KEMCO

KEMCO AMERICA, Inc.
P.O. Box 110, Redmond, WA 98073-0110

Printed in Japan

Nintendo

GAME BOY

OPERATION: BOOBY TRAP. ONLY THE TRICKY SURVIVE!

FIRST STAR

MAD MAGAZINE'S OFFICIAL

DMG-TO-USA

SPY VS SPY



INSTRUCTION BOOKLET

KIDS SA KIDS

KEMCO

ADVISORY
READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Published under a license from FIRST STAR SOFTWARE, INC. SPY vs SPY and MAD ARE REGISTERED TRADEMARKS OF E.C. Publications, Inc. Both are used with permission. FIRST STAR SOFTWARE is a trademark of First Star Software, Inc. Audio visual material designed and copyrighted 1985, 1992 FIRST STAR SOFTWARE, INC. All rights reserved.



LICENSED BY

Nintendo®

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

Your Mission	2
Operation: Booby Trap	3
Controller Functions	4
Getting Started	6
Play Screen and Map Screen	8
How to Play	11
Collecting Items	12
Booby Traps	14
Setting Booby Traps	16
Avoiding Traps	17
Dangerous Obstacles	18
Secret Spy Hints	20
Using 2-Player Mode	22

Thank you for your purchase of MAD Magazine's "Spy vs Spy- Operation: Booby Trap," a Kemco Game Boy Game Pak. Before playing the game, please read this instruction manual to learn proper use of the Game Pak, precautions, etc.

YOUR MISSION

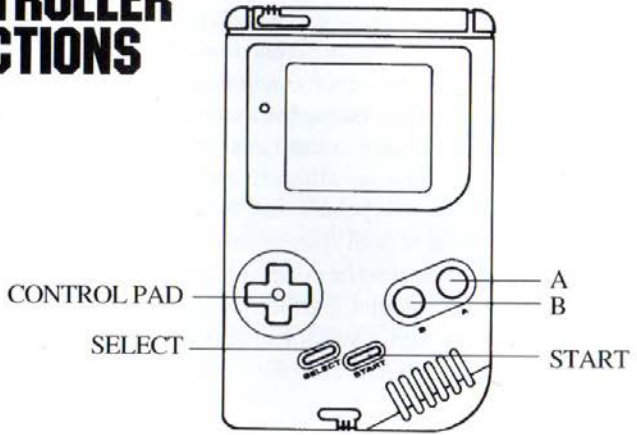
Your bumbling buddies from Mad secret service have both been driving desks at their respective H.Q.'s for months. Word has it that their Commander-General has accused them of booby trapping each other, and not concentrating on getting their jobs done. Can you believe that?

OPERATION BOOBY TRAP

Anyway, White and Black have been caught numerous times daydreaming at their desks, plotting their revenges on each other, instead of filling out expense reports, requisition forms, and other endless, boring International espionage-type drudgery. Until one day, there arose a mission so difficult, and so dangerous, the spies' superiors saw the opportunity to get rid of both spies at once.

Ecstatic at the chance to face each other yet again, White and Black packed their arsenals of tricks and traps, and again took to the field for OPERATION: BOOBY TRAP!

CONTROLLER FUNCTIONS



Control Pad: Moves spy up, down, left, or right.

A Button: To Jump:
A spy can jump farther when the life gauge indicates a high energy level.

B Button: To set Booby Traps, or to punch.

Start Button: To Pause the game.

Select Button: To View the map screen.

GETTING STARTED





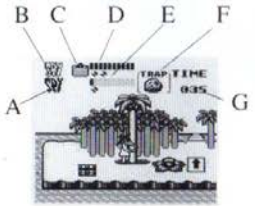
Insert the "Spy vs Spy- Operation: Booby Trap" Game Pak into the Game Boy. When inserted, the label on the Game Pak should be facing out. You will not be able to turn on the Game Boy power switch if Game Pak is not inserted properly. Turn on the power!

When the title screen appears, press the start button to select either the white spy or the black spy. Please refer to page 22 for 2-player game play.

Starting the game:
To start the game, move the cursor to "NEW GAME" and press the Start Button (refer to page 21 for information about the "Help" and "Password" options)

PLAY SCREEN AND MAP SCREEN

A. Black Spy
B. White Spy
C. Attaché Case
D. Life Gauge
E. Items
F. Trap Window
G. Time



LIFE GAUGE: Indicates the energy level of each spy. As a spy's energy level decreases the spy will become weaker and slow to move, and won't be able to jump as far.

