

TODD McFARLANE'S

SPAWN™

THE VIDEO GAME



INSTRUCTION BOOKLET

AKkaim®
entertainment, inc.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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YOU HAVE DIED ... AND SHALL DIE A SECOND TIME

You are Al Simmons. Or at least you used to be. Of that much you're certain, even though your memory continues to play sadistic games with your consciousness. But Al was your name. That's what your wife, Wanda, called you. That's what your friends in the government's security and spy biz called you.

Friends. Yeah, right. With friends like that, who needs assassins?

A couple of well-directed rounds from one of your closest friends cost you your life and thrust you into the deepest pits of ...

The Darklands! Now you remember! That's where that scum-sucking evil of all Evils, Malebolgia, transformed you into his ... his ... his horrific plaything, his agent of evil on Earth.

His Spawn.

You thought you had a deal, to live again so you could see your wife. But no deal with Malebolgia is made without a price. The price to you is torture. Malebolgia gave you infinite powers, then limited their supply. When they're gone, your eternal soul is his. To use your powers to prevent evil is to place your soul closer to Malebolgia's ownership. To keep your soul, you must withhold those powers—which simply amounts to standing by and allowing evil to flourish.



Either way, Malebolgia is pleased. It's a horrible dilemma, one that mercilessly tears your being to shreds. You think it can't get any worse than this.

You're wrong.

INNOCENCE HELD HOSTAGE

You and I have had our problems in the past, Spawn, but it's time to set those aside. There's a renegade Crusader loose, The Mad One, and he's already set into motion a plan that must be stopped—now!

The Mad One has kidnapped 13 children, and captured their innocence within an Orb Of Purity. He hopes to use the Orb to destroy Malebolgia—once and forever.

The children are still alive, but barely. Without their life essence, they exist only as human vegetables. They can be saved, but The Mad One has already taken the Orb and entered The Darklands, where I cannot go. That is why you must stop him. That, and one other reason:

One of the 13 children is your stepdaughter, Cyan.

*Simmons, you poor, pathetic fool! You actually think you can do anything about this? Do you actually think Cyan is not a part of all this for a greater reason? You continue to amuse me, my pet Spawn!
Hahahahahahahahahahaha!*



BEFORE YOU LEAVE THE ALLEY

So come on, come on! I just know you're itching to get into this battle, right? Right! Okay, fine, but there's a couple of things you oughta know first, so pay attention. Hey—I'm talking to you! I said pay attention! This all has to do with something called **LOADING:**

1. Make sure the power switch is OFF.
2. Insert the *Spawn™* Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.
3. Turn the power switch ON.

When the *Spawn™* title screen appears, you will see three choices:

START GAME, PASSWORD and OPTIONS.

To start a game, before or after setting options, press the START BUTTON when START is highlighted.



PASSWORDS

Spawn features a password function that allows you to pick up game play at the area associated with a particular password, allowing you to play with the amount of energy you possessed at that point.

Passwords are given at the end of certain levels. To input a password, press any button when Password is highlighted, then press LEFT or RIGHT on the



CONTROL PAD to highlight the desired letter or number and the A or B BUTTON to select it. To delete, move cursor to the desired password slot and input another character. When you've entered your password, press the START button to return to the main screen and begin game play.

OPTIONS

Key Configuration: This option allows you to configure controls to your individual preferences. To set key configurations, press UP or DOWN on the CONTROL PAD to highlight a move, then press the button you wish to execute that move.

Sound: Play with Stereo or Mono sound by pressing any button to toggle the highlight to the desired option.

Exit: When you're through setting options, highlight exit and press any button to return to the main screen.

ESSENTIAL KNOWLEDGE

From the grimy back alleys of the city that you call your home to the eighth level of the Darklands below, a mastery of basic movements is the first step in your journey through evil and self-discovery.



BASIC MOVEMENTS:

To walk left or right, use the LEFT and RIGHT CONTROL PAD ARROWS.

To run left or right, quickly double-press the LEFT or RIGHT CONTROL PAD ARROW.

To crouch, press DOWN on the CONTROL PAD ARROW.

To jump, press the B BUTTON

To Slide on a vertical surface, jump and use the LEFT and RIGHT CONTROL PAD ARROWS to direct your movement during the jump to hit and slide down that surface. You can use the B BUTTON to jump off the surface.

