

*Bally* **MIDWAY**<sup>TM</sup>

# SPY HUNTER<sup>TM</sup>

OFFICIAL ARCADE GAME



IBM<sup>®</sup> PC DISKETTE

**Y**ou are a world-class spy, driving for your life in your ultra-equipped turbo-charged spy mobile. The road is crawling with enemy agents bent on your destruction. They'll stop at nothing . . . so neither can you!

Maneuver your car with all the speed and skill you can, always watching for the Road Lord, the Switch Blade, the Enforcer and other enemy agents as they try to stop you cold on land and water. You must destroy them before they destroy you!

# USING YOUR CONTROLS

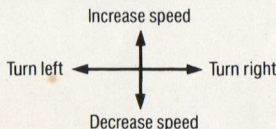
## SET UP AND GAME CONTROL

1. Insert the game diskette while power is OFF.
2. Turn the power ON and you will see the SPY HUNTER title page and the SPY HUNTER music will play. Select either EXPERT (E), the more challenging game, or NOVICE (N), the easier game, by using the keyboard.

NOVICE (N) runs on a timer that gives you 999 units to complete the first leg of the course. You have an unlimited number of Spy lives (cars) during this time. After the 999 unit period is completed, you earn one extra Spy Car for every 10,000 points you earn.

EXPERT (E) also starts with an initial 999 units. However, after the first run, you are given one Spy Car after the first 10,000 points, then an additional Spy Car for every 20,000 points thereafter.

3. You'll hear the Spy Hunter theme as the Weapons Van pulls onto the side of the road, letting your Spy Hunter Car roll out the back and onto the road.
4. Use your right joystick control to maneuver your Spy Car through the dangers of the road and waterways of Spy Hunter in the following way:



5. If you wish to play Spy Hunter using keyboard controls rather than joystick, here are the keys to use:

PC

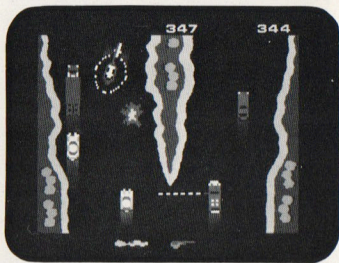
Up—A  
Down—Z

Left—L  
Right—;

Fire Forward—1  
Fire Backward—2

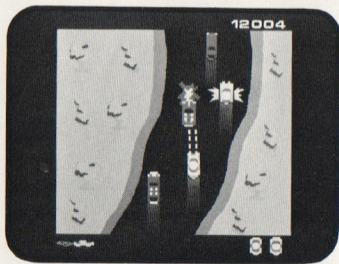
Reset—F1  
ESC—Pause Game

# HOW TO PLAY



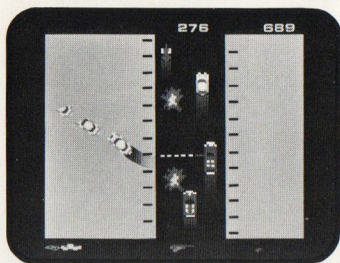
## SCREEN AND GAMEPLAY

Your Spy Hunter adventure 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 the back armed with machine guns. You then maneuver your car onto the road as the action begins.



The road will widen and narrow 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 onto the road shoulder to let the new Spy Car roll out the back and 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 color 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 becomes 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. On the Icy Road, the surface is slippery and your car is harder to control. When the roadway widens while moving, move your Spy Car to the left or right of the roadway. This will decide which new roadway you will travel and which weapon is to be given.



## WEAPONS

Each time you enter a new terrain, the Weapons Van appears on the side of the road ready to supply your Spy Car with the appropriate new weapon. Here's how to activate your various weapons:

Joystick—Fire Button 0 activates Machine Gun and Missiles

Fire Button 1 activates Smoke Screen and Oil Slick

Keyboard—1—activates Machine Gun and Missiles

2—activates Smoke Screens and Oil Slicks

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

The weapons you have available to you are displayed at the bottom of the game screen. The score is at the top corner of the screen. The starting time is displayed in the top center of the screen. The extra Spy Cars are displayed after the starting counter has gone to 0, if you have earned them. High score is at the top right of the screen.

## 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 road by Spy Car



The Enforcer  
Fires a shotgun



Switch Blade  
Extended buzz-saw hubcaps to slash cars



The Copter (Mad Bomber)  
Drops bombs onto Spy Car



Barrel Dumper  
Dumps explosive barrels in water ahead of Spy Boat



Doctor Torpedo  
Fires torpedos at Spy Boat

Any Enemy Agent that collides with the Spy Car (on the road or in the water) will cause the Spy Car to explode and will cost you one Spy Car. Running off the road at any time will also cost you a Spy Car.

