

# SPY VS SPY



**USER GUIDE**



# **YOUR MISSION**

**Your mission is to escape the embassy. Top secret briefcase in hand. It is important to remember that all else is but a mere distraction. Before time runs out, locate the airport door and board your plane with all of the following: passport, travelling money, the key and the secret plans.**

**Both players start with equal time to travel the maze of rooms, collect required objects, search for the briefcase and exit the embassy before their plane takes off.**





# **SIMULVISION™**

Put on your mess-pionage disguise and get ready for some MAD-cap action! The ultimate action/strategy game, SPY vs SPY has two great in-game features:



**SIMULVISION™** utilizes the split screen display depicting both players activities simultaneously! Even while playing in single player mode, you get to see what the other SPY is up to.



# **SIMULPLAY™**

**SIMULPLAY™** lets both players play.... you guessed it...Simultaneously! No more need to wait your turn as you travel throughout a selectable, yet randomly generated maze of interconnecting rooms. While setting and defusing booby-traps, engaging in hand-to-hand combat, searching for the Top Secret briefcase (guess it's not secret anymore) and looking for the only way out, you must collect your passport, secret plans, money and key in order to escape from the foreign embassy before your plane takes off without you. Like Alfred E. Neuman says, "If you don't succeed at first...SPY, SPY again."



# GAME SETTINGS

When Spy vs Spy has finished loading on your device, you will be presented with the main menu. Options include the following:



