

Nintendo

GAME BOY[®] COLOR

CGB-AS6E-USA

SPY VS SPYTM



Instruction
Booklet

ONLY FOR
GAME BOY
COLOR

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EVERYONE
Mild Animated Violence



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® COLOR VIDEO GAME SYSTEM.**

SPY VS SPYTM

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Story

The Cold War is over, but the Lukewarm War rages on!

The diabolical duo of double-cross and deceit are at it again in a new adventure!

Their mission: to be the first to steal secret data and make a successful getaway. But it won't be easy. The data is hidden in a building filled with deadly maze rooms, booby traps and other sinister surprises.



Control Functions

CONTROL PAD

Moves White Spy and
Black Spy

SELECT

MAP display

START

Pause game

A BUTTON

Opens and shuts doors

Moves Furniture

Sets Traps

Fight
(bare hands, knife, or club)

B BUTTON

Trap selection



White Spy & Black Spy

Biographies:

CLASSIFIED



White Spy



Black Spy

Mission Briefing

Mission:

Your mission is to collect the 4 hidden items in the briefcase and escape within the time limit. However, there is also an enemy spy in the maze-like building attempting to do the same thing! You have to stop the enemy spy by setting traps such as Time Bombs, Coil Springs and Water Buckets. The enemy spy can set the same traps you can, but you will be alright if you use protective defense items. When you confront the enemy spy, you have to decide to either fight or run away. You do not have time to hesitate! If you do not have a weapon, you should try hand-to-hand combat with the enemy spy. With your excellent espionage technique and superior training, avoid traps and escape safely.



You are the master spy... Will you set a trap? Engage in hand-to-hand combat? Escape and fight another day? It's up to you to decide.

Game Screen

FURNITURE

DOOR



ITEMS

LIFE

TIME

- **Furniture:** Items may be found here. Players can set a trap here, also.
- **Door:** Players can enter another room through doors by standing in front of the door and pressing the A button to open it. When a player sets a trap at the door, the door will be closed.
- **Time:** If a player cannot escape within the time limit, it's GAME OVER.
- **Items:** All of the acquired items are displayed here.

NOTE: Players can only carry one item in their hands at a time. If the player has acquired the "briefcase", they can carry multiple items, so players should find the briefcase first.

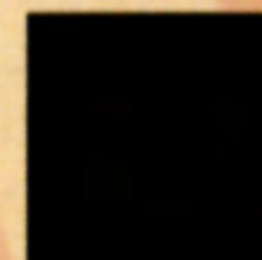
There is only one briefcase in each stage, so players must find it before their opponent. If you knock out your enemy with a booby trap or in hand-to-hand combat, all of the acquired items (and the briefcase) are returned to the File Cabinets.

Map Screen

Press Select to display a MAP that indicates your present position, your opponent's position, and the location of items and traps.



