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About This Game

101 Levels of Tomato Saving Fun!

Climb aboard to help SPY Fox save the world's ketchup supply from the evil King Konglomerate! Maneuver SPY Fox's M.E.S.S through water, space and air!

- Help Spy Fox navigate his M.E.S.S. (Multiple Environment SPY ship) to collect tomato's and destroy King Konglomerate's robots.
- Challenging arcade-style games for kids ages 5 to 10 (and children of all ages)
- Brand-new action with all the quality you'd expect from Humongous Entertainment!

Junior Arcade games are jam packed with fast-and-furious game-play that satisfies kids' hunger for action and surprises! Starring lovable characters and the high-quality, hand-drawn animation that families have come to expect from Humongous Entertainment, this series will provide hours of action and fun for your children.

This product uses ScummVM across Windows, Mac and Linux which is released under the GNU GPL v2.

For more information, please visit - <https://www.scummvm.org>
The GNU GPL can be viewed here - <https://www.gnu.org/licenses/gpl-2.0.html>

Title: Spy Fox In: Hold the Mustard
Genre: Adventure, Casual
Developer:
Humongous Entertainment
Publisher:
Humongous Entertainment, Nightdive Studios
Release Date: 31 Dec, 2000

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Minimum:

OS: Windows 7 / 8.1 / 10

Processor: 1.0 GHz Processor

Memory: 512 MB RAM

Graphics: 100% DirectX compatible graphics

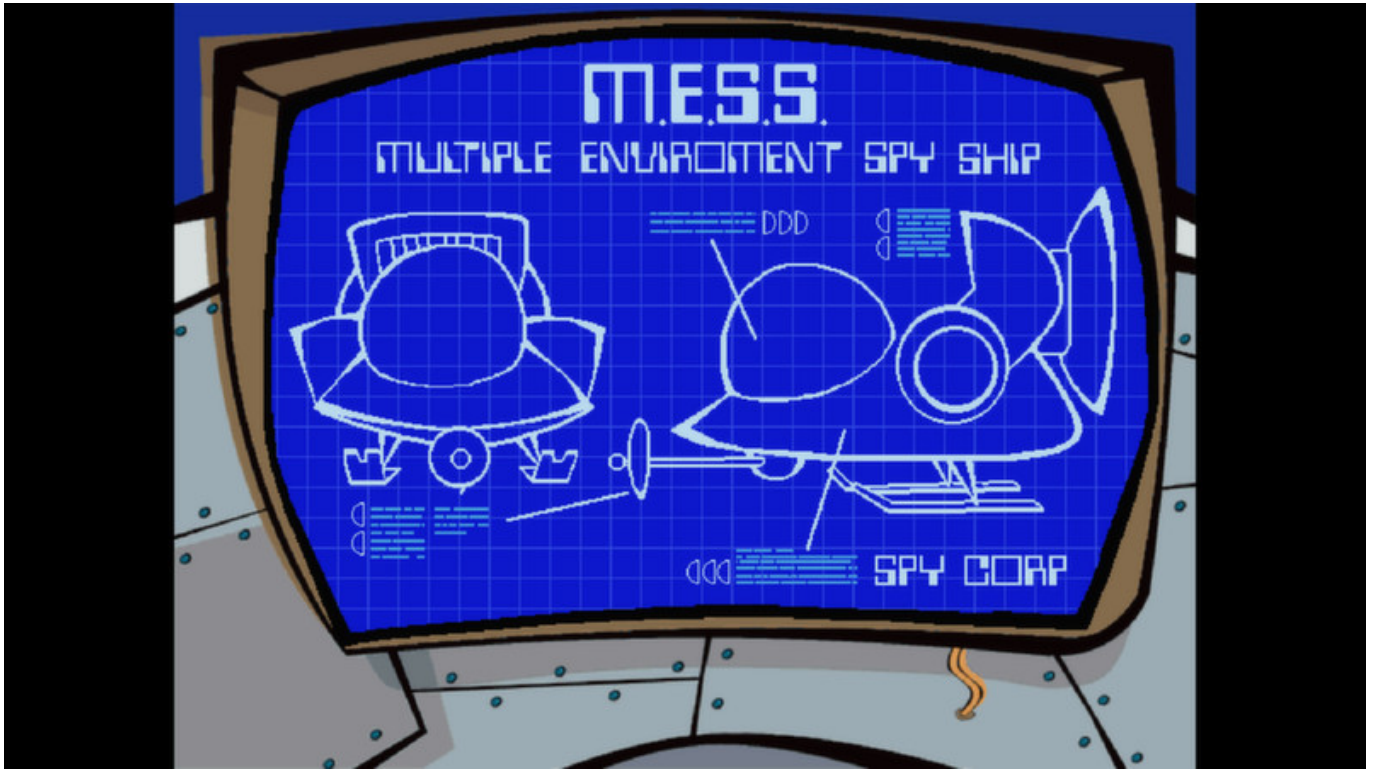
Storage: 512 MB available space

Sound Card: 100% DirectX compatible card or onboard sound

English







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An Instant Childhood Arcade Classic from the Days of my Childhood, in which you help Spy Fox Save the condiment world from the evil King Konglomerate who plans to eliminate the World's Tomatoes so he can dominate the condiment world using his Mustard as you go through 101 Levels of SPY Arcade Action using the SPY M.E.S.S (And no, not MESS, M.E.S.S. As in Multiple Environment SPY Ship).. I love it! It is a fun old game, I am glad I bought it. Me and my 2 year old daughter have been having a blast!. This is not a good game. What was going on in HE's heads when they made this game. I cant bear to play it which really bums me out.

The controls are nice but the ship you ride in is slower than a turtle.