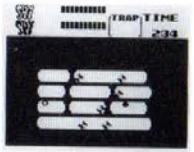
TRAP WINDOW: When you come to a location where you can set a trap, a Booby Trap will be displayed in this window.

TOP-SECRET DOCUMENTS: When you obtain a top-secret document, a diamond ◈ will appear just below your spy's Life Gauge. There are 5 documents in each stage. You cannot hold more than one unless you have the Attache Case.

ATTACHÉ CASE: If you find it, the Attaché Case will be pictured just to the left of your spy's life gauge. Get this first, or you won't be able to collect all 5 Top-Secret Documents (you'll only be able to hold 1).

TIME: This shows the amount of time you have remaining to get all 5 Top-Secret Documents and exit the stage. Be aware that you will have to start the stage over at the beginning if you run out of time.

MAP SCREEN INFO



If you get lost and want to know where you are, press the Select Button. The Map of the stage you are on will appear on the screen. Keep in mind that the game IS NOT paused while you look at the map, the other spy will still be working hard to get the documents.

These are what the symbols mean on the Map Screen:

- ❍ = Position of the White Spy
- ● = Position of the Black Spy
- ⌖ = Location of Attaché Case or Top Secret Documents.

Your mission is to collect Top-Secret Documents and return them to your Commander-General. Accomplish this by searching in the treasure chests that are scattered throughout the stage. When you've obtained the Attaché Case and all 5 Top-Secret Documents, make your escape through one of the 2 "OUT" doors in the stage.

HOW TO PLAY

There are 5 types of Top-Secret Documents; Microfilm, Secret Files, Blueprints, Floppy Disks, and CPU ROM chips. In each stage your objective will be one of these 5 types of Documents. The Commander-General will let you know which one at the beginning of each stage.

Each level consists of 5 stages; the Tropical Islands, the Volcanic Mountain, the Ice Country, the Cave, and the Pyramid. Complete all 4 levels to finish the game. When you defeat all 5 stages in a level, your Commander-General gives you a password so that you may continue at the beginning of the next level!





COLLECTING ITEMS

Spread throughout each stage are several treasure chests. Hidden in some of the treasure chests is an Attaché Case, and 5 Top-Secret Documents. To search a treasure chest, stand above it and press Down on your Control Pad. Sometimes you'll find an item in the treasure chest. Other times it will be empty. Still other times you'll find a Booby Trap inside that the enemy spy has left for you. Not all treasure chests contain Top-Secret Documents. The treasure chests that contain Documents or an Attaché Case are shown on your map screen!

The key is to find the Attaché Case early on, or you'll only be able to carry one Document!

There is only one Attaché Case, and without it, you'll never finish the stage. If the enemy spy finds the Attache Case first, you're in trouble. If this happens, track down the other spy and try to punch him out or Booby Trap him! When you defeat the enemy spy, or he is caught in a Booby Trap, everything that he was carrying is hidden in a new treasure box. If you open that box, you'll get everything he had!!

BOOBY TRAPS

Set Booby Traps to sabotage your enemy. When he gets caught in one of your traps, he'll lose life energy, and be knocked out for a while. This is a perfect time to collect items, because he won't be able to intercept you.

On each stage there are different Booby Traps you can use:



BOMBS (All Stages):
Place bombs in Treasure Chests. When a chest with a bomb in it is opened, it blows up in your face!



COCONUT (The Tropical Islands):
Throw this up into a palm tree. When somebody walks under the tree, the coconut falls on his head!

BATTERY (The Volcanic Mountains):
Throw this up into a cloud. If a spy walks under the cloud, a thunderbolt zaps him!



HAMMER (The Ice Country):
Hit a pine tree with the hammer. When a spy walks under the tree, he'll be buried in snow!



DYNAMITE (The Caves):
Set the dynamite in a hole in the ceiling. When a spy walks under the hole, the dynamite will send debris raining down on him!



AX (The Pyramids):
Set the ax on a stone statue. When a spy walks close, the ax swings down and cleaves him in two!



SETTING BOOBY TRAPS

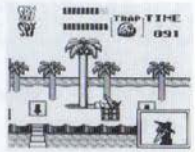
When your spy is standing in an area where you can set a Booby Trap, the appropriate trap will be displayed in the Trap Window. To set up the Booby Trap, press the B Button.

