SPY AGAINST SPY

Type CLEAR 20;CLOADM to load

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Spy Against Spy

LOADING:

To load type: CLEAR 20:BOOT

You are a spy. Your mission is to gather together the following objects which are hidden in the embassy: the case, the passport, the money, the papers, the key and the umbrella. This would not be too bad except that you are in competition with another spy, who will no doubt try to stop you from finishing your mission, and you also have a time limit. When the time limit is up the embassy will explode killing both spies. If, by some strange twist of fate, one of the spies manages to collect all of the objects then he may escape in the helicopter.

The upper spy is controlled by the right-hand joystick and the lower spy is controlled by the left-hand joystick. The spies exit through the doors simply by running into them. If a door is locked, and the spy does not have the key, then he will not be able to exit.

To examine a piece of furniture a spy should stand in front of it and move forwards, if there is an object there then the spy will get it. If subsequently the other spy finds the same object then he will get it and his opponent will lose it.

Another way of losing objects is by the use of traps. The spies set traps in a room by pressing their fire-buttons. If this is done while their joystick is forward then a BOMB is set. If a spy is caught by an opponents bomb then he will lose all his objects. If the joystick is pushed backwards whilst setting a trap then a WATER TRAP is set. If a spy is caught by one of these then his opponent gets all his objects. If, however, a spy has the umbrella then he is immune to water traps and so does not lose anything. Each spy has 10 traps only.

A score can be obtained in 2 ways. Firstly if your opponent falls into one of your traps then you get 100 points. Also if you are the first spy to pick up a particular object then once again you get 100 points.

Although the spies are in the same building they will never meet. This is not such a bad thing as if people who look exactly the same DO meet it can cause a lot of worry and shock which is not necessary (this is my excuse for running out of memory! - J.C.)

When the game is first loaded it will display the title screen and play some rather good music. Whilst this is happening you may start the game by doing one of two things:
1) Press the left fire button (1 player game)
or

2) Press the right fire button (2 player game)

In the event of a one player game being chosen the computer will play the part of the upper spy. It may not be particularly intelligent but it's not the easiest opponent!!