SEGA
GENESIS
16·BIT CARTRIDGE

SPIDER-MAN

INSTRUCTION MANUAL

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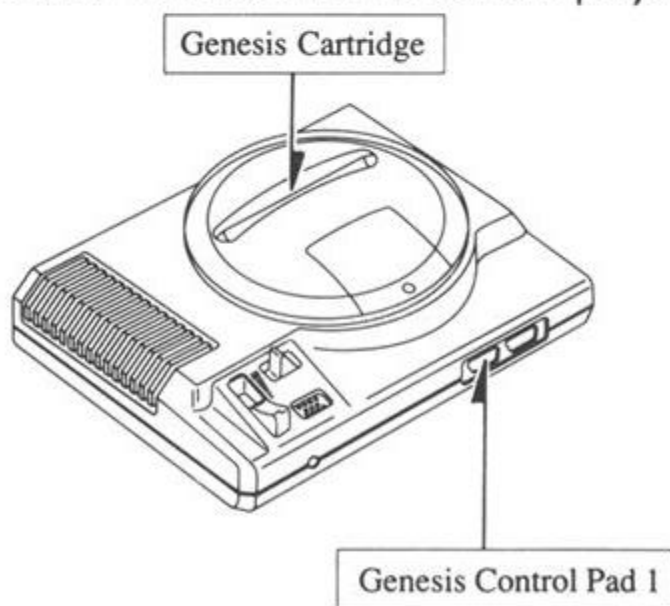
STARTING UP

1. Set up your Genesis System by following the steps in your Genesis System instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF.

3. Insert the SPIDER-MAN cartridge into the console. With its label facing towards you, press the cartridge firmly into the cartridge slot.

4. Turn the power switch ON. If nothing appears on the screen, turn off the System and recheck insertion.

IMPORTANT: Always make sure that the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

NOTE: SPIDER-MAN is for one player only.

Genesis Cartridge

Genesis Control Pad 1

GOOD EVENING, NEW YORK! MY NAME IS OF *NO IMPORTANCE*! I AM MERELY A *CONCERNED CITIZEN*— A CITIZEN WHO HAS LEARNED OF SOMETHING *MONSTROUS*!

CHECK *THIS* OUT, PETER!

THE KINGPIN!!

THE RENEGADE KNOWN AS *SPIDER—MAN* IS SEEKING *REVENGE* UPON YOU! HE HAS HIDDEN A *BOMB* WHICH WILL *EXPLODE* IN EXACTLY *24 HOURS*, LEVELING THIS CITY, UNLESS WE FORCE HIM TO CONFESS ITS *LOCATION*!

I OFFER A *$10,000 REWARD* FOR HIS *APPREHENSION*! WE MUST *PROTECT* OURSELVES!

YOU'RE NOT THE *ONLY* ONE, FAT MAN!

LATELY, THERE'S BEEN RUMORS THAT THE KINGPIN WAS UP TO SOMETHING... —THAT HE'S HIRED ALL THE BIG GUNS...

"DR. OCTOPUS, THE LIZARD, THE HOBGOBLIN, THE SANDMAN, ELECTRO, VENOM!"

BUT IF HE THINKS ANYTHING HE CAN DO WILL KEEP YOUR FRIENDLY NEIGHBORHOOD SPIDER-MAN QUIET, HE'S—

—ERRK!!

KLOK!

TAKE CONTROL!

