

# SCORING

You will lose points if you destroy any of the innocent civilian vehicles.

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the score adds up:

Travelling on the water ..... 15 points for every  $\frac{1}{4}$  of screen

Travelling on the road ..... 25 points for every  $\frac{1}{4}$  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.

## MORE GREAT ARCADE GAMES FOR THE HOME



### Bally MIDWAY TAPPER™

**SIDE-SPLITTING, SODA-SLINGING LAUGHS AND SPILLS!**

- The Official Home Version of Bally/Midway's Arcade Sensation
- Three 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.

**OFFICIAL ARCADE VERSION**



### SEGA BUCK ROGERS™

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to battle with your most powerful and cunning enemy... the MOTHER SHIP!



- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!

**OFFICIAL ARCADE VERSION**



## MORE GREAT ARCADE GAMES FOR THE HOME



### 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 Buggy 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**



SEGA is manufactured and distributed in the U.K. by U.S. GOLD LTD., Unit 10, The Parkway Industrial Centre, Birmingham B7 4LY.

SPY HUNTER is a trademark of Bally Midway Mfg. Co.

## Bally MIDWAY™ SPY HUNTER™ OFFICIAL ARCADE GAME



S P E C T R U M 4 8 K

# SPY HUNTER

You 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!

Manoeuvre 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!

## LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Type LOAD "" <ENTER> (Note there is no space between the two quotes) the " is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult the section on loading in your manual.

Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls until loading takes place.

## USING YOUR CONTROLS

### KEYBOARD CONTROL

User defined – see main menu.

### JOYSTICK CONTROL

Compatible with a variety of joystick interfaces. Without use of FIRE button, joystick movements are:

**UP:** Forward, up the screen, accelerating to maximum speed.

**LEFT** and **RIGHT:** Moves vehicle to left and right.

**DOWN:** Down the screen, decelerating until car stops.

FIRE button initiates weapons systems selection.

The joystick movements below select and discharge particular weapons, if collected, but do not control vehicle direction or speed until FIRE button is released.

### UP/DOWN

### UP/DOWN LEFT

### UP/DOWN RIGHT

### MIDDLE:

### LEFT:

### RIGHT:

Machine gun, or Rocket if it has been collected and helicopter is in close proximity of Spy Hunter car.

Waits for weapons choice

Oil Slick

Smoke Screen

## HOW TO PLAY

### SCREEN AND GAMEPLAY

Your Spy Hunter adventure game 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 of the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins.

The road will branch and fork 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 over to the road shoulder to let the new Spy Car roll out of the back 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 colour 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 in other screens.

### WEAPONS







A Weapons Van appears on the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

### 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)  
Must be rammed off the road by Spy Car
-  **Switch Blade**  
Extended buzz-saw hubcaps to slash cars
-  **Barrel Dumper**  
Dumps barrels in water ahead of Spy Boat
-  **The Enforcer**  
Fires a shotgun
-  **The Copter** (Mad Bomber)  
Drops bombs onto Spy Car
-  **Doctor Torpedo**  
Fire torpedoes at Spy Boat

Running off the road, or running into a screen boundary, at any time will also cost you a Spy Car.