Remember where you've placed your Booby Traps so you don't get nailed by your own traps!

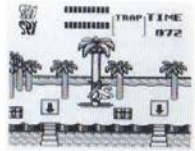


If you get caught in an enemy Booby Trap (or your own) a window will appear in the bottom right corner of the screen, and you'll see the enemy spy laughing at you. The same window will show you when he gets caught in a trap!

When your finely tuned, super secret agent senses detect a Booby Trap, you may sometimes jump over the booby trapped area to avoid getting zapped. Press the A Button to jump.

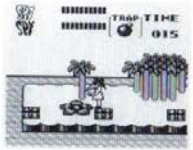


AVOIDING TRAPS

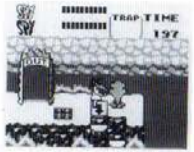


DANGEROUS OBSTACLES

Watch out for obstacles on the ground! There are places on the map that inflict damage to you or slow you down. Jump over them to avoid losing your life! Some of these are;

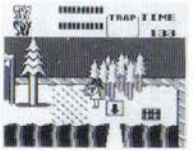


Man-Eating Plants (The Tropical Islands)

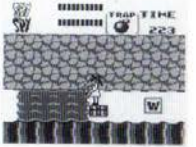


Flame Geysers (The Volcanic Mountain)

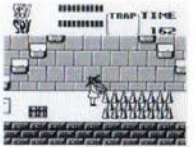
Ice Spikes (The Ice Country)



Mud Puddles (The Caves)



Spiked Floors (The Pyramid)



Note: Don't walk off the cliffs in any level as this is EXTREMELY bad for your spy!

SECRET SPY HINTS

RECOVER YOUR LIFE ENERGY!
When your life gauge indicates that your energy is low, your movement slows down, and you won't be able to jump as far. Stand still, and your energy will refill!

WARP!
There will be platforms with a "W" on them scattered throughout the game. Step on these and instantly warp to a different section of the stage. Use them to transport around the stage quickly!

HELP DEMO!
Choose HELP on the main screen for helpful hints on how to play the game.

PASSWORD!
Write down the secret password that your Commander-General gives to you. Enter your password to continue play.

USING 2-PLAYER MODE

In order to play the 2-Player game you must have:

2 Game Boys
2 "Spy vs Spy- Operation: Booby Trap" Game Paks
1 Game Boy Game Link cable

Without these items you CANNOT play 2 players.

If you have all the equipment, plug the Game Boy Game Link into each Game Boy, and insert one "Spy vs Spy- Operation: Booby Trap" Game Pak into each Game Boy. After you've completed this, turn on both Game Boys for Head to Head play.



The first player to pick a spy gets to choose which stages the game takes place in. The 2-player game is played with the same rules as the 1-player game, except that the enemy spy is controlled by the other player (via the Game Boy Game Link). The first spy to clear 3 stages is the winner!

KEMCO AMERICA, INC. LIMITED WARRANTY

KEMCO AMERICA, Inc. warrants to the original purchaser of this KEMCO AMERICA, Inc. software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The KEMCO AMERICA, Inc. software program is sold "AS IS" and without any expressed or implied warranty of any kind, and KEMCO AMERICA, Inc. is not liable for any losses or damages of any kind resulting from use of this program.

If the KEMCO AMERICA, Inc. software product fails to comply with this limited warranty, KEMCO AMERICA, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying KEMCO AMERICA, Inc. software products provided it is returned by the original purchaser, postage paid, with proof of purchase, to KEMCO AMERICA, Inc.'s Factory Service Center.

TO RECEIVE THIS REMEDY:
1. DO NOT return your defective KEMCO AMERICA, Inc. software product to the retailer.
2. Send the defective product to KEMCO AMERICA, Inc. Factory Service Center at:

KEMCO AMERICA, INC.
Warranty Return Center
P.O. Box 110
Redmond, WA 98073-0110

(206) 556-9000

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with the product. The remedy provided above is your exclusive remedy if the KEMCO AMERICA, Inc. software product does not comply with this Limited Warranty.

This warranty shall not be applicable and shall be void if the defect in the KEMCO AMERICA, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATIONS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KEMCO AMERICA, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KEMCO AMERICA, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE KEMCO AMERICA, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.