D (Directional) Button

Start Button

Button C

Button B

Button A

SEGA GENESIS
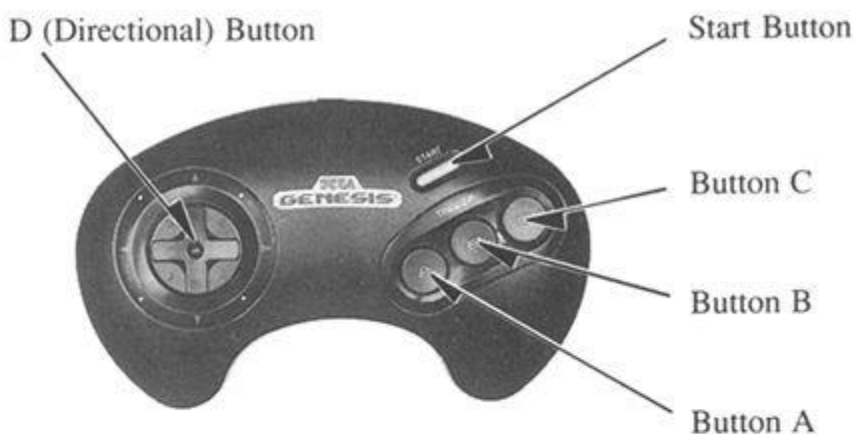
Start Button

- During the game, press to Pause and see the **Options** screen.

- Press to end Pause.

- Press to continue from all between-level screens.

Directional Button (D Button)

- Press left or right to move Spidey left or right.

- Press up to climb upward.

- Press down to climb downward or to squat.

- Press any direction while pressing **A**, **B**, or **C** to aim their effects.

A Button (Icon Button)

- Press to use the icons found on the **Options** screen. Usually this shoots Spidey's webbing, but it can also put up a web shield, take a photo, or turn Spidey back to Peter Parker.

B Button (Attack Button)

- Press to attack Spidey's enemies.

C Button (Jump Button)

- Press to jump and stick to walls.

SPIDEY'S SPECIAL FEATS

Web-Swinging

- Press **C**, then press **A** and <u>hold it down</u> to jump up and swing on a web-line. This takes you farther than a simple jump.

Sticking to Walls and Ceilings

- Press the **D** Button in whatever direction you want to go, then press **C** <u>twice</u> and <u>hold it down</u> to let Spidey go places normal humans can't.

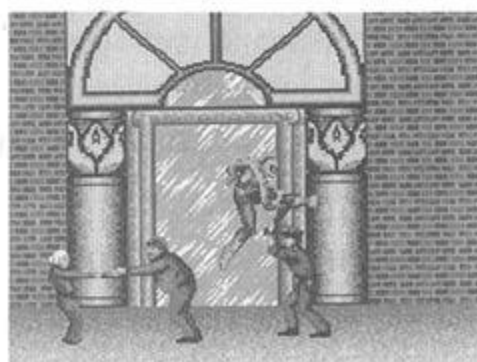- If you can't go any farther in one direction and want to move in another direction, press **D** in the new direction, let go of **C** and press it again very quickly, then keep holding it down.

- When you let go of the **C** Button and don't press it again, Spidey makes a final jump in the direction you chose.
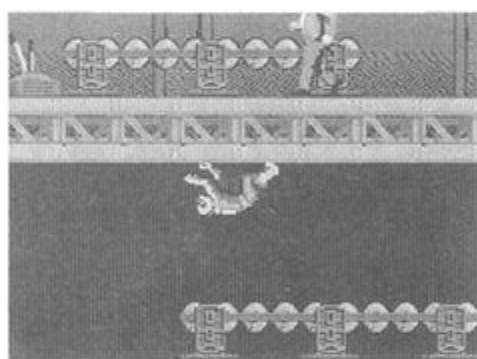
Kick-Attack

- Press **C**, then **B** to turn Spidey's fist-attack into a foot-attack.

Your goal is to defeat all six of the Kingpin's villains, and the Kingpin himself. Each time you defeat one, you gain a key to the Kingpin's Ultimate Bomb. When you have all the keys, you can deactivate the bomb—but you only have 24 hours!

Along the way, you take pictures of the action, just as Peter Parker would. Once you've defeated a villain, you can sell the pictures to the *Daily Bugle* for cash you can use to buy more material to make web fluid.

Unfortunately, the police and much of the public think you're a dangerous criminal.

Getting Started

The Title screen appears first. Press the **Start** Button to begin. You find Spidey on the street outside the *Daily Bugle* just after Dr. Octopus has slipped inside. But remember that even though he's hot on Doc Ock's trail, Spidey isn't a criminal; he fights crime wherever he sees it.

Options

When you press **Start** during the game, the game Pauses and the **Options** screen appears.