You basically try to get to the end continously filling up your fuel from these humongous nearly missable Spy Corp fuel tanks. This game is a Mess. I should have figured it out after the main vehicle you drive in was called the M.E.S.S.

The story is just wierd.

This gorilla doesn't like that everyone uses Ketchup so he sends out some Robot Monkeys to crush all the tomatos. Why you ask. So everyone buys Mustard. Fantastic Plan.

It's them trying to make another Cheese Chase and then utterly failing at every single aspect. If you are buying this with all the other games in the Spy Fox pack it's technically not a ripoff. But if you attempt to purchase this on your own you're gonna have a bad time.

While Cheese Chase, was fun and the gameplay was variable. Hold The Mustard just throws some basic bull\u2665\u2665\u2665\u2665\u2665\u2665 out for you to take in. This game is not worth it.

All other Spy Fox games are fantastic, this one is\u2665\u2665\u2665\u2665\u2665

There is not even a Quit Button!

You have to Ctrl+Alt+Delete and then use Task Manager to shut the \u2665\u2665\u2665\u2665\u2665 down.

Don't buy this game on it's own. With the pack. Yeah Alright. But never touch this game on its own. And if you just heard of The Spy Fox series start with the triology first please and then move onto Cheese Chase. Then see if this abomdnation tickles your fancy. Which I assure you it most likely will not.. do not like hoped to walk around like in spy fox : dry cereal. it is true that i only played 10 mintes of this game accuding to steam but iv plaerd more like 15 hours by doing the fowlling.

mac os x 10.10: go to go hold alt tune clack labaty. clack appucsen support, steam, steam appsV comman tune find spyfox hold the misterd.

windows xp and above: c hard drave, tune program files x86 (64-bit only), steam, steam apps and comman find the game there.

i don't why i am seeing so mush negive reviews for this game, shere it is not moving awend for buildings, cool robites, dinding chamels. like in spyfox dry cetle.

the thing is spy fox 1, 2 exspilly 3 is way too tough, for a regler 6 year old. my yinger sister he is becoming 7 this may. always play spyfox hold the misterd, becuse it is easy to follew by moving your mouse and hit this green portles. sure your sorp bing distred is not ideo, but it thises kids to be peshahrd.

i thick of games like this is a stapping stone for kids without this game my ynger sister lilly, will naver to fruddy fish or even putt-putt without thoshing disoplen.

