



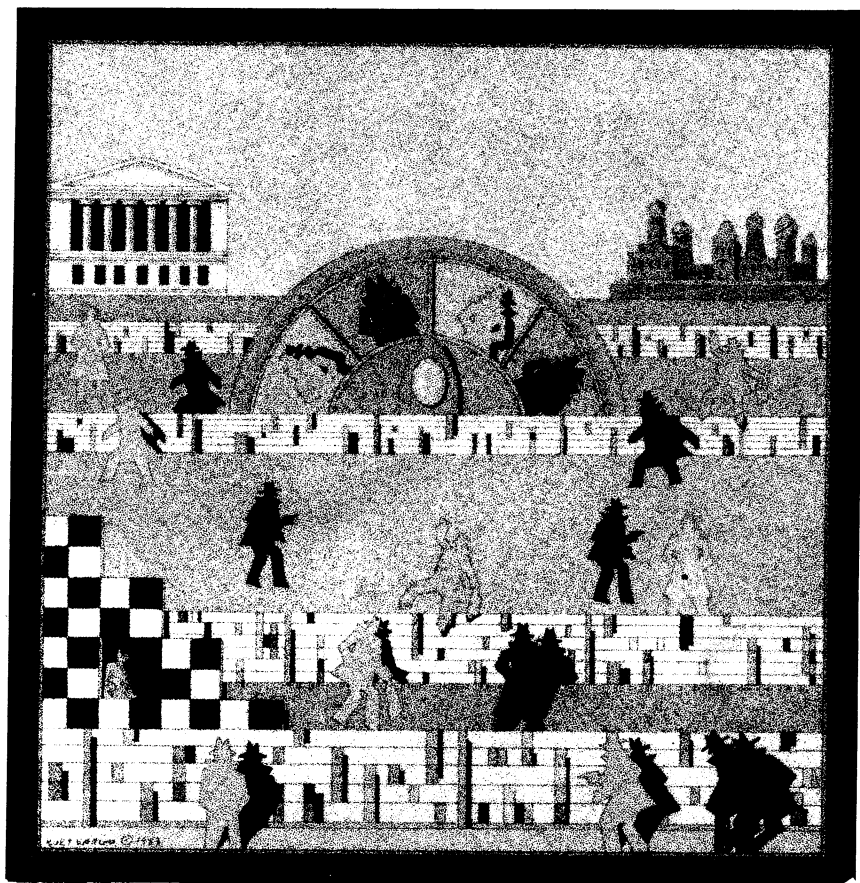
16K cassette / 32K disk / Joystick
ATARI® / Ages 10 to adult



SPY vs SPY

by Alan M. Newman

User's Guide



PDI

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Introduction

Spy vs. Spy is a word game with a theme. One or two spies (players) try to guess the secret word that will allow entrance into an Embassy. If the mission is accomplished, the spy is paid in coin of the realm, and may earn a bonus for working quickly. The game is open-ended, with players choosing their own goals. The disk version has three levels of play. The cassette version has two levels. More than 1,000 secret words can be generated by the computer.

Loading Instructions

Disk version: (1) Insert the disk into disk drive and turn on the drive. (2) When the "busy" light goes out, turn on the computer and the TV set. The game will load automatically.

Cassette version: (1) Rewind tape to beginning. (2) Type CLOAD and press RETURN. (3) When the tape has loaded and the READY prompt appears, type RUN and press RETURN.

Introduction

When asked "How many players?", push your joystick left or right, in accordance with the arrows. Next, you will be asked to enter your name(s). This is done via the joystick(s). Spy #1 should use the joystick in jack #1; Spy #2 uses the joystick in jack #2.

Letter input is accomplished like this:

Moving joystick forward = one letter higher in the alphabet

Moving joystick toward you = one letter lower in the alphabet

Moving joystick left = one letter to the left on the screen

Moving joystick right = one letter to the right on the screen

A spy's name may contain up to 7 letters. You may go back and change a letter that has already been selected. When you are satisfied with your name as it appears on the screen, press the button on the joystick.

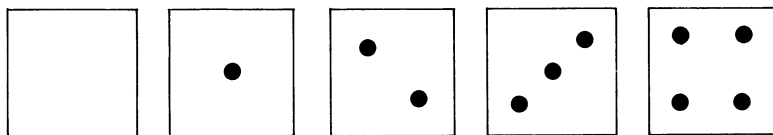
On the disk version, the computer will now ask which level of play you wish. Make your selection by moving the joystick up or down. When satisfied, press the joystick button. The computer will load the appropriate word list and the game will begin. The cassette version has two programs. Each side of the cassette contains both programs.

Playing the Game

Your name(s) will appear at the top of the screen and the bonus amount remaining will appear at the bottom of the screen. Spy #1 always begins each round, and the spies alternate turns. After Spy #1 makes a guess, Spy #2 makes a guess, and so on.

Use the joystick to "write" a word, just as was done to write your name in the Introduction. Again, you may go back and change a letter that has already been selected. When satisfied, press the button on the joystick.

After the button is pressed, two boxes will appear to the right of the guessed word. The boxes may show any of the following:



The number of dots in the boxes is a clue for the spy:

Left-hand box: the number of dots represents the number of letters in the guess-word that are the same as letters in the secret word and are in the *same* position as in the secret word.

Right-hand box: the number of dots represents the number of letters in the guess-word that are the same as letters in the secret word but are *not* in the same position as in the secret word.

Here are a few examples:

| | | | | | | |
|-------------|------|-----|------|-----|------|-----|
| Secret word | BOLT | L R | GAME | L R | CALL | L R |
| Guess-words | HALT | 2 0 | MEAL | 0 3 | BASE | 1 0 |
| | TORN | 1 1 | MAKE | 2 1 | LILT | 1 1 |
| | FOOD | 1 0 | PEEK | 0 1 | DOMO | 0 0 |

Play continues until one spy guesses the secret word, or until each spy has made 12 guesses. If both spies fail to guess the secret word(s), the computer will show the word(s). Either spy may now press the joystick button to move to the scoreboard.

If one spy is successful, the computer will show the loser's secret word (if it is different) and award the winner a small fanfare. The losing spy must now press the joystick button to move to the scoreboard.

Scoring

A spy who correctly guesses the secret word automatically collects \$1000. Any bonus money remaining at the end of the round is also added to the spy's Swiss Bank Account. (The bonus increases by \$100 every round.)

When the scoreboard finishes tallying up the Swiss Bank Accounts, you may either continue playing or choose a new option. If you are using the cassette version and wish to choose a different word list, you must rewind your tape to the beginning and start again.

Miscellaneous Options

Pausing: If you wish to pause during the guessing phase, press START on the computer. To resume play, press the joystick button.

Changing screen colors: If you wish to change the screen colors during the guessing phase, press OPTION. Then:

- press OPTION = change background color
- press SELECT = change letters already registered
- press START = change letters currently working on
- press joystick button = return to game play

Note: after changing screen colors, you must redo all the letters in the word you are currently working on.

End of Game

The game is open-ended. There is no prescribed number of rounds or winning score. However, you can set goals before play begins. For example:

- 1** The winner is the highest scorer after 5 rounds of play.
- 2** The winner is the first player to collect \$10,000 in a Swiss Bank Account.