a door. As you move your Spy about the room, the string will stretch and follow the Spy. Position him in front of a closed door, watch for the flash, press the **JOYSTICK/SPACEBAR** and the trap is set.










Once a trap has been 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. Unlike other traps, the Time Bomb is not set off by the searching of the Spies. Listen carefully for them. They come in handy if you are being chased. The unfortunate Spy will lose 7 seconds of actual time. Also, 20 seconds will be deducted from his game time, for a total penalty of 27 gaming seconds. The other player will be awarded points for each trap set off by the opposition. If the boobytrappee had been in possession of the briefcase, the other Spy can use this time to attempt to locate the victim and grab the briefcase.

To add insult to injury, when a player sets off a trap, he gets zapped while the other Spy laughs hysterically.

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 kit's 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

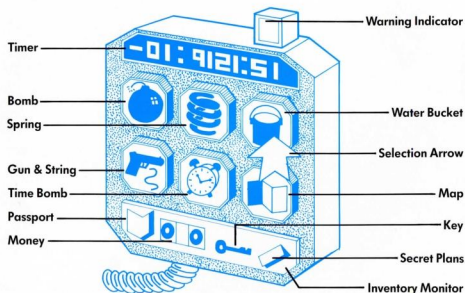
TRAP	SYMBOL	USEABLE	REMEDY	SYMBOL	LOCATION
Bomb		Everywhere EXCEPT with door	Water Bucket		Red Fire Box on Left Wall
Spring		Everywhere EXCEPT with door	Wire Cutters		White Tool Box on Right Wall
Water Bucket (electrification)		Door ONLY	Umbrella		Coat Rack
Gun with a String		Door ONLY	Scissors		First 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, 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 are six buttons. On the first five, 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 was occupying at the time the map was requested. The room your Spy is in will be the 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 not yet collected are represented by a dot. The map does NOT tell you what item is in a particular room, just that something you are looking for is there. Finally, the Trapulator displays items you have successfully collected as you ready your escape. Across the bottom should be your passport, secret plans, money and a key. The map does NOT show the location of the other Spy, nor does it reveal anything about the second floor of the embassy (if there is one).



Inventory

Your mission being to escape the opposition's 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 and keep the briefcase, locate the only exit and board your plane with ALL of the following: **PASSPORT**, travelling **MONEY**, the secret **PLANS** and the **KEY**.

It is helpful to know that these items are never found in any of the remedy locations. Use the briefcase to hold all these items. Carry them with you or hide them. There is only one of each in any game. Protect the briefcase at all costs.

If an item is found and you do not possess the briefcase your spy will be carrying a white satchel and the item contained will be flashing on the Trapulator.

Exit

There is only one way out of each embassy building. The exit door is marked. You can NOT leave without all of the required inventory, the airport security guard will see to that!

Split Level Embassies

Some of the embassy buildings are two stories high. Your Spy can climb from floor to floor by using the ladders. Holes in the floors are often hidden by carpets. Use the **JOYSTICK** or **SPACEBAR** to cover/uncover such an opening. Use the **JOYSTICK** or **KEYBOARD ARROWS** to move up or down.

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 the 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 exactly 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 rooms can be thus remembered & indicated.

Scoring

Points are awarded or deducted for the following:

- +80 winning at Hand to Hand
- 20 losing at Hand to Hand
- +30 for placing a Booby Trap
- 80 for being the victim of a trap or airport security guard's boot
- +60 only for stealing other player's inventory item
- 70 calling up the help MAP
- +40 using a remedy successfully

Ranking

At the conclusion of each game, players will be awarded the title or rank they have earned. Bonus points and time penalties are calculated by the computer. Rather than indicate a numeric score, you will "get ranked".

Other games for the Commodore 64 — from Beyond

Aztec

Unearth the Golden Idol from a long-lost South American Aztec Temple. Macabre monsters and cunning traps await your explorer as he walks, crawls, jumps and fights his way through the brilliantly-animated action. Voted best Action/Adventure game in the U.S.

