

*Bally* MIDWAY™

# SPY HUNTER™

OFFICIAL ARCADE GAME



APPLE® II, IIe, IIc 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

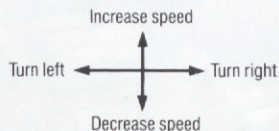
### SET UP AND GAME CONTROL

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. If using joysticks, you will be prompted to calibrate your joystick.

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.

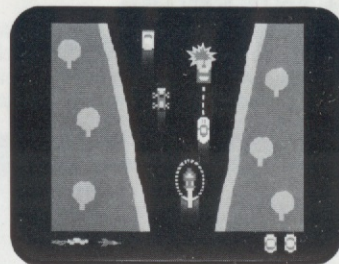
3. Use your joystick control to maneuver your Spy Car through the dangers of the road and waterways of Spy Hunter in the following way:



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

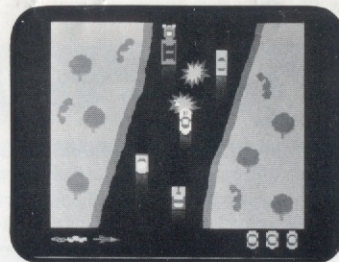
|        |         |                 |                |                        |
|--------|---------|-----------------|----------------|------------------------|
| Up—A   | Left—L  | Fire forward—1  | Pause game—ESC | Turn sound off or on—S |
| Down—Z | Right—; | Fire backward—2 | Reset game—Q   | Option screen—O        |

## HOW TO PLAY



### SCREEN AND GAMEPLAY

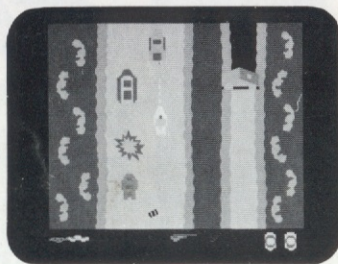
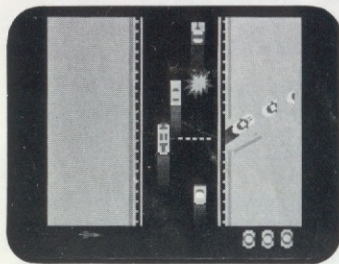
Your Spy Hunter adventure starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out the back, armed with machine guns. You then maneuver your car onto the road as the action begins.



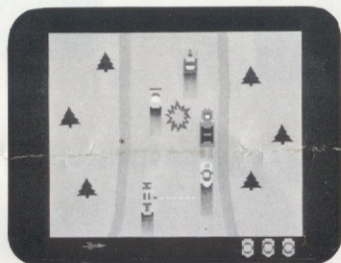
The road will widen and narrow as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls onto 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)<br>Must be rammed off road by Spy Car   |  The Enforcer<br>Fires a shotgun                     |
|  Switch Blade<br>Extended buzz-saw hubcaps to slash cars             |  The Copter (Mad Bomber)<br>Drops bombs onto Spy Car |
|  Barrel Dumper<br>Dumps explosive barrels in water ahead of Spy Boat |  Doctor Torpedo<br>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.



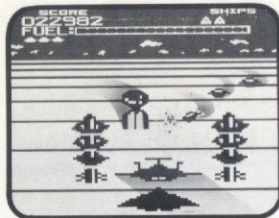
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## SEGA® STAR TREK™ STRATEGIC OPERATIONS SIMULATOR

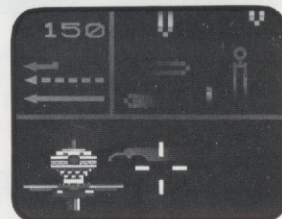
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Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome

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**

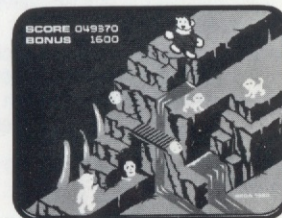


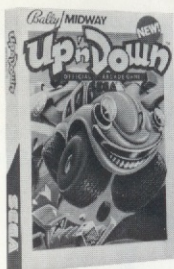
## SEGA® Congo Bongo™

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**





Bally MIDWAY

# Up'n Down™

## FUN IN THE FAST LANE

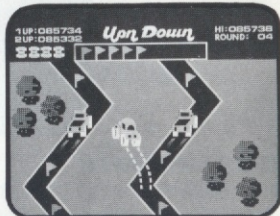
- The Official Home Version of the Bally/Midway Arcade Winner
- Multiple screens of Baja Road Race excitement
- High-speed challenges for one or two players
- Full-throttle color action-animated graphics

Drive your Baja Bugger 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!

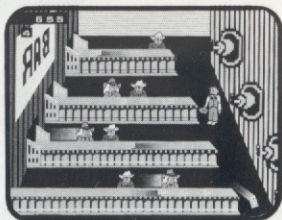
- The Official Home Version of Bally/Midway's Arcade Sensation
- Five belly-busting screens of Soda Fountain Fun, including:
  - Four mad-capped bar rooms of soda-starved, clammering cowboys, sports fans, punks and space creatures
  - Plus a head-spinning

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.

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# SPY HUNTER™

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THE ARCADE WINNERS

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360 N. SEPULVEDA • SUITE 3000  
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