**MANUAL  
& CREDITS**



**TWEET ABOUT  
SPY VS SPY**



**LEADERBOARDS  
& ACHIEVEMENTS**



**TELL PEOPLE  
YOU KNOW!**



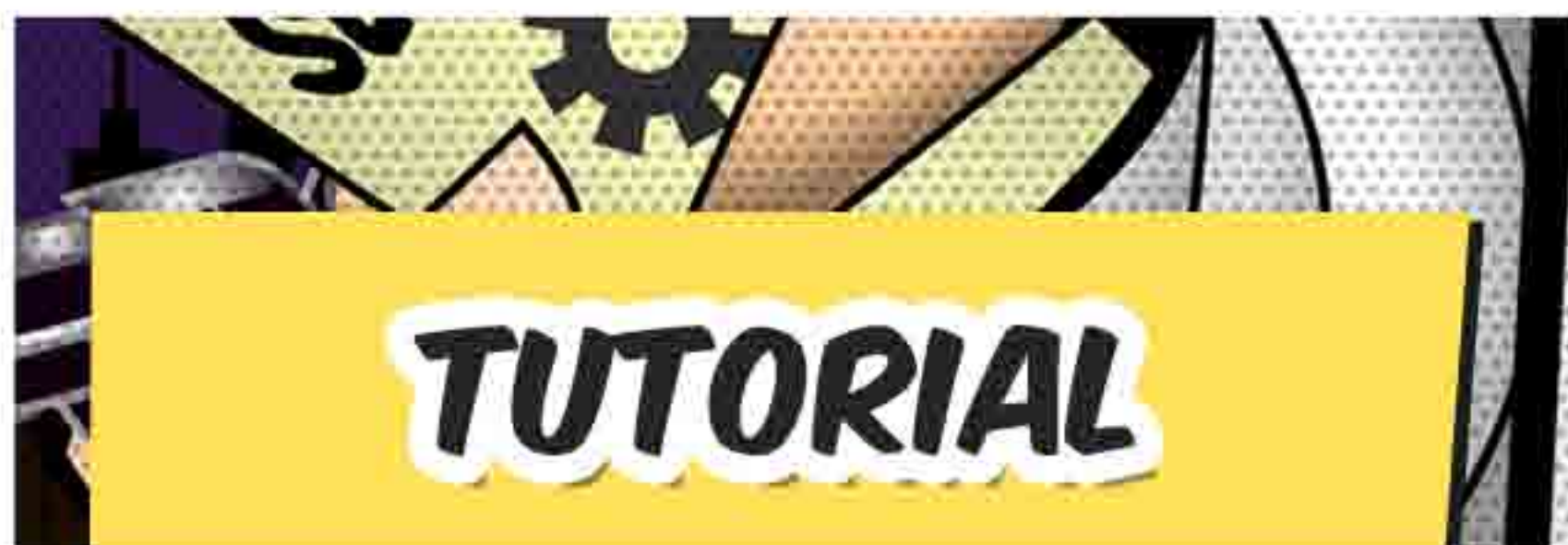
# GAME SETTINGS



Progress through an increasingly challenging set of 24 embassies.



Play any unlocked embassies in any order.



Try the tutorial to get up to speed.



Play others via Game Center or local Bluetooth/Wi-fi connections.



# GAME SETTINGS

Choose from two modes!



**RETRO**

**OR**



**MODERN**



# CONTROLS



D-PAD



JOYSTICK

**CUSTOMIZATION** - You can customize the type of controls you use to navigate your character through the game. Choose between the **D-Pad** or **Joystick** in the controls menu. If the Joystick is selected you can position it and the actions buttons any where on the screen, simply by dragging them to the desired location on the grid.



# CONTROLS



**D-PAD** - The rooms that you are in are 3 dimensional. Touch the screen and drag your finger in the direction you want to go. If you have elected to have the D-PAD shown, it will appear where ever your finger touches the screen simply as a visual aid. You should not try to use it to issue directional commands.. Touch the screen and drag your finger upwards to move the spy towards the rear of the room. Dragging downwards will bring you towards the front. Dragging right or left will move you right or left.

\*NOTE: you can tap and drag anywhere on the screen, it doesn't have to be in your half of the screen.



# CONTROLS



**JOYSTICK** - Move the joystick in the direction you want your character to go (up, down, left, right).

\*NOTE: Unlike the D-Pad, the Joystick stays stationary on your screen. You can customize the location of the Joystick in the controls menu.





# CONTROLS



**ACTION BUTTONS** - An action button will appear on the screen when a new action is possible. For example, when your character has reached a door, an action button will appear giving you the option to open or close it. Another example is when you meet the opposing spy in the same room, the fight action buttons appear. A red "X" in an action button indicates that you can cancel the action or drop an item by tapping on that action button.

\*NOTE: You can customize the location of the action buttons in the controls menu.



# ACTIONS



**OBJECT MANIPULATION** - First, move within range of any object (you will hear a short tone, see the object flash as a flashing arrow points to it). Then tap anywhere. Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you're not so lucky, it will activate a BOOBY TRAP blowing you to smithereens!



# ACTIONS



**OPENING DOORS** - Move within range of any closed door (you will hear a short tone, see the door flash as a flashing arrow points to it). Tap the door and it will open. You can now move your spy through the door.



**EXIT** - There is only one way out of each embassy building. The exit door is marked. You can NOT leave without all of the required inventory. The airport security guard will see to that!



# ACTIONS



**LADDERS** - If you enter a room with a LADDER, you can activate it by moving within range, then tapping anywhere on screen. This will lower the ladder to ground level, enabling you to climb your spy up the ladder to the upper floor. If you do not climb your spy up the ladder but tap a second time, the ladder will raise back up. To climb up or down, touch the screen and drag in the appropriate direction. The Spy will move by himself.



# ACTIONS

**RUGS** - If you enter a room with a RUG and are within range of it, tapping once will lift the rug and reveal a hole. Move your player over the hole and touch down and drag downwards for him to climb down the ladder to a lower floor.