White Spy's
Position



Black Spy's
Position

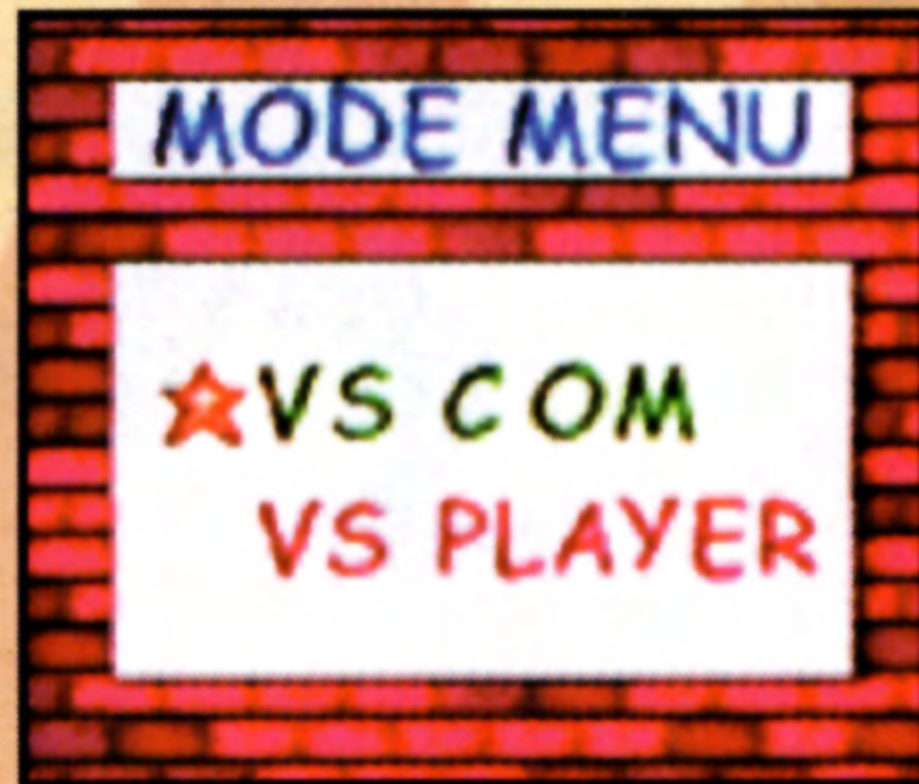


Item



Trap

Getting Started



Mode Select Screen

- VS COM Mode - Single player mode.
- VS PLAYER Mode - Simultaneous competitive two player mode using the Game Boy Game Link cable.



Mission Select

- Level select
- Chartacer select
- Password input screen select

Modes of Play

There are 3 Game Play Modes, TRAINING, VS COM, and VS PLAYER. To understand the game rules, be sure to play TRAINING MODE, first.

Training Mode: This mode is for training novice spies. You learn the game rules while playing “mini missions.” The number of acquired items required before you can make an escape varies based on the Difficulty Level chosen. Make sure to train here if it’s your first time playing the game.

VS COM : In this single player mode, the player must clear 32 different stages by collecting all of the items and escaping from enemy territory via the EXIT before the computer-controlled rival spy.

VS Player: Using the Game Boy Game Link cable, two players can battle it out to determine the true master spy. Remember that both players must have a Game Boy Color and a SPY vs. SPY Game Pak. Use the same rules as VS COM Mode. Players can choose to play any of the 32 stages in the game.

• To further enhance replay value, the location of the hidden ITEMS and the EXIT door changes every time you play.

Training Mode

Playable Character:

