

SPY VS SPY

**ARCTIC
ANTICS**

© 1986 FIRST STAR SOFTWARE

For the Commodore 64/128
and
ATARI HOME COMPUTERS

*Distributed by Databyte under agreement with
First Star Software Inc.*

=====
=====
=====
=====
DATABYTE
=====
=====
=====
=====

TABLE OF CONTENTS

Introduction	
Mission Objectives	
System Requirements	
Loading Instructions	
Game Options	
Starting	

CONTROLS	
Movements	
Object Manipulation	
Trapulator	
Trapulator Picture	
Keys and their Functions	

GAME ELEMENTS	
Natural Hazards	
Snowball Fights	
Man-Made Booby Traps	
Reading the Map	
Losing the Game	
Winning the Game	

ARCTIC ANTICS is the third game in First Star Software's **SPY vs SPY** series of computer games. As in the first two games both **SIMULVISION** and **SIMULPLAY** will be featured.

Your mission in **ARCTIC ANTICS** is to locate and launch a subterranean, intergalactic rocket before this year's worst Arctic blizzard hits. In order to launch the rocket you must be in possession of all three of the following required items: **ROCKET ENTRY PUNCH CARD**; **GYROSCOPE** and **URANIUM FUEL CANNISTER**. Unless you are also carrying the **LAUNCH BRIEFCASE** you can only carry one of these items at a time. By the way, should you choose to keep the Rocket's launch site hidden until the game's end be prepared for a last minute search as the impending blizzard approaches.

ARCTIC ANTICS is the first game in the SPY vs SPY series to combine interiors and exteriors. Entering **igloos** will prove very helpful if you need to warm up in a hurry (provided there is a fire inside) or if you want to hide your TNT plunger or any of the three required items mentioned above. Another first is the **Snowball Fights**. For the first time in this series, Spies will NOT fight with swords. Rather they will engage in snowball fights. Thus, even when in close proximity to each other (formerly a forced combat situation) players will have the option for one, both or none of the spies to engage in battle. This allows for Spies to place, take and/or bury objects without forced interruption by the other Spy.

SYSTEM REQUIREMENTS

Commodore 64/128

One Commodore 64/128 computer.

One Commodore 1541/1741 disk drive.

One Commodore or Commodore compatible joystick.

Optional: a second Commodore Joystick (for two-player mode).

Apple II Series (excluding GS)

One Apple II or Apple II compatible computer with 64K RAM.

One Apple II or Apple II compatible disk drive.

Optional: One or two Apple II compatible joysticks (for two-player mode).

Atari

One Atari 130XE; 400/800; 600/800/1200 Series XL (with 48 K RAM)

One Atari or Atari compatible disk drive.

One Atari or Atari compatible joystick.

Optional: a second Atari compatible joystick (for two-player mode).

NOTE: If you do not own a joystick please see "KEYS and their function".

LOADING INSTRUCTIONS

Commodore 64/128

Remove any cartridges.

Turn on disk drive. Wait for the busy light to go off.

Insert disk correctly. Close disk drive door. Turn on computer.

Type LOAD"*",8,1 Then press return.

Atari 400/800

Remove BASIC or any cartridges in computer.

Turn disk drive on. Wait for busy light to go out.

Insert diskette correctly. Close disk drive door.

Now turn the computer on and the program will automatically load and run.

Atari 130XE and 600/800/1200XL Series

Turn disk drive on. Wait for busy light to go out.

Insert diskette correctly. Close disk drive door.

While holding **OPTION** key down.

Now turn the computer on and the program will automatically load and run.

Apple II Series

With computer turned off, insert the disk correctly. Close disk drive door. Now turn the computer on and the program will automatically load and run.

Commodore 64/128 Cassette Owners: Remove all cartridges. Computer should be off. Place the tape in the cassette recorder. Hold down the Shift and Run/Stop keys while turning on the computer. The program will load and run automatically.

