

# BEYOND

CHALLENGING SOFTWARE

FEATURES SIMULVISION™

And SIMULPLAY™

VS

THE  
ISLAND  
CAPER



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# SPY vs SPY™ THE ISLAND CAPER

## Index

Credits	2
Guarantee	2
Introduction	3
<b>Game Objective</b>	3
Loading instructions	3
The Play Screen	4
<b>The Trapulator</b>	5
<b>The Traps</b>	6-7
Natural Hazards	8
Death or the End of the Game	9
<b>Official Hints &amp; Tips</b>	10

## Credits

Game concept by First Star Software Inc. and Mike Riedel. Project directors Paul Hodara and Richard M. Spitalny. Technical assistance from Jim Nangano and Fernando Herrera. Based on the Spy vs Spy characters created by Antonio Prohias. Licenced in conjunction with International Computer Group.

## Guarantee

If this tape or disk fails to load it will be replaced free of charge, if returned with details and proof of purchase. Send the cassette or disk ONLY to Beyond, 3rd Floor, Lector Court, 151 Farringdon Road, LONDON EC1R 3AD.

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## Introduction

Spy vs Spy: The Island Caper, is the sequel to First Star's best selling MAD Magazine's Official Spy vs Spy Computer Game. It combines cartoon style animation with a desperate, race-against-time, scenario. And it allows both players to play at the same time on the same screen display!

The Black and White spies were created by Antonio Prohias and first appeared in MAD magazine in 1960. Their absurd antics have been enjoyed by millions in paperback as well since 1972.

**Simulvision (TM):** Provides a revolutionary split-screen display. Both players activities are portrayed at the same time.

**Simulplay (TM):** Allows both players to play at the same time. There's no need to wait your turn.

## Game Contents

One rules booklet plus one cassette or disk.

## Note

You can play Spy vs Spy: The Island Caper by yourself, against the computer or against a friend. When two humans play you will need two joysticks.

## Game Objective

Spy island is a deserted tropical paradise. It's also the place where the top secret XJ4½ missile crash-landed. Your mission is to locate the three parts of the missile, assemble it, then escape from the island via a submarine.

Sounds easy doesn't it? Unfortunately for you, the island is dominated by an active volcano on the verge of an eruption. The sea about the island is infested with sharks. And finally your quest will be hampered by the activities of your opponent (either the computer or a friend).

However, to aid your mission the Spy-master has given you a Trapulator. This nifty gadget enables you to map the island and concoct traps to surprise your opponent (or yourself if you aren't too careful).

## Loading Instructions

### Commodore 64/128

**CASSETTE:** Press SHIFT and then RUN/STOP on the computer's keyboard. Then press PLAY on your cassette player.

**DISK:** Type LOAD "\*", 8, 1 then press RETURN.

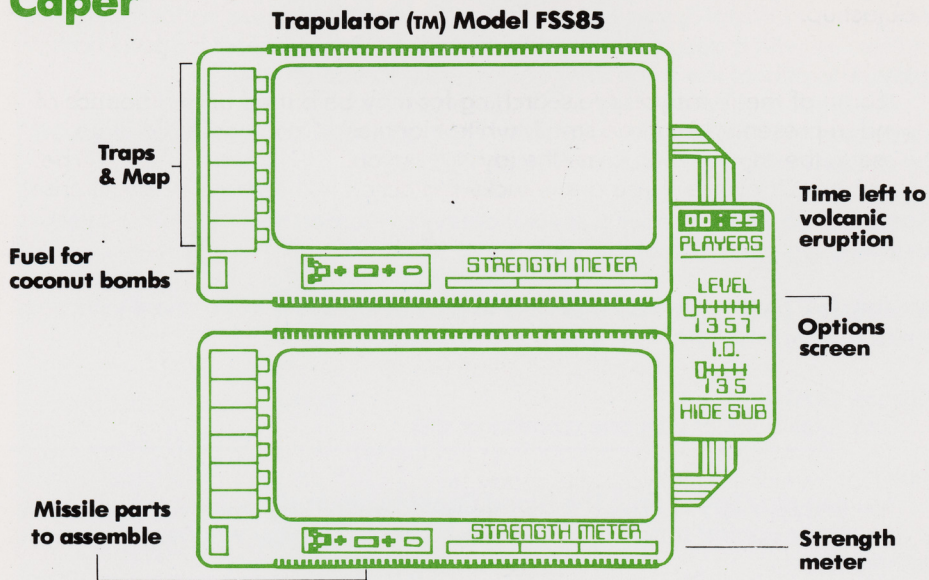
## Note

The Commodore version of this game can only be played with a joystick. Two joysticks are required for the two (human) player mode.