I Mysalf don't hit this game it is my last fivaite humonggers enterment. for boing game play, even just shoting stuff.

for these negitive hitters out thoew i'm soo sorry, that you might not care about good kids games, that this company disives.

thicks from Wright Micah

It brings back memories from my childhood. The emulator the game uses works brilliantly, and has no frame drops. The only thing I can find myself disliking is the jet gameplay, I find it a little harder to control than I used to, but It's been a while.. did not like that all I could do was shoot for the begining

. I'm not really a fan of this Spy Fox game, I mean don't get me wrong I love the Spy Fox games but this one isn't all that fun! actually it's quite boring if you ask me! it's not really the type of game that I would want to sit and play for hours! I remembered the Spy Fox games being a bit more fun and I remembered being able to walk around rather than just flying around shooting at robots. Its not that fun, but if you don't mind just sitting there doing just that and ever level being pretty much the same then, this maybe the game you want but I thought it would be a bit more then just that but I guess I was wrong! there's money that I can't get back from this.. This is not like the other games, it's like cheese chase in that it sucks. It's a side scroller arcade game instead of a story/puzzle based game. This is sad, seeing this I thought there was one last great adventure in store for me and Spy Fox but sadly I was mistaken.. Hold the Mustard was the last spin-off game to the Spy Fox series and the only one that features a villian who doesn't appear in the main series trilogy. The plot is about a mustard company CEO named King Konglomo(yes he is a parody to King Kong) who is fed up that cosumers are preferring ketchup over mustard. So he crafts a crazy plan to rid of the world's supply of tomatoes so that way consumers will have no choice but to choose mustard for their burgers, hot dogs, pretzels, etc. Word of the scheme is notified to Spy Fox who is aided by Quack & Monkeypenny to stop King Konglomo's insane plan. By piloting a hoverpod called the M.E.S.S., Spy Fox must go on a global quest to destroy all of King Konglomo's robot probes that are stealing all of the tomatoes. Like the Cheese Chase game, it's an arcade style game except instead of it being a rail shooter it's a free roaming style game. In each level you control the M.E.S.S. and must destroy as many robot probes as possible in order to proceed to the next level. Most levels are challenging when the number of robot probes becomes overwhelming. While certain levels are easy when the objective is not to destroy the robots but instead destroy a control center that is controlling them. There are various power up items that can help you out for a limited time. If you played the Cheese Chase game, then you'll know what to expect with this game. The game play is very fun, and highly recommended for anyone who likes Spy fox or the Humongous games in general.

A New Update is out Now:

Hello Everyone,

A new update for SPY Fox: Hold The Mustard is now available which contains the following:

- I have updated ScummVM from 1.6.0 to 1.7.0 across Windows, OS X and GNU/Linux.
- `opengl_nearest` is the new display renderer. This provides really sharp looking graphics and also ensures 100% Steam Overlay functionality for Windows. It runs at your monitors current resolution.
- I have completely re-written the shell launcher for GNU/Linux and implemented a new libraries system. This should allow for many more users of GNU/Linux to play the game and not just people on the latest versions of Ubuntu and Mint.
- The Modern ScummVM skin now works on GNU/Linux. You can access the ScummVM menu by pressing CTRL+F5 (or Fn+F5 for Mac OS X) at any time.
- ScummVM source code has been updated to 1.7.0. SDL source code is now included.

Enjoy the update and thank you for playing :)

Saleck

Night Dive Studios. **New Windows update:**

The ScummVM engine has been updated from 1.7.0 to 2.0.0, which should fix Windows 10 full-screen and other compatibility issues.

Also, Cloud Save Support has been added. Take your saves anywhere and play on any machine. Windows, MacOS or GNU/Linux!

Please let us know if you were experiencing problems with the game in the past, if they have been resolved in this build.

Our support e-mail: support@humongous.com

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