Atari Cassette Owners: Should hold down the Start key while turning on the computer and hit the Return key after the beep. After 17 seconds the loading message appears and remains for the next three minutes after which the full title screen appears (complete with a countdown timer to show the records remaining to be loaded). The game will start when the

timer reaches 000. Whenever the game needs to load more data it will prompt you with one of the following messages.

Rewind + Play — First rewind tape to beginning, then press play, wait for beep, hit return

Play — press Play, wait for beep, hit return.

NOTE: XL/XE owners should hold down both the Option and Start keys while turning on the computer. This disables the built in Basic.

GAME OPTIONS

When "ARCTIC ANTICS" has finished loading into your computer, you will be presented with the OPTION screen. 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 mode only)
4. Rocket Launch Site revealed or hidden until the end.

STARTING

With your JOYSTICK or appropriate keys, move your cursor to select the desired options. Once your selections have been made, the SPACEBAR or JOYSTICK button will START the game.

CONTROLS

MOVEMENT: Imagine the snowscape or areas within the monitors to be a 3 dimensional perspective. Moving the JOYSTICK up (away from you) or down (towards you) will send your player to the background or foreground of the particular area that you are currently viewing. Moving the

JOYSTICK to the right or left will send the player to the right or left of the area respectively. If you should move your player to the extreme right or left of the area in view, this area will scroll to reveal the next section of the landscape. Also, note that along the back 'wall' of the area in view there may be gaps in the background graphics that your spy can also fit through. Also there may be a break in the foreground's bottom boarder, think of these gaps as passageways that will allow you to move north and south such as scrolling right and left allows you to move east and west.

OBJECT MANIPULATION: First, move within range of any object or mound. Then press the JOYSTICK button. Any object found can be lifted. The small mounds of snow may reveal one of the hidden items you are looking for. If you're not so lucky, it will activate a BOOBY TRAP. If you find an item in the snow, you may pick that item up by standing "over" it and pressing the JOYSTICK button once briefly. Then by pressing the JOYSTICK button briefly again, **TRAP** items, will be stored in your trapulator for future use.

This does **NOT** apply to the Punch Card, Gyroscope, Fuel Cannister or Launch Briefcase. These items can either be carried, placed on the snow or buried in the snow. Pick up these objects as described above. However, to place an object on the snow first walk to the desired location and then press the JOYSTICK button. The object will fall to the snow. If you wish to **bury** the object, first depress the JOYSTICK button but **before** letting it up, pull the JOYSTICK forward (towards you) the object will now be buried under a mound of snow.

TRAPULATOR

(Please refer to the drawing of MODEL FSS87)

The trapulator (state of the art in Spy technology) allows you to store and use various items necessary for completing your mission.

INVENTORY: Looking at your Trapulator will inform you as to the status of your inventory. A lit L.E.D. above an icon means you have in your inventory at least one of those items. The large rectangle in the lower left-hand corner will contain flashing icons of those item(s) you may be carrying in the Launch Briefcase.

KEYS AND THEIR FUNCTIONS

In the one player mode, either the Apple or Atari versions can be played using only the keyboard.

KEY	USE
K	Move left
L	Move right
A	Move back or up
Z	Move forward or down
Q	Access Trapulator
S	Press once to stop the music, again to turn it on.
SPACE BAR	Press to pick up or drop an object. Select or activate a booby trap. Start game.
ESCAPE	To pause game play
CONTROL and DIRECTION KEY	Throw snowball; bury object; set trap.

For the Apple only

SPACE BAR	Press once to stop Spy's movement, again to drop an object.
CONTROL and R together	Return to Option Screen
CONTROL and RESET together	Re-boot the program

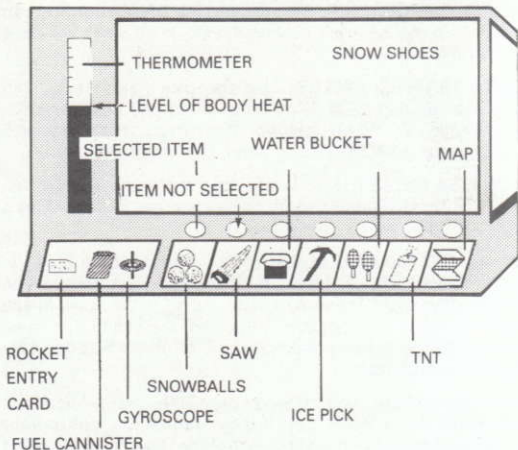
For the Atari only

OPTION RESET	Return to Option Screen
	Re-boot the program

For the Apple or Atari

In a SNOWBALL FIGHT, use the K,L,A, and Z keys to select the desired direction of your throw while depressing the CONTROL key.