## Other Formats

Owners of other kinds of home computer should consult the relevant addendum sheet for their machine.

# The Play Screen in Spy vs Spy: The Island Caper



## Options

After the game has loaded and the spies have parachuted onto the island you will be presented with the options screen. Using the joystick move the cursor up or down to select the option of your choice. Move the joystick left or right to alter the option to your satisfaction. Press the SPACEBAR or JOYSTICK BUTTON to begin the play. The options are:

1. Number of players.
2. Difficulty level.
3. IQ of the computer (1 player mode only).
4. Escape submarine revealed or hidden until the end.

## Controls

### Keys

Although the Commodore version is played with a joystick certain keys provide useful functions:

- F5** Return to Options Screen.
- RUN/STOP** Pause game.
- S** Music on or off.
- SPACE BAR** Start Play.

### Movement

You will be able to move your spy north, south, east or west. Gaps in the background graphics enable you to move north, while gaps in the black foreground border enable you to move south.

## Manipulating Found Objects

First move up close to the object, then press the joystick button to pick the object up.

## Uncovering Hidden Objects

Some of the items you are searching for may be buried under mounds of sand (represented by three small, white triangles). Once again move up close to the mound then press the joystick button. The hidden object will be revealed. Of course if you are unlucky this action will reveal a nasty surprise!

## The Trapulator








The Trapulator (Model: FSS 85) enables you to store and use various objects which may help you to complete the mission.

## Inventory

A lamp next to the object/tool icon (on the left of the screen) will light to indicate which item(s) you hold ready for use.

Whenever you find an object represented on the Trapulator you can pick it up. Simply, position your spy close to the object and press the joystick button once. The spy will pick up the object. Now press the button again, briefly, and the object will be stored in the trapulator ready for future use.

## The Booby Traps

TRAP	SYMBOL	USEABLE	TRAP	SYMBOL	USEABLE
Open Pits		Everywhere except in water	Rope Snare		Foreground (front and middle) trees only
Punji Pits		Everywhere except in water	Napalm		Everywhere except in water
Gun		Everywhere except in water	Map		Everywhere except in water
Coconut Bomb		Everywhere except in water			

## How To Place and Set A Trap

1. Press the joystick button **TWICE** to access the Trapulator.
2. Move the cursor up or down the trapulator and listen for the bell.
3. Select the booby trap of your choice and press the joystick button. The object will appear in your spy's hand.
4. Position the spy at the hiding place you have selected.
5. First press the joystick button. Then, keeping the button held down, pull the joystick towards you. The booby trap will disappear and you will hear a 'whoosh' as it is buried in the sand.
6. Once a trap has been set, **EITHER** spy can set it off!

## The Traps

### Open Pits

With a shovel in your spy's hand hold the joystick button down and pull the joystick towards you. The Spy will proceed to dig a deep, black, gaping hole. Falling into these holes will cause unwary spies loss of time and strength.

### Punji Pits

First find a shovel and dig a pit. Then find a wooden stake and pick it up. Stake in hand walk towards an open pit. At the moment the spy begins to walk over the pit he will automatically place the stake and cover the pit. Any spy unlucky enough to walk over the hidden pit will receive a very nasty surprise.

### Note

Shovels can only dig 8 pits before breaking.

### The Gun

If you stumble across the gun you will be able to blast your opponent. If you are a good shot the other spy will lose strength and be spun, momentarily, out of control. With gun in hand go in search of your opponent. When both spies occupy the same screen, line your spy up with his opponent and open fire. This is done by holding the joystick firebutton down and pulling the joystick towards you.

### Note

Some bullets are duds and not all guns are fully loaded.

### Coconut Bombs

The island boasts numerous coconut palms. Their fruit, the humble coconut, may be combined with petrol to produce a very effective 'land-mine'. The victim of this trap will be reduced to a pile of ash (temporarily) and drop any missile parts he was carrying.

To set this trap select a coconut from your trapulator. Press the joystick button and hold it down, then pull the joystick towards you. Your spy will automatically fill the coconut with petrol and bury it in the sand.

### Notes

After selecting a coconut bomb you can always abort setting it as a trap. Simply press the joystick button once and the trap will be stored again for future use.

You begin each level with a few coconut bombs already stored in your trapulator. Gather more as you explore the island.

### Snares

To set this kind of trap select the rope from your trapulator. Next climb one of the foreground trees. Your spy will automatically tie one end of the rope to the treetop and stretch the other end to the ground. You will then be able to move the spy within a small radius of the tree until you select a place to conceal the noose.

