SPY HUNTER

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SPY HUNTER
GAME OPERATION

ATTRACT MODE

1. The Attract mode starts:
   - □ Just after power has been turned on to the game. (Self-Test switch is in the "OFF" position.)
   - □ After a Self-Test has been completed and there are no more credits left in the games memory.
   - □ After a play has been finished, the score was not high enough to put the game into the High Score/Initial mode, and there are no more credits left in the games memory.
   - □ After the High Score/Initial mode when there are no more credits left in its memory.
   - □ No matter where the game is in the Attract mode sequence, it will immediately go to the Ready-To-Play mode display as soon as a game has been paid for.

PLAY MODE

1. The Play mode begins when the "WEAPONS VAN" push button is pressed (it also serves as a "START" button).

2. The Play mode ends when all of your CARS have been eliminated. When this happens, "GAME OVER" is written across the monitor screen.

HIGH SCORE/INITIAL MODE:

If your score was high enough to become one of the ten best scores, the game will go into the High Score/Initial mode immediately after the "GAME OVER" display. If your score is not high enough to cause the game to go into the High Score/Initial mode, it will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

Follow the ON-SCREEN instructions to enter your initials next to your score in the league of the best ten players to date.

After the High Score/Initial mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough coins have been accepted for a 1 player game.

2. The Ready-To-Play mode ends when the "WEAPONS VAN" push button is pressed (it also serves as a "START" button).
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<td>BUMPER CAR</td>
<td>150 POINTS</td>
<td>ON THE ROAD</td>
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<tr>
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<td>25 POINTS</td>
<td>FOR EACH 1/4 SCREEN TRAVELED</td>
</tr>
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</table>
SPY HUNTER

OPTION SWITCH SETTINGS

/////////////////////////////////////////////////////////////////////////////////////////////////////////////

DURING GAME PLAY:

SW#1  SW#2  SW#3  SW#4  SW#5  SW#6  SW#7  SW#8  SW#9  SW#10
NOT   NOT   NOT   NOT   NOT   NOT   NOT   NOT   NOT   NOT
USED  USED  USED  USED  USED  USED  USED  USED  USED  USED

FREEZE VIDEO

**NORMAL OPERATION ON OFF

////////////////////////////////////////////////////////////////////////////////////

SW#1  *SW#2  *SW#3  *SW#4

**NORMAL OPERATION OFF
SOUND I/O DIAGNOSTIC MODE ON

**NORMAL OPERATION OFF
RAM/ROM TEST ON

INDICATES TEST RESULTS VIA
YELLOW LED ON SOUND I/O
BOARD:
FAST FLASH = BAD ROM
SLOW FLASH = BAD RAM

**NORMAL OPERATION OFF
OSCILLATOR TEST ON

**NORMAL OPERATION OFF
FILTER TEST ON

*NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION.
**FACTORY RECOMMENDED SETTINGS.

PART NO. M051-00307-A007

THE REMAINDER OF YOUR NEW GAME'S MOST COMMON OPTION SETTINGS ARE CONDUCTED DURING
THE MACHINE SETUP PORTION OF THE SELF-TEST MODE.

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