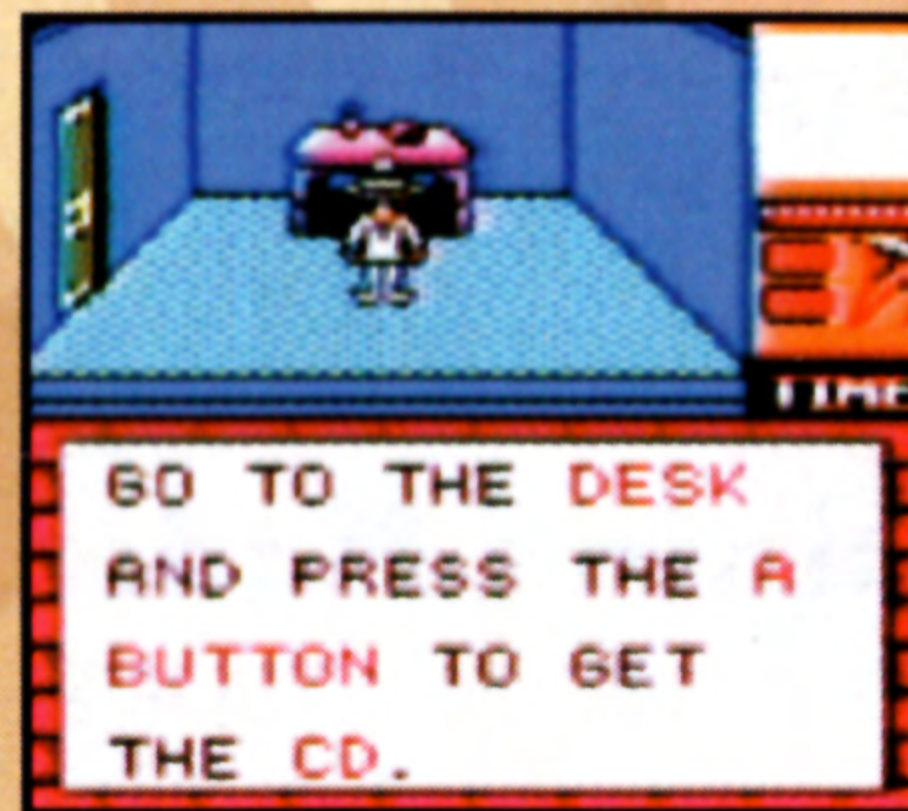
White Spy

Mission:

To learn the game rules, there are 10 lessons you can train on. If you play the lessons in the set order, you can easily understand the game. Make sure to train here if it's your first time playing the game.

Training Courses:

Using the map/ Using doors/ Finding items/ The briefcase/ Escape/ Elevators and stairs/ Booby traps/ Defense items/ Collected items/ Time limit.



VS COM Mode

Playable Character:

White Spy or Black Spy

Mission:

Acuire the briefcase and 4 other items . The location of the ITEMS and EXIT will change every time you play.



Game Stages:

32 stages, divided into 4 groups based on 4 different escape modes (Stealth Jet, Rocket Ship, Submarine, and Spy Car).



- You may play in any of the four groups at any time.

VS Player Mode

Playable Character:

White Spy or Black Spy in upper screen.

Mission:

Acquire briefcase and 4 other items.

Game Stages:

32 stages (same as VS COM mode)



- You and a friend can play any of the 32 stages in the game. Remember, you have to use the Game Boy Game Link cable and a second game pak

Items

Collect all four items and the briefcase to complete the level.

- Items vary depending on the mission.



Briefcase:

You must have the briefcase to carry the 4 items required to exit the level



Blueprints
Satellite Plans
Underwater Base Plans
Pass



Passport
Space Food
Air Tank
Binoculars



Money



Key

Traps

One of the most interesting game elements in SPY vs. SPY is the addition of traps. If your opponent is caught by one of your traps, he or she will lose all of their acquired items and he will be temporarily rendered unconscious (resulting in play time loss).

You've got to avoid your rival's traps and the traps set up by the enemy spy.

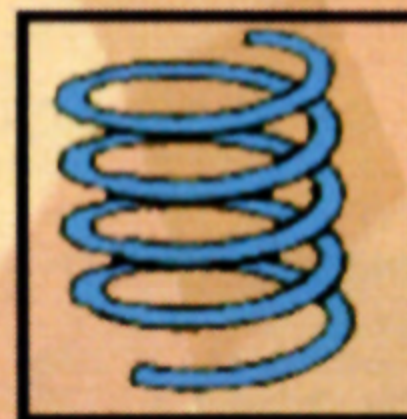
Trap Selection:

Each trap can only be set in certain locations. Each time you press the B button, it selects a different trap.

**Dynamite - Furniture - press B once to select
Coil Spring - Furniture - press B twice to select
Water Bucket - Door - press B 3 times to select
Time Bomb - Middle of the room- press B 4 times to select**



Dynamite



Coil Spring



Water Bucket



Time Bomb

You have to carry the trap to its desired location and set it by pressing the A button. Your spy character's insane giggle indicates that your trap was effective in your counter-intelligence efforts (i.e. you messed up your enemy!).

Defense Items

You can protect yourself from enemy traps by using protective defense items. Press the A button to collect defensive items from rooms. To use defensive items, simply press the A button at each trap. When you disarm a trap, your spy giggles. For the Time Bomb, you have to leave the room within 2 seconds to disarm it. You can pick up multiple defense items.

Guards:

Guards are effective only against certain types of traps.

White Bucket - only effective against dynamite

Pliers - against coil spring

Umbrella - against water bucket

Time Bomb - leave the room within 2 seconds

When you enter a room trapped with a Time Bomb, your Spy's face turns blue! Get out quickly!

Locations of Guards:

White Bucket - in the fire extinguisher

Pliers - in the tool box

Umbrella - On umbrella stands



**Yellow
Bucket**



Pliers



Umbrella



Password

You receive stage access passwords in the single player VS COM mode. These passwords allow you to continue playing from where you last left off.