# BREADCRUMBS

In Retro mode you can re-trace your steps by using the small character indicators just below the front edge of your room. These guides actually point the way back to where you have just come from. The indicators and their meanings are as follows:



Take the door on the RIGHT to go back one room



Take the door on the LEFT to go back one room



Take the door in the FRONT of the room to go back one room



Take the door in the BACK of the room to go back one room



Go DOWN the hole in the floor to go back one room

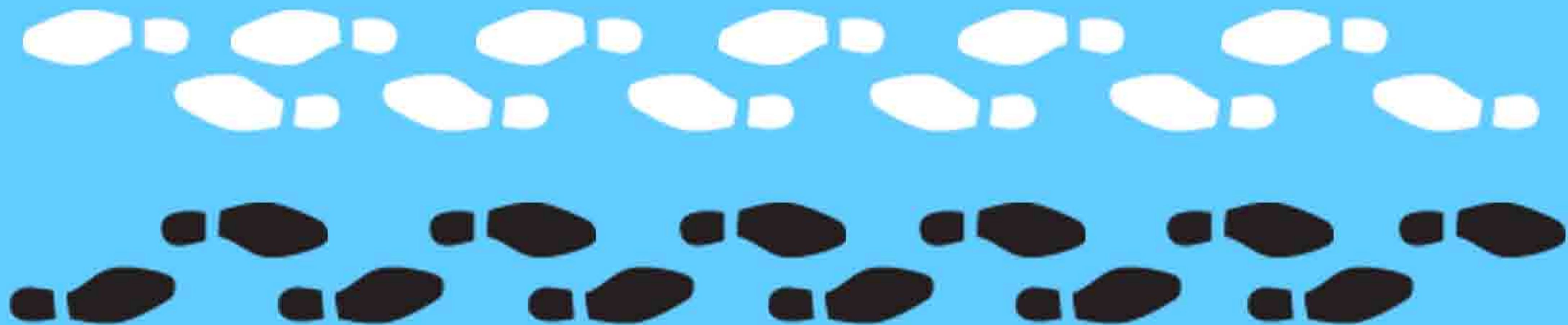


Go UP the ladder to go back one room



# **BREADCRUMBS**

The Modern version of the game instead uses footprints as breadcrumbs. The footprints are left behind in each room, as a visual indicator that the room has been visited.





