I Spy Challenger Guide

by KrocTheDoc   Updated to v1.27 on Aug 16, 2008

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        IIIII   SSSSSS PPPPP  YYYY   YYYY
         III    SSSSSS PP  P   YY     YY
    M    III     SS  S  PP  P    YY  YY
   MMM   III      SS    PPPP     YYYY
   MMM  GGGGG      SS   PP        YY
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   CC  H H  AA L   L    EEEE NN   N  GGG  EEEE RRR  !!
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  CC   HHH AAAA L   L    EEE  N  N N G GGG EEE  RRR  !!
  CC C H HA  A L L  L  L E    N   NN  G  G E    R  R
   CC  H H A  A LLLL LLLL EEEE N    N  GGG  EEEE R  R !!


              Version 1.11
             FAQ By KrocTheDoc
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Version History

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--------------------------------------------------------  _____
Version 1.0                                              |The original submitted|
                                                         |file.             |
                                                          ---------------------
--------------------------------------------------------  _____
Version 1.01                                             |Fixed margin character|
                                                         |width.            |
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--------------------------------------------------------  _____
Version 1.02                                             |Fixed one sentence and|
                                                         |added e-mail address. |
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--------------------------------------------------------  _____
Version 1.03                                             |Changed ASCII art and |
                                                         |version numbers.      |
                                                          ---------------------
--------------------------------------------------------  _____
Version 1.04                                             |Fixed three things in |
                                                         |the guide.            |
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--------------------------------------------------------  _____
Version 1.05                                             |Fixed margin character|
                                                         |width.                |
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--------------------------------------------------------  _____
Version 1.06                                             |Added the word "Tips" |
                                                         |to the Hoop Drop part.|
                                                          ---------------------
--------------------------------------------------------  _____
Version 1.07                                             |Fixed version history |
                                                         |and changed email.    |
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---------------------------------------------------------   _____
Version 1.08                                               |Changed e-mail and   |
                                                           |added AIM.           |
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---------------------------------------------------------   _____
Version 1.09                                               |Fixed the copyright  |
                                                           |date and version #.  |
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---------------------------------------------------------   _____
Version 1.10                                               |Fixed the AIM        |
                                                           |screenname.          |
                                                            ---------------------
---------------------------------------------------------   _____
Version 1.11                                               |Added a space to ch. |
                                                           |1.                   |
                                                            ---------------------
---------------------------------------------------------   _____
Version 1.21                                               |Fixed a big mistake in|
                                                           |Match Attack and     |
                                                           |updated my email.    |
                                                            ---------------------
---------------------------------------------------------   _____
Version 1.26                                               |Fixed the ASCII and  |
                                                           |updated my email.    |
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---------------------------------------------------------   _____
Version 1.27                                               |Minor revision.      |
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1 - Game Strategies

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Here you will find basic tips and strategies to complete the games in I Spy
Challenger!

1.1

MA

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Match Attack
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Controls

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Up   - Moves your shooter up.

Down - Moves your shooter down.

A    - Shoots an object.

B    - Destroys one object at the cost of a free match.
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Objective - In Match Attack, you are trying to shoot objects at other objects
that match with each other. If you succeed, the two objects will disappear.
If not, then the object you shot will just remain there. You must get rid of
all the objects fast enough, or else the wall will close in on you and you
will have to start again. If you shoot an object at several of its matches
lined up, you will make them all disappear. Doing so awards you free matches.
Free matches allow you to use the B button to get rid of any object you want.
Also, if you get rid of the objects fast enough, you will get a bonus round in
which you can score more points, but the wall will move twice as fast. If the
wall closes in on you, the game ends.

Tips

1 - Keep an eye out for opportunities to earn free matches. They are helpful.

2 - Be careful not to shoot at objects that don't match.

3 - Try to get rid of your objects as fast as possible.

4 - Use your free matches wisely.

1.2

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Grid Grab
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Controls

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Up    - Moves the three highlighted squares up.

Down  - Moves the three highlighted squares down.

Left  - Moves the three highlighted squares left.

Right - Moves the three highlighted squares right.

A     - Chooses a group of squares.

B     - Changes the position of the highlighted squares.
```

Objective - In Grid Grab, you are given a row of objects in a certain order
that you must find in the grid below. You are given sixty seconds to do so. You
have a certain number of sets to do in each level. After completing the number
of sets, you progress to the next level. When you have found the row of objects
in a certain order, press A to choose it. If you are right, you clear a set for
the level and are awarded points. If you are wrong, you do not get points and
will not clear a set and instead will have to do that set over again. If you
run out of time, the game ends.

Tips

1 - Always check your answer before you press A; it might just save you some
    valuable time.

2 - Try to be quick enough to clear each stage, but don't rush too much or you
    will waste time giving wrong answers.

3 - Keep an eye on your timer.

4 - Remember to use the B button to change the position of the highlighted
    objects if the set isn't in the position you are currently in.

1.3

RRU

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Riddle-Round Up
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Controls

D Pad - Moves the crosshair.

A   - Selects an object

B   - Shows you the list of objects you haven't gotten. The objects in black
          are the ones you haven't found yet and the ones in red are the ones you
          have found.

L & R - Changes the picture.

Objective - In Riddle-Round Up, you are given pictures with several items to
              "spy" with the A button. The objects can be very hard to find and
              you need to use your eye. Fortunately, there is no time limit.

Tips

1 - Use your eye. The objects are very unobvious and can be tricky to find.

2 - Look everywhere. If you haven't found something, chances are, you aren't
    looking in the right spot.

3 - Remember to look at your list of objects often, so you don't forget what
    you have and haven't found.

4 - Focus yourself on one object at a time.

1.4

HD

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Hoop Drop
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Controls

D Pad - Moves the item holder.

A   - Drops an item in a hoop.

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B      - Speeds the scrolling up.

Objective - In Hoop Drop, you have a certain number of objects to drop in hoops
            that fit in the category of the items in the hoops. The screen
            automatically scrolls and you need to be quick. There is also a
            time limit and the time limit and the number objects increase as
            you progress through the levels. Be careful of the overlaps as you
            will need to place objects that are a cross between the objects in
            the hoops that overlap each other.

Tips

1 - Keep your eye open so you don't miss things.

2 - Be careful of overlaps and make sure to check your item to see if it fits
    in an overlap.

3 - Try to be as quick as you can.

4 - Be careful not to place objects in wrong hoops.

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2 - Appendices

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2.1

FAQ

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Frequently Asked Questions
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Until I start getting asked questions, this section will remain empty.

2.2

CREDIT

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Credits
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CJayC - For making GameFAQs.com.

Me    - For typing this FAQ.
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