- 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

NATURAL HAZARDS

BLIZZARD: The Digital clock located to the right of the monitors indicates the amount of time remaining before the

blizzard will strike in full force. If the storm hits before one of the Spies escapes, both Spies lose the game. If you have all the required items in the launch briefcase start looking for the Rocket Launch site immediately. As the blizzard intensifies your movement will become increasingly difficult.

THIN ICE: When exploring the frozen tundra you will see dark patches representing thin ice. If your Spy falls in, use the techniques recommended by most survivors, which is moving your JOYSTICK up and down or twirling it in a circular motion rapidly while trying to move your Spy to the edge of the hole in the ice. Falling through the ice will lower your body's temperature, cause you to lose time trying to get out and also make you a 'sitting duck' if your opponent is near by.

DROWNING: The Arctic's icy waters have taken their toll on unwary Spies who have dared to enter. If you fall off a cliff, get out of the water as quickly as you can!

DEEP SNOW: Some sections have deeper than average snow. If a Spy does not use his snow shoes while travelling through these sections his body temperature will be lowered as he trudges about.

HANGING ICICLES: You will also note icicles hanging overhead. While normally not dangerous, these can be booby trapped by opposing Spies.

SNOWBALL FIGHTS

The Spies may throw snowballs at ANY time. However, in order to hit each other, the Spies must enter the same quadrant. When this happens, SIMULVISION stops. The Spy that entered the common area appears on the same screen as the Spy that was already there.

By selecting the Snowball icon from his Trapulator a Spy can start throwing snowballs in the direction he is facing. To make and throw a snowball do the following:

1. Stand in snow (not ice).
2. Access the Trapulator (double click the JOYSTICK button) and select the snowball icon.
3. Get in position and place your Spy so that he is facing where you want the snowballs to land.
4. Depress the JOYSTICK button and while keeping it depressed push the JOYSTICK itself in the direction of the throw.
5. Repeat step 4 above each time you wish to throw a new snowball.

**** IMPORTANT **** Please note that once you start to throw snowball(s) you can **NOT** pick up objects or access your map **until** you access the Trapulator and **turn off** the snowball icon.

MAN-MADE BOOBY TRAPS

As you move throughout the snow, you may select any of the booby traps. Your booby trap arsenal contains: **saws**; ice-pick **hammers**; **dynamite** and water **bucket**.

Usually, Spies can only carry one of these items at a time. However, while in possession of the Launch Briefcase they can carry more than one (**up to all three**), placing them where they wish (even in igloos) when they are ready.

TO PLACE AND SET A TRAP

1. Press the JOYSTICK BUTTON... **TWICE! QUICKLY!** You have just accessed the TRAPULATOR. Observe the indicator lights above the icons.
2. Move about the TRAPULATOR using the JOYSTICK controls (left or right). Listen for the bell.
3. Indicate the booby trap of your choice then press the JOYSTICK BUTTON to select it. The booby trap implement is now held by your Spy.
4. Position your Spy where you desire to set the trap.
5. First, press the JOYSTICK BUTTON. Next, (keeping the

BUTTON depressed) pull the JOYSTICK forward. The booby trap will be set.

Once a trap has been set, **EITHER** Spy can set it off! To add insult to injury, when a player sets off a trap, he gets zapped while the other Spy laughs hysterically.

TRAPS

HOLE-IN-THE-ICE-TRICK: By selecting the **SAW**, your Spy can cut a hole in the ice. After sawing the ice, both Spies will have to avoid that circle.