Score: This shows your current total.

High Score: the highest total in this game session.

Keys Remaining: the number of keys Spidey must still find.

Next come four icons you can choose among, using the **D** Button. When you press **Start** a second time to end Pause, the chosen icon is selected. The selected icon is shown next to the blue Web Bar at the bottom of the screen. All selected icons are used by pressing **A**.

- **Webbing**: When this is selected, Spidey uses his webbing (if he has any left; see **Web Bar** below). This is the default icon — after using any other icon, the game returns to this position.

- **Web Shield**: Provides Spidey with momentary protection.

- **Camera**: Lets Spidey take a photograph of the action. You'll see a flash when you next press the **A** Button.

- **Peter Parker**: Sends Spidey back to his apartment to rest and recuperate from the action.

Life Bar: This red line shows how much Life Spidey has left. Damage in combat makes it shorter. When it reaches zero, the game is over. If you choose **Peter Parker** from the **Options** screen, it grows slowly longer.

Web Bar: This blue line shows how much Web Fluid Spidey has left. Shooting webs, swinging on webs, or forming a web shield makes it shorter. The only way to make it longer is to buy more Web Fluid, which you can do with money earned from shooting photos. See **Scoring** below.

To the right of the Web Bar is the selected icon, and the amount of money Spidey can make once he sells his photos at the end of the round.

At the lower right of the screen is the clock counting down the "24 hours" available in the game.
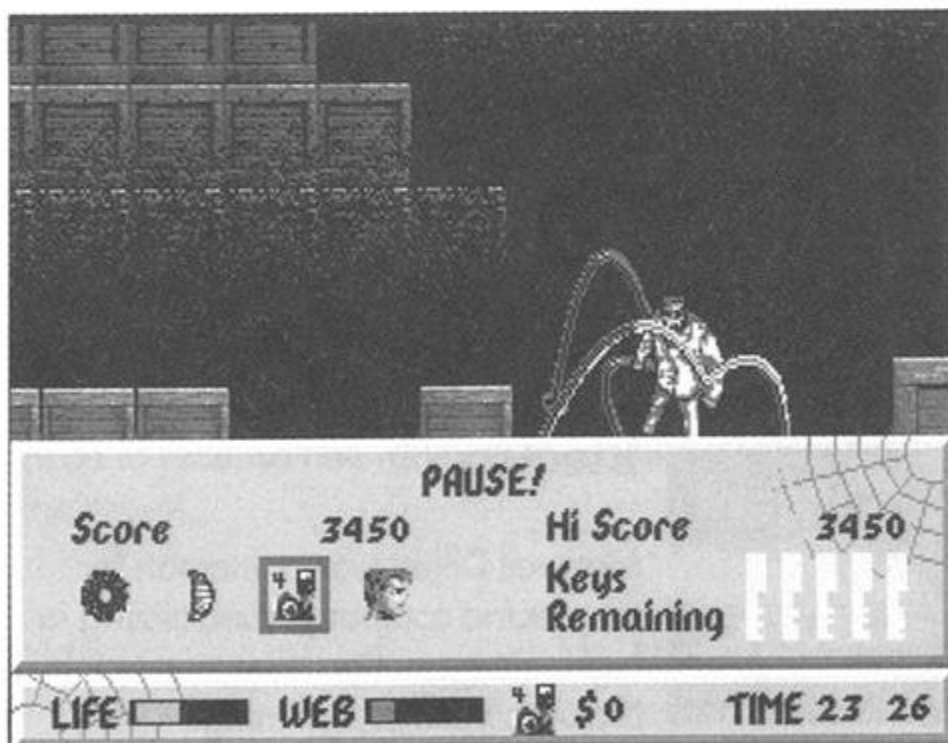
Dr. Octopus

Dr. Otto Octavius had metallic tentacles grafted to his body in a freak atomic accident and, as you might expect, it didn't do a thing for his mental stability. Taking the name of "Dr. Octopus," he now controls the tentacles just as he controls his normal arms. He also seeks to control the city, but he'll join any plot which promises to destroy Spider-Man, if he can take the first crack at him.