Mr Robot

Guide Mr. Robot through 22 fiendish courses with incredible features and amazing antics. Then create your own screen game design with the simple to use Robot Factory and test it out on your friends... Up the escalator, over the treadmill, jump to the energizer token and destroy the Alienfire, ignite the bomb and into the transporter...

Ankh

Launch your Mindprobe into the unfathomable "Metareal" world of Ankh. Where logic works but doesn't rule and where every portal is a challenge to be probed, pushed and finally persuaded to reveal a treasure, a tool or a new mystery.

All the above retail at £8.95 on cassette and £11.95 on disc.

PSI Warrior

Animation like you always longed for on your computer. The Psi Warrior allows the kind of control you have never been able to exercise on a computer character before as he weaves in and out of a 3D background on his hover mat. We challenge you to find your way down to the bottom of the Psi creatures' silo and take on The Source. £9.95 on cassette.

Psytron

The No. 1 Spectrum chart-topper is now available on the 64. The Psytron is in sole charge of the colony on Betula 5. When the attack comes it will cope with defensive demands which will leave a human brain unhinged, computer circuits scrambled. Arcade standard graphics and action combine with strategy and tactics to keep you occupied for months: Tracking down alien saboteurs in the base, fighting off the alien space craft, ordering supplies from your besieged ships, sending out repair crews. £7.95 on cassette.

All prices include P&P

Send a written order and a cheque for any of the above games to: Beyond, Competition House, Farndon Road, Market Harborough Leics. LE16 9NR. Barclaycard and Access card orders should be phoned through on 0858 34567.

Take a step into the Beyond

Go **Beyond** the games ideas offered by the rest of the games market. Enter a world peopled by truly marvellous games ideas — some available now, others ready soon, some still at the planning stage.

Beyond is putting the accent firmly on originality. We'll only bring out games that take you where no-one has taken you before.

A host of brand new ideas presented with care and attention to detail. Games that will offer a challenge which lasts for months rather than minutes.

Just fill in the card below with your name and address and post it (in a sealed envelope) to **Beyond**, Competition House, Farndon Road, Market Harborough, Leics. LE16 9NR.

We will then keep you informed of new releases for your computer, **Beyond** competitions and special offers.

Please add your comments on this game and let us know your best achievement so far.

Name: _____

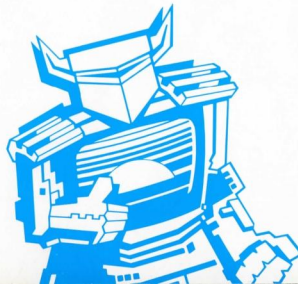
Address: _____

Please keep me informed about new releases for the _____ microcomputers.

Comments: _____

_____ Best score so far: _____

If you want to Enter the **Beyond** but do not want to cut up the booklet, take a photocopy of this page and fill it in.



SPY vs SPY

AMSTRAD SUPPLEMENTARY INSTRUCTIONS

Loading from cassette: press CTRL and the small ENTER key.

Loading from diskette: type RUN"DISC and press the ENTER key.

Gameplay is as described in the booklet with the exception that breadcrumbs are not included.

Joystick and Keyboard control options are shown on the game menu screen.

ATARI SUPPLEMENTARY INSTRUCTIONS

Spy vs Spy is not compatible with the XL/XE series.

Loading from cassette: remove any cartridges, hold down START key and turn on computer. When the message appears on the screen requesting that the START key be pressed when ready, zeroise the tape counter and press START. Subsequently when each game is finished and the press START prompt appears, rewind the tape to zero on the counter, press PLAY and then press START.

Loading from diskette: insert game diskette, remove any cartridges and turn on computer. Leave diskette in disk drive.

Gameplay is as described in the booklet.

Joystick and keyboard control options are shown on the game menu screen.