BOOBY TRAPPED ICICLES: Use the pick hammer to chip away at a hanging icicle. It will then fall on the next player to walk under it. When setting this trap your Spy will automatically reach up, pick in hand, and chip away.

ICE WATER BUCKET: Spill water onto the snow to make an ice-patch. These slippery spots are sure to get in the enemy's way.

TNT and DETONATING PLUNGER: Use dynamite to blow up your opponent. The sticks of TNT are limited but they can be used by either Spy. These should be buried in the snow in any desired location. In order to set them off the White Spy must use the White detonation plunger and the Black Spy can only use the Black plunger.

Remember where you buried the TNT and watch the movements of the other Spy. If they approach it, get to your plunger and set it off at just the right time. Be careful! While it is true that the other Spy cannot use your plunger he **can** move it and/or booby trap it!

READING THE MAP

Anytime you wish (except when both Spies are in the same

screen or you are in "Snowball mode") you can read your map. To read your map, first access your Trapulator by pressing your JOYSTICK BUTTON **twice quickly**, next by moving your JOYSTICK left or right, light up the L.E.D. on top of the map icon. Then press the JOYSTICK BUTTON once again. Your map will now unfold within your monitor. On your map, you will see the following:

1. A flashing quadrant where you are currently located.
2. A dotted line showing the last several quadrants that you walked through.
3. A few quadrants containing small black squares representing the location of the **THREE** required objects and/or the **LAUNCH BRIEFCASE**.

NOTE: These small black indicator squares do not tell you which item or how many are in a particular quadrant, just that at least one of the items you are looking for is located somewhere in that part of the Arctic.

LOSING THE GAME

DEATH AND TEMPERATURE: As mentioned previously, many actions can lower one's body temperature such as: getting creamed with snow balls; falling through thin ice or ice booby traps; getting hit by a falling icicle; walking in deep snow without your snow shoes or falling into the ocean. Each Spy starts with their thermometers indicating normal temperatures. Thus the mercury is at the top. If your Spy's temperature reaches the bottom of the thermometer he will freeze to death. He will first turn into an ice statue and then crumble to the ground and the game is over for you.

When your temperature gets dangerously low, you can slowly build it back up by avoiding those items listed above which lower your temperature **and/or** find and enter an igloo which has a fire inside of it. Stand by the fire until your temperature rises to the desired level.

WINNING THE GAME

BOARDING THE ESCAPE ROCKET: If you are in possession of all three of the required objects (Rocket Entry Security Punch Card; Gyroscope and Uranium Fuel Cannister) you must next find the Escape Rocket's Launch Site before the blizzard's final fury hits in full force. If you have found the Rocket in time and possess all the required objects, simply walk up to the Rocket's doorway. The entrance and launch sequences will be handled by the computer.

CREDITS

Program designed and programmed by **MIKE RIEDEL**.

Game concept by **FIRST STAR SOFTWARE, INC.** and **MIKE RIEDEL**
Project Directors: **RICHARD M. SPITALNY** and **FERNANDO HERRERA**

Special thanks for technical assistance to:

ARTHUR J. ASPROMATIS; JIM NANGANO and **FERNANDO HERRERA**

Music by **NICK SCARIM**

Based on the **SPY VS. SPY** characters created by **ANTONIO PROHIAS**
which are the property of **E.C. PUBLICATIONS, INC.**

Simulvision, Simulplay, Trapulator and Arctic Antics are trademarks of First Star Software, Inc. MAD and SPY VS. SPY are registered trademarks of E.C. Publications Inc. SPY VS. SPY is based upon a property of E.C. Publications, Inc. Both are used with permission. Atari, Apple and Commodore 64/128 are registered trademarks of Atari, Inc., Apple Corporation, Inc. and Commodore Electronics, Ltd. respectively.

COPYRIGHT © 1986 FIRST STAR SOFTWARE, INC. All rights reserved.

DATABYTE
15 Wolsey Mews
Kentish Town
London NW5 2DX
Tel: 01 482 1755

 **DATABYTE** 