To climb a tree push your spy against a suitable trunk and hold him there momentarily. He will begin to climb automatically. When you select a place to hide the noose hold the joystick button down and pull the joystick towards you. The noose will be hidden from view. Any spy walking over the snare will be whisked into the treetops, lose strength and drop any missile sections he was carrying.

### Note

This trap cannot be set when both spies occupy the same screen.

### Napalm

The most deadly trap of all. Move the spy to the place where you plan to set the trap. Next select the 'tap' icon from the Trapulator, hold the joystick button down and pull the joystick towards you. The spy will automatically bury a napalm cannister. The victim of such a trap will be reduced to ashes (temporarily) and drop any missile parts he was carrying.

### The Map

You can examine the map at any time, except when both spies occupy the same screen. To read the map access the Trapulator and select the map icon. Press the joystick button once again and the map will appear in your monitor.

A quadrant flashes to show your current position. Dotted lines show the quadrants you have passed through. And quadrants with small white rectangles indicate missile parts to collect.

### Fuel

If you run out of petrol your spy will only be able to make decoy coconut bombs. The fuel gauge in the lower left hand corner of your screen indicates how much fuel the Trapulator carries. When the gauge falls to zero you should go in search of the white or black plane wreck. When you find the right wreck push your spy up against it for a few seconds and press the joystick button. The Trapulator tank will be replenished.

### Missile Parts

Your mission is to assemble the three parts of the missile, then escape from the island.

The missile has broken into three pieces and you can only carry one 'part' of it at a time (Two or more sections joined together count as one). To assemble missile parts you need to do the following:

Gather one of the missile parts and go in search of the next adjoining section (eg. warhead and centre section or tail section and centre section). Position your spy over the other missile part, hold the joystick button down and pull the joystick towards you. The missile section in your spy's hand will drop to the ground and automatically link with the other section. You can now pick up the partly assembled missile and go in search of the last piece.

## Notes

Below each spy's screen is a diagram of the missile parts, these flash as you collect sections.

Coconut bombs, snares and napalm can be placed on top of buried missile parts.

## Hand to Hand Combat

Naturally, this violent situation only occurs when both spies occupy the same screen. Hand to hand combat 'range' is equal to approximately twice the width of the average spy. When you get within range hold the joystick button down and your spy will draw his sword.

With practice you will be able to bash your opponent over the head: Hold the joystick button down and move the joystick between the 'up' and 'down' positions. You can also stab at your opponent's vitals: Hold the button down and move the joystick from left to right (or right to left).

If your opponent attempts to dodge past press the joystick button once and your spy will automatically turn to face his enemy. To move during combat mode simply release the button and use the joystick in the normal way.

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### Note:

A successful hit will cost your opponent strength. About 33 solid blows need to be delivered in quick succession to slay a spy with 100% of his Strength (Spys words are very blunt).

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## Natural Hazards

### Volcano

The digital clock (located on the right of the screen) indicates time remaining before the volcano erupts. If this happens both spies lose the game and the island is buried under lava.

### Quicksand

Dark smudges on the ground indicate quicksand pools. If your spy is clumsy enough to fall into the mire he will lose time and strength. He will also be a 'sitting-duck' for his opponent. You can help your spy escape from the ooze by moving the joystick rapidly up or down or stirring it in a rapid circular motion.

### Drowning

Spies can swim, but badly. Staying in deep water will cost your spy a great deal of strength.

### Sharks

The green gilled mud-shark is native to the waters about the island. If one of these critters happens upon your floundering spy it will tug him underwater. Two or three such duckings will finish your spy for sure. Your only hope is to make for the shore.

## Death Or The End Of The Game

Each spy begins the game with 100 units of strength on his strength meter. When the indicator falls to zero your spy will expire. On land a tombstone appears in his place, but at sea a few air bubbles will briefly disturb the waters. Strength may be recovered (slowly) by avoiding combat and traps.

### Note

Missile parts carried by a spy who dies at sea will be randomly washed ashore.

The table below shows you the effect of the various hazards found in the game:



Trap or Hazard	Units of Strength
Napalm	40
Punji Pit	32
Coconut Bomb	32
Snare	24
Shark Attack	22
Open Pit	20
Gun	16 (per shot)
Shark Nibble	12
Drowning	10 (per second)
Sword Hit	3
Quicksand	1 (per move)



## Survival (And Winning The Game)

There is only one submarine and one way to it. And you can't leave the island without the completely assembled XJ4½ missile.

The submarine lies somewhere off the coast of the main island. Look for it at the northwest or northeast beaches. When the vessel surfaces you can wade out to it. Your spy will automatically board and sail away into the sunset.

