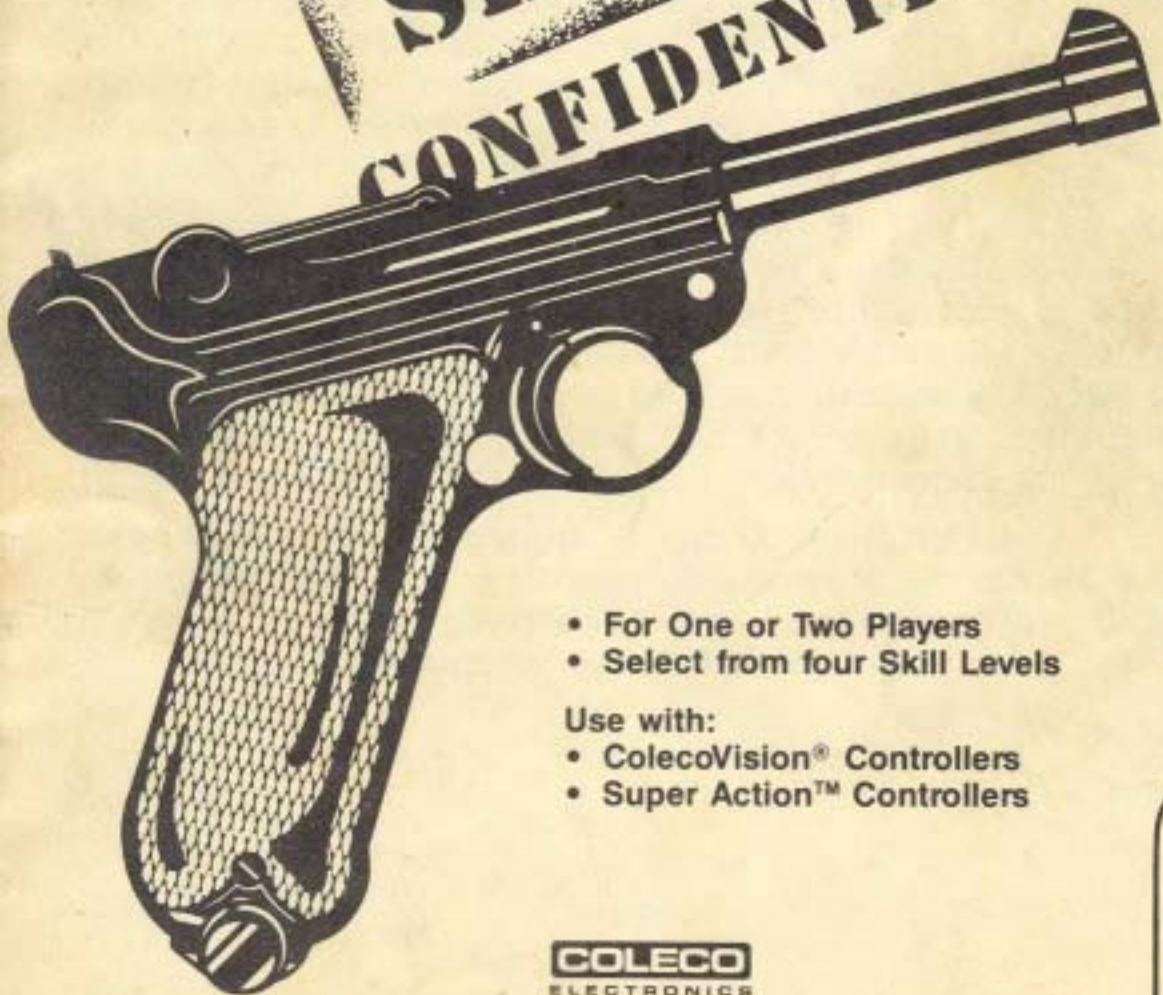




**TOP  
SECRET  
CONFIDENTIAL**



- For One or Two Players
- Select from four Skill Levels

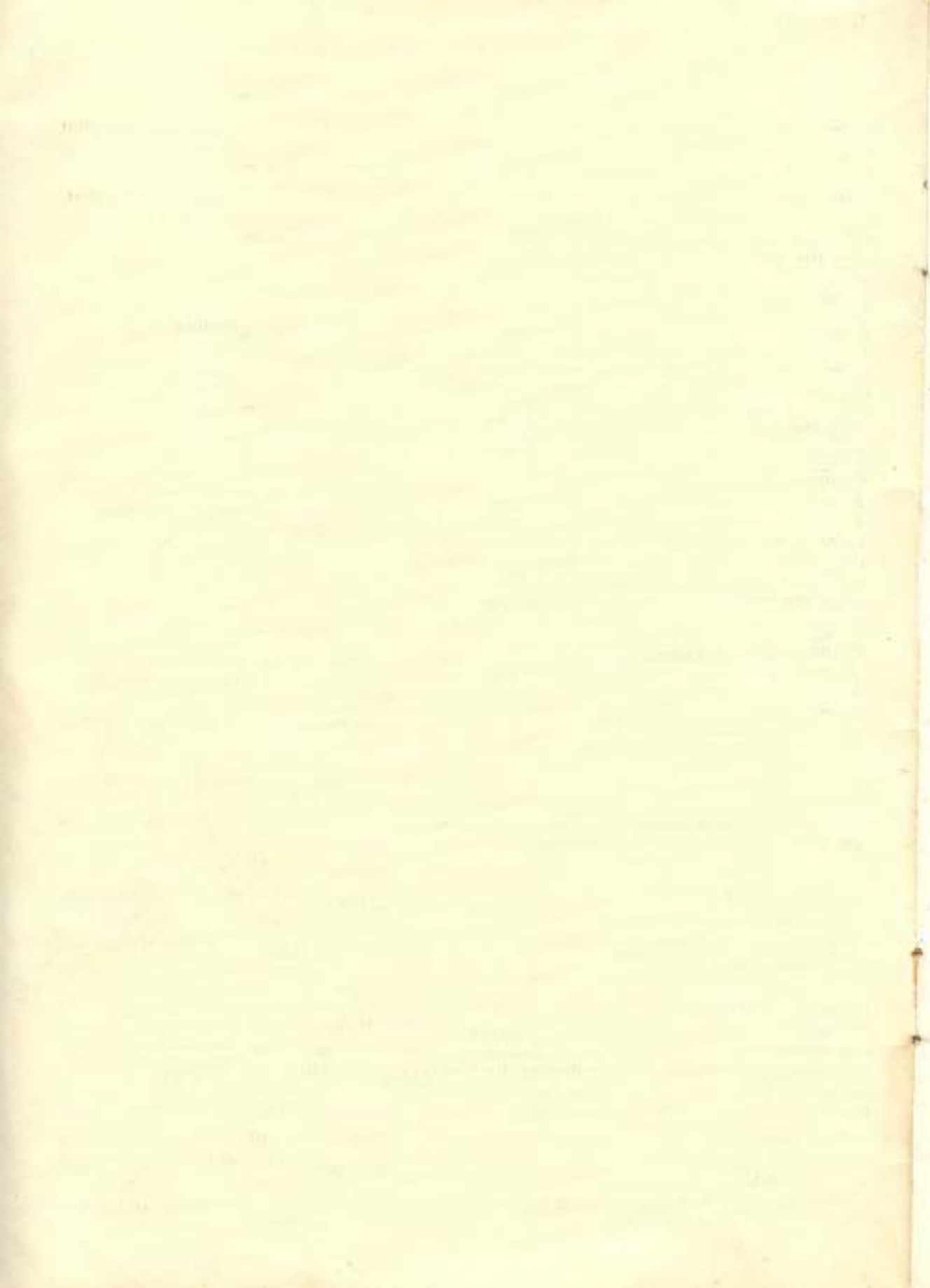
Use with:

- ColecoVision® Controllers
- Super Action™ Controllers

**COLECO**  
ELECTRONICS

**SPY HUNTER**™

Bally/MIDWAY™



# OFFICIAL ORDERS

Classification: Top Secret

Agent: 322-47

Code Name: Spy Hunter™

THE MATERIAL CONTAINED WITHIN THIS DOSSIER  
IS FOR YOUR EYES ONLY.

