

Bally **MIDWAY**™

SPY HUNTER™

OFFICIAL ARCADE GAME



ATARI® 2600™
AND COMPATIBLES

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!

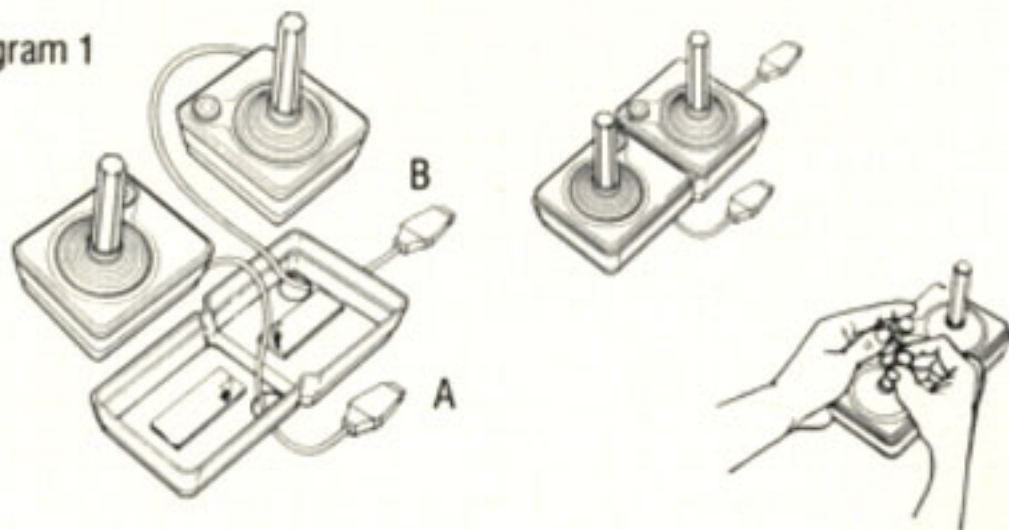
Maneuver your car with all the speed and skill you can, always watching for the Road Lord, the Switch Blade, the Enforcer and other enemy agents as they try to stop you cold on land and water. You must destroy them before they destroy you!

U SING YOUR CONTROLS

ASSEMBLING SPY HUNTER'S DUAL CONTROL MODULE

To play Spy Hunter on your game system, you must use the Dual Control Module which enables you to join your two joysticks together in one unit. This is necessary because Fire Buttons on both joysticks are needed to play Spy Hunter.

Diagram 1



1. Holding the Dual Control Module with the cable openings in the position shown in diagram #1, guide joystick cable A through the opening closest to you. (Bottom right)
2. Peel back the paper covering on the Velcro™ attachment and as you pull up the cable slack, press the #1 joystick firmly into place with the joystick's Fire Button in the upper left hand corner as shown in the diagram.
3. Now guide cable (B), the second joystick, through the cable opening at the upper left hand corner of the Dual Control Module. Make sure Fire Button is in the lower left position.

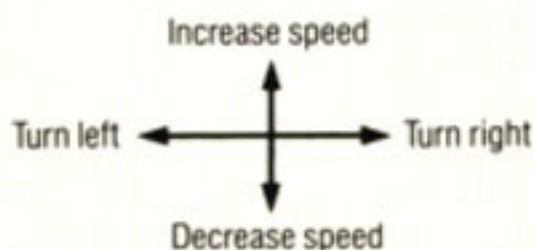
Peel the paper covering the Velcro™ attachment.

Again, as you guide the cable all the way through the opening, press the #2 joystick firmly into place inside the Dual Control Module. Make sure that the Fire Buttons on the joysticks are side-by-side toward the front, according to the diagram.

4. Plug the cable for joystick #1 into joyport #1. (Left)
Plug the cable for joystick #2 into joyport #2. (Right)
5. When playing Spy Hunter, you use only joystick #1 to maneuver your Spy Car. Both Fire Buttons are used for activating your Spy Weapons.

SET UP AND GAME CONTROL

1. Insert the game cartridge while power is OFF.
2. Turn the power ON and select either Game #1, the more challenging game, or Game #2, the easier game, by using the left difficulty switch.
Position "A" Game #1
Position "B" Game #2
Game #2 runs on a timer that gives you 90 seconds to complete the first leg of the course. You have an unlimited number of Spy lives (cars) during this time. During the 90 second time period, although you have an unlimited number of cars, you earn extra cars that will be applied to your game after the 90 second period. You earn one car at 7,000 points and another at 10,000 points and one for each 20,000 after that. Game #1 also starts with an initial 90 second run.
However, game difficulty is increased.
Press the Fire Button to start game.
3. You'll hear the Spy Hunter theme as the Weapons Van pulls onto the side of the road, letting your Spy Hunter car roll out the back and onto the road.
4. Use your left joystick control to maneuver your Spy Car through the dangers of the road and waterways of Spy Hunter in the following way:

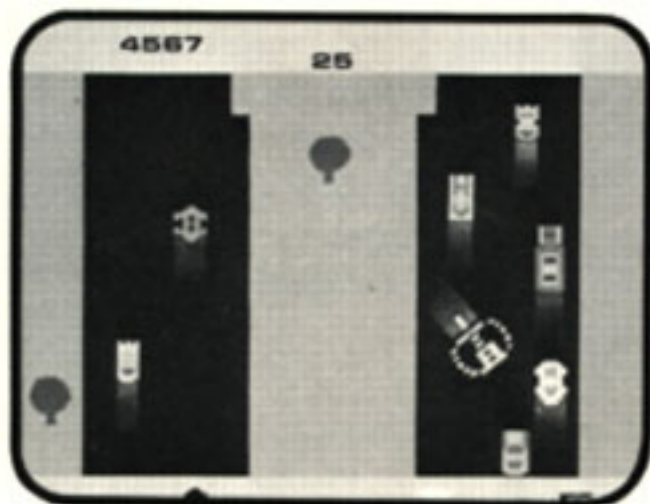


5. Spy Hunter's special Dual Control Module enables the player to activate both Fire Buttons easily. Only the left joystick effects the maneuver of your Spy Car. However, both the bottom and top Fire Buttons are used to activate weapons. (See Weapons Section.)
The bottom Fire Button activates forward firing weapons. The top Fire Button activates rear firing weapons. (See Weapons Section.)