# TRAPULATOR™

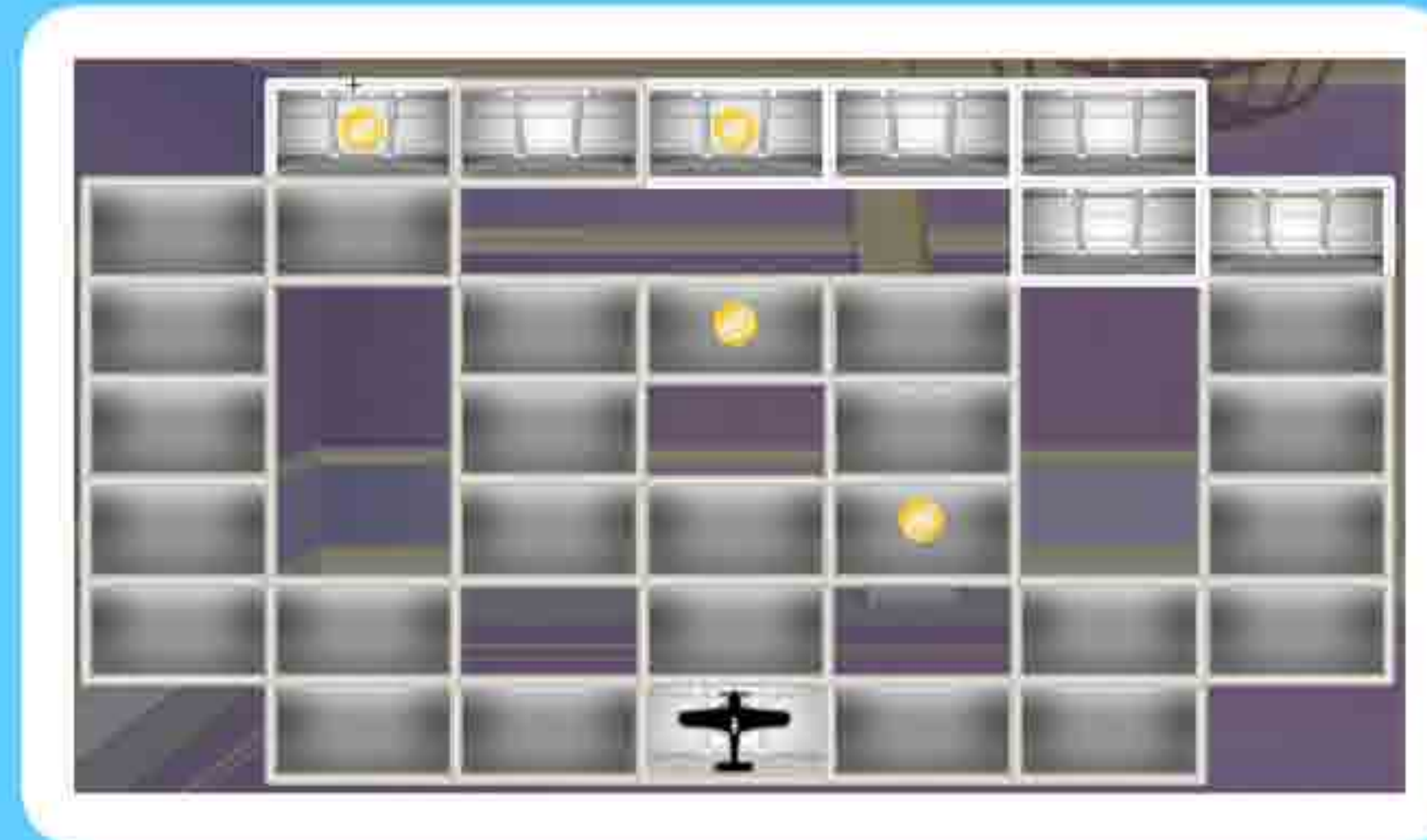
Located to the right of each of the rooms is a calculator-like, state of the art, Trapulator™. It serves four basic functions. You can use it to **SELECT BOOBY-TRAPS**, pinpoint your **LOCATION**, gauge your **TIME** remaining and check **INVENTORY**.



Across the top of the Trapulator™ is a digital clock which indicates the time left until your plane takes off (with or without you)! Below the clock are 6 buttons. On the first 5, selectable booby-traps are indicated. However, the sixth button in the lower right-hand corner calls up a map of the embassy you have broken into.