An influx of enemy agents into this country necessitates mobilization of Mission: Spy Hunter. The Department charges you with the responsibility of eliminating these agents, using all means at your disposal.

Your base of operations is the Spy Hunter vehicle. You will be equipped with a machine gun and unlimited rounds of ammunition. The Department will have Weapons Vans situated at various points along the road, allowing you to augment and replenish your arsenal.

The danger level is high! While you are on the road tracking down the foreign spies, they will be on a mission of their own: to seek out and destroy the Spy Hunter vehicle. They will try to deter you by various methods; from the road, from the water and from the air. These enemies are insidious and cunning! You will be required to call upon all your resources, reactions and instincts in order to assure success.

Read this document carefully! The Department has thoroughly researched the enemy agents, their tactics, and the most advisable methods to dispose of them. Good luck, Spy Hunter. You're going to need it!

# FUNDAMENTALS

**MAKE SURE THE COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

## One-Player Game

Use the Port 1 Controller.

## Two-Player Game (Alternating Players)

Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until the player's Spy Hunter vehicle has been eliminated.

# CHOOSE YOUR CHALLENGE.

Press the Reset Button. The Title Screen for Spy Hunter will appear on your TV. Wait for the Controller Option Screen to appear. If you are using Standard Hand Controllers, press Keypad Button 1. If you are using Super Action™ Controllers, press Keypad Button 2. Then the Game Option Screen appears. It contains a list of eight game options.

- Skill 1** (Game Options 1 and 5) is the easiest mission, suitable for novice agents.
- Skill 2** (Game Options 2 and 6) is a little harder, requiring more developed spy-hunting skills.
- Skill 3** (Game Options 3 and 7) is even harder. The action is fast — reactions must be even faster!
- Skill 4** (Game Options 4 and 8) is the acid test! Only experienced agents need apply.

Select a game option by pressing the corresponding number on your Controller Keypad.

## KNOW THE ENEMY



**SWITCH BLADE**

A sharp operator, suspected of selling classified government documents to would-be dictators of third world countries. The Switch Blade's forces are at the wheel of dark blue cars equipped with lethal, retractable tire slashers. If they contact the Spy Hunter vehicle, a spinout and crash are inevitable. Switch Blade cars can be destroyed by machine-gun fire or a well-placed oil slick. Elude the cars by putting up a smoke screen. If you use extreme caution, these cars can also be bumped off the road.



**THE ENFORCER**

The mention of his name can make strong men quake. He's deadly and destructive: a ruthless leader with murderous tendencies. The Enforcer cruises the roads in the back of a dark blue limousine, with a hit man riding shotgun. His m.o. — lying in wait at the side of the road until the Spy Hunter vehicle passes, then pulling out to try to gun it down. Use machine gun, oil or bumping to get rid of the Enforcer. When extermination of the Enforcer is doubtful, lose him in a cloud of smoke.



**ROAD LORD**

The Road Lord is a known triple agent, whose allegiance at any time belongs to the highest bidder. His henchmen are a gang of toughs who travel in dark blue bullet-proof sedans. Your machine guns are of no use against these cars: they must be bumped off the road or they must drive into an oil slick to be eliminated. A smoke screen can be used to evade them. The Road Lord gang often travels in packs, trying to block the Spy Hunter vehicle's progress on the road.



**BARREL  
DUMPER**

Three years at sea without shore leave effectively brainwashed this enemy agent. Using the guise of commander of a fleet of charter boats, the Barrel Dumper leads an armada of nautical booby-traps. These vessels suddenly appear near the Spy Hunter speedboat and attempt to ambush it by mining the speedboat's course with explosive-laden barrels. Contact with a barrel is fatal to you! Eliminate a Barrel Dumper boat by using your machine gun. If you are approached from behind, a dose of flaming oil will dampen its zeal. A smoke screen will help you lose your pursuer. It is also possible (but difficult) to ram a Barrel Dumper boat into the riverbank to destroy it.