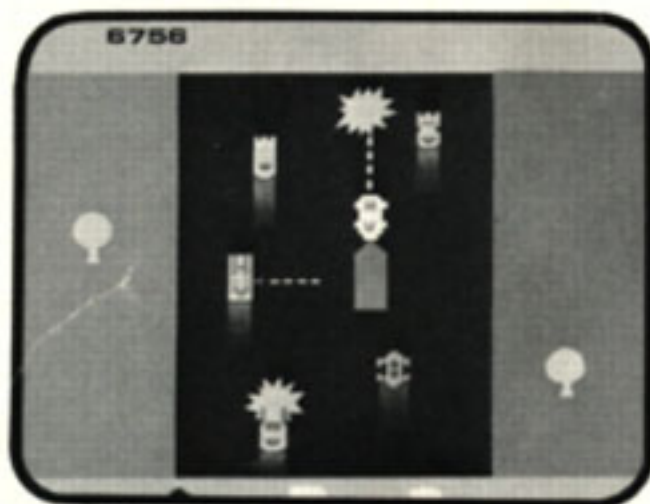
HOW TO PLAY

SCREEN AND GAMEPLAY

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



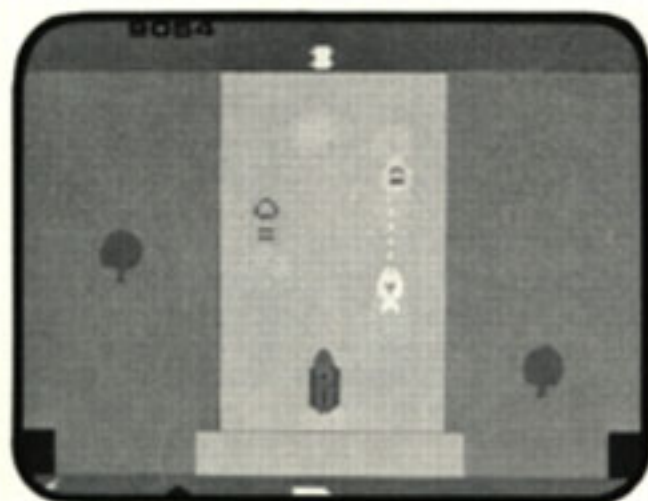
The road will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls



onto the road shoulder to let the new Spy Car roll out the back and 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 color 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 a Spy Boat and skims along the surface of the water. Don't

think you're safe. The water is teaming with other Enemy Agents.
You can pause the game by stopping your Spy Car when 2 trees are on the screen at the same time.



WEAPONS

Each time you enter a new terrain, the Weapons Van appears on the road ready to supply your Spy Car with the appropriate new weapon. Here's how to activate your various weapons:







Bottom Fire Button activates Machine Gun and Missiles

Fire Button activates Smoke Screen and Oil Slick

You can also use your Spy Car to ram some enemy agents off of the road to destroy them 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 (bullet proof) . . . must be rammed off road by Spy Car
-  Switch Blade . . . extended buzz-saw hubcaps to slash tires
-  The Enforcer . . . fires a shotgun
-  The Copter (Mad Bomber) . . . drops bombs onto Spy Car
-  Barrel Dumper . . . dumps oil barrels in water ahead of Spy Boat
-  Doctor Torpedo . . . fires torpedos at Spy Boat

On land, Enemy Agents are blue.

On water, all are the Enemy.

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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



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Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

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enemy... the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges... but remember only you can save the Federation!

OFFICIAL ARCADE VERSION

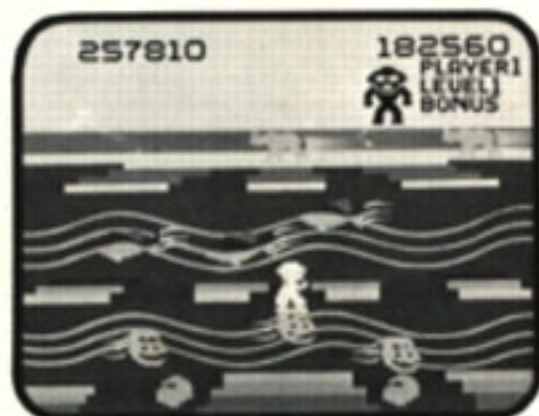


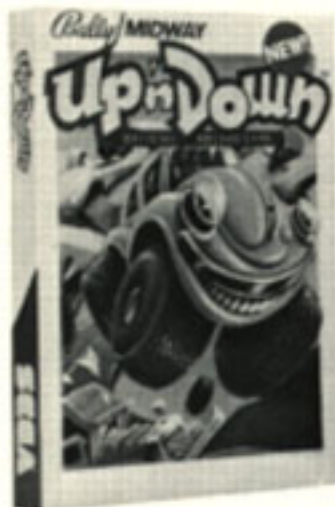
SEGA[®] Congo Bongo[™]

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventure hunts down Congo Bongo, the mischievous giant gorilla.

There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!

OFFICIAL ARCADE VERSION





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



Bally MIDWAY

TAPPER™

SIDE-SPLITTING, SODA-SLINGING LAUGHS AND SPILLS!

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