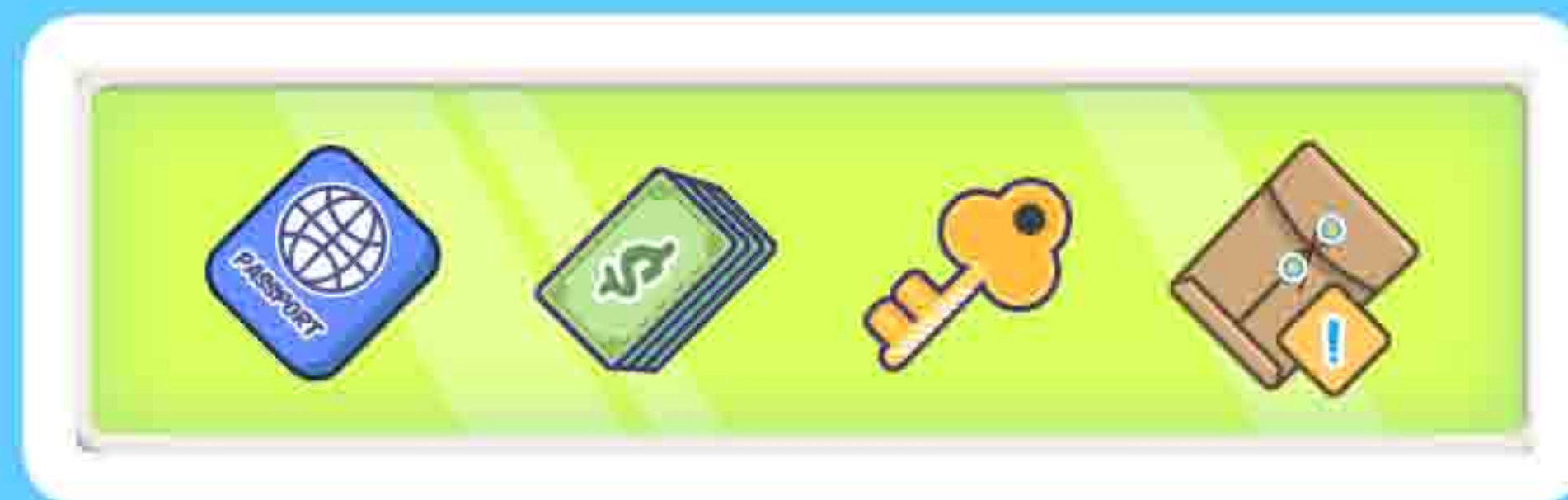
# TRAPULATOR™



The map will appear in the room that your spy is occupying. The room your spy is in will be the one blinking on and off. Non-blurry rooms indicate that your spy has been in that room at least once. Any required inventory items are represented by a gold coin. The map does NOT tell you what item or how many are in a particular room, just that something you are looking for is there.



# TRAPULATOR™



Finally, the Trapulator™ displays items you have successfully collected as you ready your escape. Any items you are carrying will blink. Items that you are not carrying but touched last will show without blinking. It also indicates if an item has been taken from you. The item will now appear in the opposition's Trapulator™. Across the bottom, left to right, should be your passport, money, key and the secret plans. The map does NOT show the location of the other spy, nor does it reveal anything about the other floor of the embassy (if there is one).



# COMBAT



When the spies enter the same room, Simulvision™ ends temporarily and we zoom into the single common room. Doors and traps still work. Your spy is in 'combat mode' and has three strike attacks to choose from when in close vicinity of the other spy. To execute a strike tap the thought bubble or action button displaying the attack you want to use. \*NOTE: In Retro mode - combat occurs in the top room and spies have two attack moves. Tap the top or bottom of the screen for head blows or stomach jabs!



# COMBAT

If a spy is carrying anything when he enters a common room, the object is lost or hidden in the common room, depending on the type of object. Traps and remedies are lost, while inventory items and the briefcase are hidden somewhere in the room. The winner of the combat sequence can search the object out, and either regain or gain possession. NOTE: At the beginning of each new game, both spies will start out in the same room only a few steps from each other. Sooooo, don't become the victim of SAP-otage... keep your guard up.



# COMBAT

## POINTS ARE **AWARDED** OR **DEDUCTED** FOR THE FOLLOWING:

**+80**

Winning at hand to hand!

**+60**

Stealing another players inventory item!

**+40**

Using a remedy successfully!

**+30**

Placing a booby trap!

**-80**

For being the victim of a trap or airport security guards boot!

**-70**

Calling up the help Map!

**-20**

Losing at hand to hand!



# COMBAT

## BONUS POINTS!

0

Easiest IQ setting

1,000

Easy IQ setting

2,000

Normal IQ setting

3,000

Hard IQ setting

4,000

Hardest IQ setting

**Points are awarded for IQ settings  
in custom matches!**



# **TRAPS & REMEDIES**

As players move through the maze of rooms, they may select any of the five booby-traps. The booby-trap arsenal contains: bombs, springs, buckets of water, guns with strings tied to the triggers and time bombs. The time bomb can't be hidden. In fact, it is activated immediately and is the only booby-trap that cannot be carried or neutralized! The gun with a string and the bucket of water can only be attached to a closed door. All other traps may be placed behind or in anything found in any room.



# TRAPS & REMEDIES

Spies can carry traps in and out of rooms, placing them where they wish when they are ready. **\*See in-game tutorial for setting and disarming traps.**

## DEFAULT TRAPSET



## TRAPSET #1