**DOCTOR  
TORPEDO**

A frustrated "scientist" seeking funds to continue his bizarre experiments, Doctor Torpedo moonlights as a maritime hit man. His method — a swift and powerful approach from behind the Spy Hunter speedboat. You are in grave danger from this demented man and the boat he captains! Escape is hard; he can easily overtake you and lay waste to your speedboat with one potent well-aimed blast. You must stop him by using flaming oil, or slow him down by releasing a smoke screen. If Doctor Torpedo pulls ahead of you, you can try to cut him down with your machine gun.

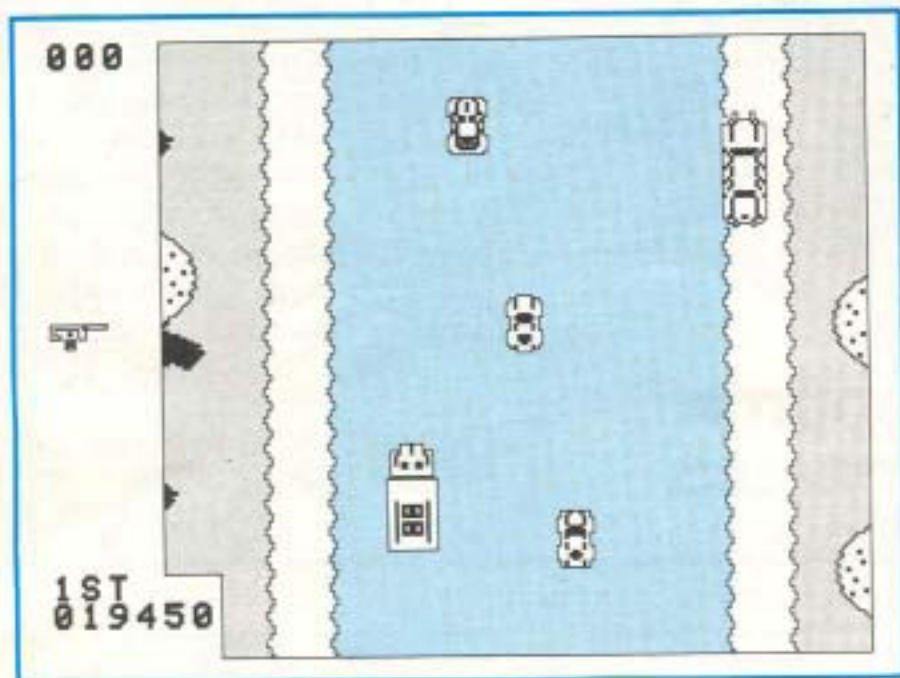


**MAD BOMBER**

The Mad Bomber is a classic case of delusion and obsession. Financial gain and glory mean little to this crazed, compulsive sniper — he derives his only pleasure from the hunt and the kill. Concealed in his helicopter, he tracks the Spy Hunter vehicle. Once he targets your position, he hovers above you, attempting to destroy your vehicle with the blast of a powerful bomb. There is only one way to get rid of this menace! Launch a missile to annihilate him. It's your only protection from this maniac of the skies!

# DEFENSE MANUAL

## On the Road



At the beginning of your mission, a Car Van from the Department will be dispatched to transport you and the Spy Hunter vehicle to a predesignated area on the roadside. You will then be discharged from the ramp at the back of the Car Van. Pull onto the road and begin carrying out your assignment, Spy Hunter!

As you speed along on your quest for the enemy agents, you must try to avoid innocent motorists and motorcyclists that you encounter. If you hit one, you will delay your mission!