# SCORING

The player's score is displayed at the top left corner of the screen. Current High Score is displayed at the top center of the screen.

Here's how the scoring adds up:

Travelling through water .....25 points for every 1/4 of screen  
Travelling on the road .....15 points for every 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 1500 points.

# MORE GREAT ARCADE GAMES FOR THE HOME



## SEGA® STAR TREK™ STRATEGIC OPERATIONS SIMULATOR

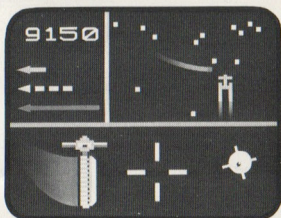
Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome

enemy... the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges... but remember only you can save the Federation!

**OFFICIAL ARCADE VERSION**

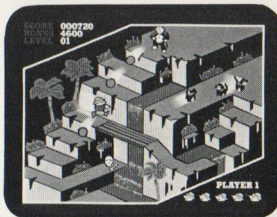


## SEGA® Congo Bongo™

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventure hunts down Congo Bongo, the mischievous giant gorilla.

There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!

**OFFICIAL ARCADE VERSION**



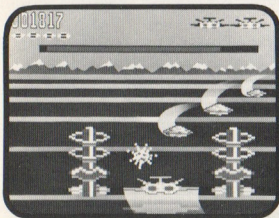
**SEGA®**

# BUCK ROGERS™

PLANET OF ZOOM

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy... the MOTHER SHIP!



- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

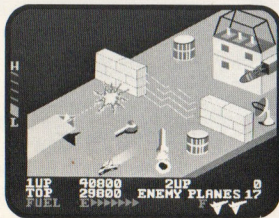
Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!

**OFFICIAL ARCADE VERSION**

**SEGA®**

# ZAXXON™

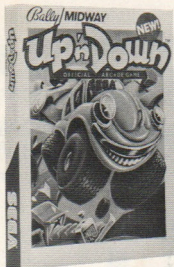
- THE OFFICIAL HOME COMPUTER VERSION OF SEGA'S CLASSIC ARCADE GAME
- UNIQUE COLOR GRAPHICS
- 3-DIMENSIONAL SCROLLING BATTLEFIELD COMPLETE WITH ENEMY AIRCRAFT, FUEL TANKS, ANTI-AIRCRAFT TANKS
- NERVE-RATTLING SOUND EFFECTS
- INCLUDES DEADLY ZAXXON ROBOT ENCOUNTER



ZAXXON thrusts you into the depths of outer space. Test your pilot skills as you strap into the command position. Prepare for an action-packed challenge of space survival.

Score points as you dive, climb, and swoop down to destroy the enemy's floating fortress. Dodge deadly laser barriers, enemy missiles, and rapid gunfire! Destroy enemy fuel tanks and your own supply is replenished. Survive the enemy's fighter fleet attack and face the ultimate challenge... the powerful, armored ZAXXON ROBOT.

Bally MIDWAY.



# Up'n Down™

## FUN IN THE FAST LANE

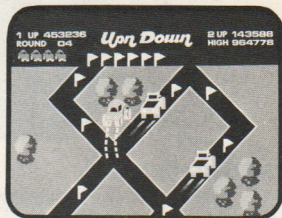
- The Official Home Version of the Bally/Midway Arcade Winner
- Multiple screens of Baja Road Race excitement
- High-speed challenges for one or two players
- Full-throttle color action-animated graphics

Drive your Baja Buggy over treacherous miles of deadly roads. Watch out!

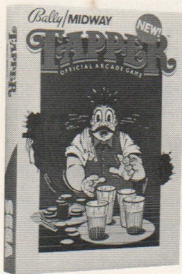
The course is crawling with opponents who want to make this the last race you run.

Beware of killer pick-up trucks, boulders, and swarms of other motoring menaces.

**OFFICIAL ARCADE VERSION**



Bally MIDWAY.



# TAPPER™

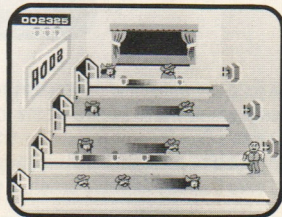
## SIDE-SPLITTING, SODA-SLINGING LAUGHS AND SPILLS!

- The Official Home Version of Bally/Midway's Arcade Sensation
- Five belly-busting screens of Soda Fountain Fun, including:
  - Four mad-capped bar rooms of soda-starved, clammering cowboys, sports fans, punks and space creatures
  - Plus a head-spinning

Soda Bandit Bonus Round

- Awesome color-packed action graphics
- Just try to keep your cool as hot-headed, crazy customers blitz your bar for another cold one.

**OFFICIAL ARCADE VERSION**



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