## Islands

The layout of the island varies from level to level. On levels 5 & 6 there are two islands, so you will have to swim! The table below shows you the number of features found per level:



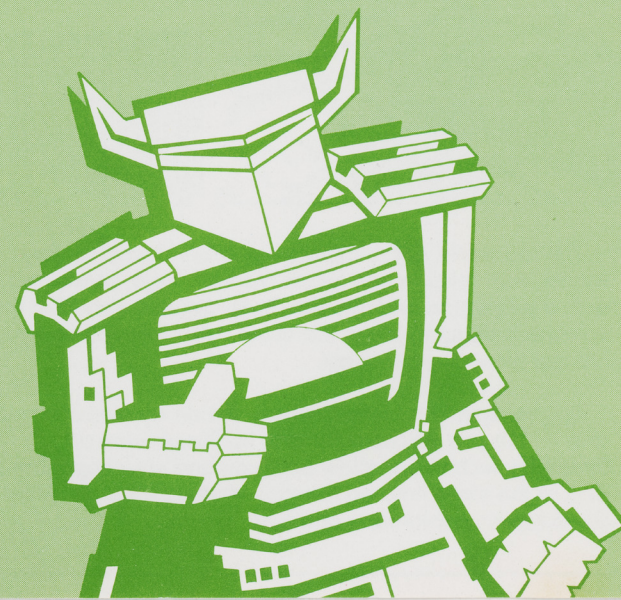
Level	1	2	3	4	5	6	7
Time (in minutes)	6	8	11	14	18	22	27
Gun	1	1	1	1	1	1	1
Gasoline (in inventory before needing to refill)	6	5	4	3	3	3	3
Shovels (on island)	0	0	0	0	2	2	2
Shovels (in inventory)	1	1	1	1	0	0	0
Pieces of Rope (on island)	0	0	8	12	16	20	20
Pieces of Rope (in inventory)	10	8	6	12	16	20	20
Number of Stakes (on island)	6	8	15	30	20	30	30
Coconuts (in inventory)	10	10	10	8	6	4	2
Coconuts (on island)	6	12	20	24	20	20	20
1 or 2 Islands	1	1	1	1	2	2	1
Total Square Sectors	6	10	19	20	21	21	22
Number of Pits (per shovel)	8	8	8	8	8	8	8
Stakes (per level)	6	8	10	30	20	14	14
Napalm (bombs per spy)	5	5	5	5	5	5	5



## Spy vs Spy — The Official Hints & Tips on Play

Some of you, no doubt, will be telling us that the one player (human v computer) option is impossible to win. Not so! The computer can be beaten, but only if you play real mean. We hope to publish useful hints and tips for this game in the next issue of our newsletter (to be published during November). Send for it to Beyond (Spy vs Spy 2 Hints & Tips), 3rd Floor, Lector Court, 151 Farringdon Road, London EC1R 3AD. PLEASE ENCLOSE A LARGE S.A.E.

If you wish to contribute we would welcome your favourite hints & tips (and find some kind of payment-in-kind, too, if we publish them).



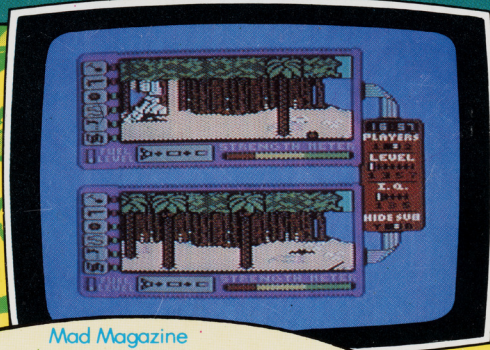
# BEYOND

CHALLENGING SOFTWARE

## The Game You Play Dirty To Win!

- ★ Amazing cartoon style animation.
- ★ Booby trap mayhem: Punji stakes, Coconut bombs, Napalm and more!
- ★ 7 levels of fast moving action.
- ★ 1 or 2 player options.
- ★ Joystick control only on CBM 64.

MAD® Magazine's official computer game



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The top secret XJ4½ missile has crash-landed on Spy island. Your mission is to locate the wreckage, rendezvous with a submarine and return to base. Sounds easy? But the volcano is about to erupt, the sea is shark-infested and you are not alone in your quest.

**Spy vs. Spy:** The Island Caper is like an animated cartoon strip — but one you actually play in. **Simulvision** and **Simulplay** techniques allow both you and your opponent to play at the same time on the same screen. It's a game of skulduggery, exploration and fun!