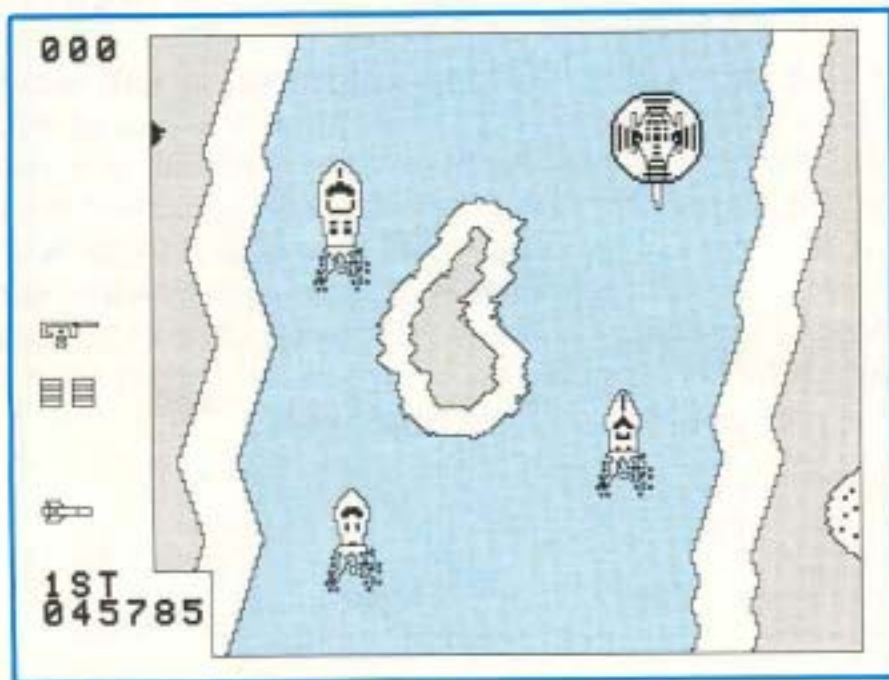
Twists and turns in the road require careful steering to avoid mishaps. Frequent forks in the road offer you a choice. Left or right? The option is yours — choose wisely! Icy roads call for cautious and skillful driving. You can easily go into a skid and lose control of the Spy Hunter vehicle.

Your machine gun and unlimited ammunition will serve you well, but you will soon sense the need for additional weapons to repel the enemy agents. At intervals, you will encounter one of the Department's red Weapons Vans, parked on the left side of the road. You must slow down to let the Weapons Van pull ahead of you where it will extend its ramp, allowing you to enter. The Van will then carry you off to the right side of the road. When you emerge, you will be armed with a new weapon, in addition to your machine gun.

## **In the Water**

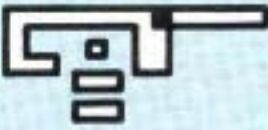



You will notice a very narrow road that forks off to the left. Take this road and it will lead you to the boathouse. In the boathouse you can pick up the Spy Hunter speedboat, which will enable you to track down and eliminate enemy agents cruising the waterway. Any weapons you have on hand when you enter the boathouse can also be used on the water. However, you cannot obtain any additional weapons while you are in the Spy Hunter speedboat.

Be careful! If you notice that the wake behind the Spy Hunter speedboat has disappeared, it means you are in shallow water. You could hit the hidden shoals and that means trouble! Navigate back toward deeper water and try to steer a clear course.



Continue your mission on the water as long as it is feasible, although you may find it advisable and necessary to leave when you have exhausted your weapon supply. Take the right hand inlet to enter another boathouse. When you exit, another Weapons Van will be waiting to transport you further down the road. There, you will be released, re-armed and ready to resume your objective in the Spy Hunter vehicle.