[illegible]

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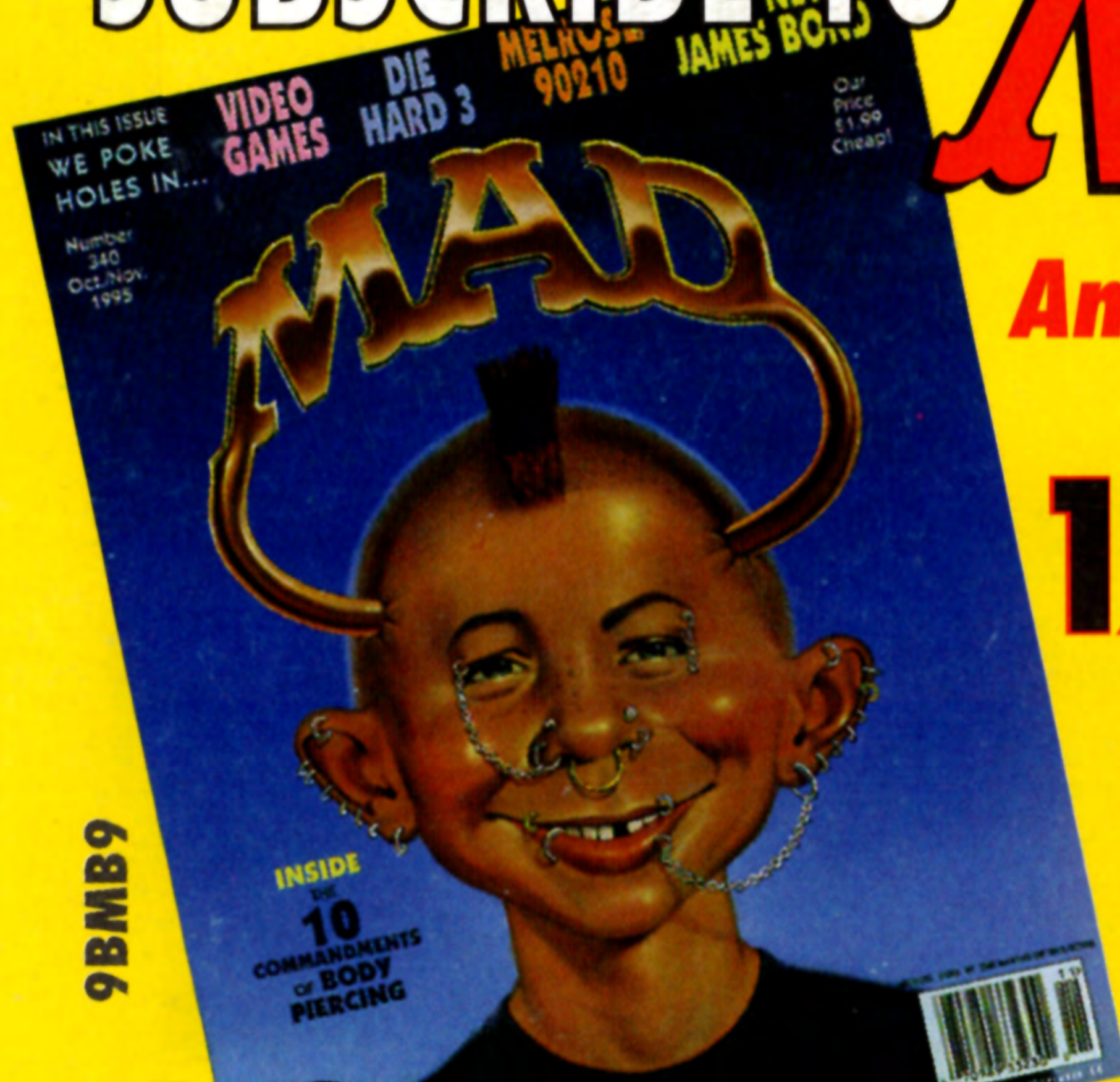
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