The Lizard

As a human, Dr. Curt Conners is one of Spidey's oldest friends, but the loss of his right arm caused the scientist to try to regenerate it, the way lizards regenerate missing tails. Unfortunately, the process turned him into a human lizard, with fantastic strength and an insane rage against all true humans — including the wall-crawler. You'll find him in the slime of the sewers.

Electro

Maxwell Dillon was a lineman for the electric company, specializing in high voltage, when he was struck by Nature's voltage, lightning.

Somehow surviving, he found he had the ability to discharge electricity from his own body. Quite naturally, his hideout is the city's main power station, where he can touch anything without being harmed — but Spidey can't.

The Sandman

William Baker was a simple thug from the worst part of New York who had the bad fortune to be hiding out on a beach near a nuclear power plant when it blew up, bombarding his body with radioactive sand. He had the good fortune, however, to be able to turn his body to sand thereafter, and slip through Spidey's fingers. But he's still a thug at heart, so he's chosen to make his stand tonight in Central Park.

The Hobgoblin

No one knows the true identity of the Hobgoblin. He simply appears, disguised in his horrifying costume, flying his mechanized bat, and hurling his pumpkin bombs at his enemies—the most prominent of whom is your friendly neighborhood Spider-Man. Seemingly afraid of no man, he has no need to hide, so he's ready to face Spidey right out on the streets.

Venom

Some years ago, Spidey went to an alien world and found what seemed to be a wondrous new costume. But the "costume" turned out to be an alien life-form, and once Spidey brought it back to Earth, it escaped to live on its own. In time, it met a human who hated Spidey, and the two of them merged to form a new creature, Venom, who may just be the most bizarre of all Spidey's foes.

The Kingpin

Wilson Fisk is not a name anyone ever uses; the fat man in the white coat is universally known as The Kingpin, the most ruthless and powerful man in crime. He has no super-powers, though his apparently fatty body is actually mostly muscle; his greatest strength is his criminal genius. He has never been convicted because he arranges for others to carry out his schemes, but no scheme has ever topped this!.

If you require game play assistance, please call (415) 871-GAME.

SCORING

Web Fluid costs $250 a cartridge. The *Daily Bugle* will pay Spidey for every picture he takes. He can take up to 3 pictures in each level of the game, but he can get more with power-ups.

Ordinary pictures of the action are worth $5. Pictures of the villains, however, are worth much more.

A picture of the Kingpin is just about priceless, but if Spidey beats him, the game is over.

TIPS

- Sometimes Spidey needs to rest in his apartment by choosing the **Peter Parker** icon from the **Options** screen and pressing **A**. But don't rest too long or he'll run out of time.

- Some opponents are heavily armored in front but not in back. Jump over them and hit 'em from behind!

- Some opponents can leap at Spidey, but are vulnerable if they miss him. Try standing as far away from them as possible.

- Some of the animals Spidey encounters are invincible. If you can't beat 'em, get away from 'em.

SCOREBOOK

Name	Score	Time Remaining	Date

SCOREBOOK

Name	Score	Time Remaining	Date

SCOREBOOK

Name	Score	Time Remaining	Date

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.

- Do not bend it, crush it or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

If you require game play assistance, please call (415) 871-GAME.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

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SHADOW DANCER™
The Secret of Shinobi

The Shinobi explosion is back! The master of stealth and the death-dealing art of Shuriken returns to avenge the murder of his friend Kato. It's war with all the lightning-fast combat, evil menace, and magic of the arcade powerhouse!

The ultimate evil is Sauros, a crazed reptilian monster with the power to invoke cataclysmic catastrophes. His army of vicious ninjas control the city as he summons sudden firestorms, earthquakes and avalanches!

Lizard henchmen guard terrified hostages that you must rescue. Dodge through the inferno! Hurl yourself through crumbling buildings. Conjure up total devastation with powerful ninja magic.

Shinobi's fearless attack dog Yamato joins your race through danger. He combines the strength of three men, razor jaws, and the speed of a Shinobi Sabre. You're Shadow Dancer. They've dishonored you. Now they die!