# WEAPONS GUIDE

Weapon	ColecoVision Controller	Super Action Controller
<p data-bbox="141 439 383 476">Machine Gun</p>  A pixelated icon of a machine gun, shown from a side profile, pointing to the right. It has a long barrel and a complex receiver.	<p data-bbox="510 513 833 550">Right Side Button</p>	<p data-bbox="960 495 1229 569">Yellow Action Button</p>
<p data-bbox="181 709 342 746">Oil Slick</p>  An icon representing an oil slick, consisting of two vertical rectangles. Each rectangle is filled with three horizontal lines, suggesting a liquid spill.	<p data-bbox="517 790 826 827">Left Side Button</p>	<p data-bbox="954 772 1236 846">Orange Action Button</p>
<p data-bbox="127 975 396 1012">Smoke Screen</p>  An icon representing a smoke screen, composed of several irregular, pixelated shapes that resemble billowing smoke or a cloud of gas.	<p data-bbox="463 1053 880 1090">Keypad Buttons 3,6,9</p>	<p data-bbox="960 1034 1229 1108">Purple Action Button</p>
<p data-bbox="194 1252 329 1289">Missile</p>  An icon of a missile, shown from a side profile. It has a long, cylindrical body with a pointed nose and a tail section with stabilizing fins.	<p data-bbox="463 1326 880 1363">Keypad Buttons 1,4,7</p>	<p data-bbox="974 1308 1202 1382">Blue Action Button</p>

# CONTROLS

## CONTROL STICK

Push the Control Stick up (away from you) to accelerate the Spy Hunter vehicle. Pull the Control Stick down (toward you) to decelerate the Spy Hunter vehicle.

## SIDE BUTTONS (ColecoVision Controller)

See Weapons Guide, page 11, for Side Button functions.

## ACTION BUTTONS (Super Action Controller)

See Weapons Guide, page 11, for Action Button functions.




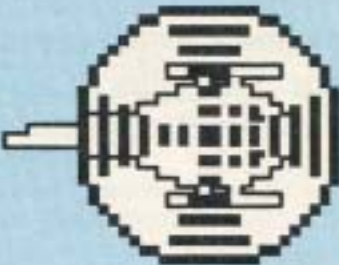

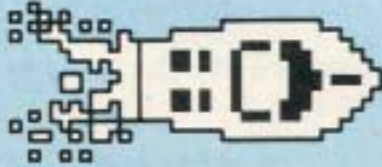
## KEYPAD

Press Keypad Buttons 1-8 to select a game option before beginning a game. Press \* after a game to replay the game options you have just completed. Press # after a game to return to the Controller Options Screen.

## PAUSE FEATURE

To pause the action during a game, press \* on your controller. The game screen disappears and the Spy Hunter music continues. Press \* again and the game screen reappears at the point at which you paused. There is a brief delay for you to size up the situation before play begins again.

# ACHIEVEMENT

Enemy Agent Eliminated	Points
 ROAD LORD	150
 SWITCH BLADE	150
 ENFORCER	500
 MAD BOMBER	700
 BARREL DUMPER	150
 DOCTOR TORPEDO	500

Points are also accumulated for distance traveled on the road and in the water.

At all Skill Levels, players earn an additional Spy Hunter vehicle for scoring 10,000 points before the timer runs out. Players earn **two** additional Spy Hunter vehicles for scoring 18,000 points before the timer runs out. An additional Spy Hunter vehicle is earned at 30,000 points and at every 30,000 points thereafter, up to 120,000.

## **Cartridge Reset**

The Cartridge Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

# **THE FUN OF DISCOVERY**

This instruction guide provides the basic information you'll need to start playing Spy Hunter, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques — and enjoy the game!

## **Credits**

Game Adaptation: Michael Price

Computer Graphics: Jesse Kapili

Audio Adaptation: Roland Rizzo

Instruction Guide: Anne Goshdigian, Daniel H. Brown

## 90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this cartridge will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship of the cartridge shall be limited to repair or replacement at an authorized Coleco Service Center. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

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Coleco makes no warranty, either express or implied, including any implied warranties of merchantability and fitness for a particular purpose, in connection with the Programs, and all Programs are made available solely on an "as is" basis.

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### SERVICE POLICY

Please read your Owner's Manual carefully before using your cartridge. If your cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Operating Tips Manual. If you cannot correct the malfunction after consulting this manual, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide.

If Customer Service advises you to return your cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

**IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.**



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