COMBAT MANEUVERS:

As Spawn, you have been given a wide range of combat maneuvers by Malebolgia. Their appropriate use is specific to your physical position. Use the chart below as an easy reference tool:

YOUR ACTION	BUTTONS	RESULT
Standing	LEFT	Jab
	X	Punch
	A	Thrust Kick
	Y	Spinkick
	UP + LEFT or X	Spinning Uppercut
Running	LEFT or X	Uppercut
	A or Y	Shoulder Attack

YOUR ACTION	BUTTONS	RESULT
Crouching	LEFT	Punch
	X	Chain Attack
	A	Foot sweep
	Y	Sliding attack
	UP + LEFT or X	Spinning Uppercut
Jumping vertically	LEFT	One Hand Chop
	X	Two Handed Hammer Punch
	A	Front kick
	Y	Somersault kick
Jumping left or right	LEFT	Chop
	X	Downward punch
	A	Flying side kick
	Y	Dropkick

To deliver a reverse kick, press A or Y button quickly while in a defensive position, or press A or Y, reverse direction, then press A or Y again.

To deliver a reverse spin kick, press the opposite direction on the CONTROL PAD while delivering a kick.

To deliver a reverse punch, press LEFT or X button twice quickly while in a defensive position, or press LEFT or X, reverse direction, then press LEFT or X again.



To block a punch or attack, press the RIGHT BUTTON.

To break a fall, press the B BUTTON continually while falling; your cape will spread open and slow you down.



And this, Spawn,
is your life meter, the final measure of your
ultimate powers. Replenish your body, save the
others - but when it reaches zero, your soul
is mine! Forever! Hahahahahahahahaha!

IMPORTANT NOTE: When you fall off the screen, you will reappear in your teleportation state (see page 11 for more details on teleportation). Be sure to move quickly to a safe position before the temporary teleportation power wears off.

UNLEASHING YOUR FRIGHTFUL POWERS

THE POWER: **TINKERBELL**

Life points: 16

ITS EFFECT: When fired, the Tinkerbell will seek out and circle the closest enemy. Upon detonation, it will damage that enemy.

TO UNLEASH IT: Hold RIGHT TRIGGER and press DOWN, then A or Y BUTTON to fire Tinkerbell, then press the LEFT TRIGGER, A, X, Y BUTTONS to detonate.



THE POWER: **HEAL YOURSELF**

Life points: 328

ITS EFFECT: To repair all physical damage inflicted by any and all enemies.

TO UNLEASH IT: Hold RIGHT TRIGGER and press UP, DOWN, then quickly release the RIGHT TRIGGER.



THE POWER: BURNING FIST

Life points: 128

ITS EFFECT: Spawn's fist will become encircled in a ball of powerful energy that will inflict severe damage on an enemy.

TO UNLEASH IT: Hold RIGHT TRIGGER and press RIGHT, LEFT (or LEFT, RIGHT), then press the LEFT TRIGGER or the X BUTTON.



THE POWER: FIRE BLAST

Life Points: 64

ITS EFFECT: A blast of flame will emanate from Spawn's body and engulf all enemies in its path.

TO UNLEASH IT: Hold RIGHT TRIGGER and roll thumb from DOWN counterclockwise to RIGHT, then press the LEFT TRIGGER or the X BUTTON.



THE POWER: FULL FORCE BLAST

Life Points: 128

ITS EFFECT: Four fireballs of energy will emanate from Spawn's body and seek out enemies, inflicting great damage.

TO UNLEASH IT: Hold RIGHT TRIGGER and roll thumb from DOWN clockwise to LEFT, then press the LEFT TRIGGER or the X BUTTON.



THE POWER: FIRE STORM

Life Points: 128

ITS EFFECT: A whirling fury of fire will surround and explode around Spawn, damaging all enemies it touches.

TO UNLEASH IT: Hold RIGHT TRIGGER and roll thumb from LEFT towards RIGHT, then press the A or the Y BUTTON.



THE POWER: SEARING FIST BLAST

Life Points: 192

ITS EFFECT: Spawn will spread his arms and unleash a full-screen blast of energy that will damage all enemies on the screen.

TO UNLEASH IT: Hold RIGHT TRIGGER and roll thumb from RIGHT counterclockwise towards LEFT, then press the LEFT TRIGGER or the X BUTTON.



THE POWER: TELEPORTATION

Life Points: 128

ITS EFFECT: This enables Spawn to become invulnerable and move about the screen, though the effect is temporary.

TO UNLEASH IT: Hold the RIGHT TRIGGER and roll thumb in a circle from UP counterclockwise back to UP, then press the A or the Y BUTTON.



BRUTALITY ON THE ROOFTOPS

*Well, well, well.
Al Simmons, Spawn,
whatever you want to
call yourself. Clear the rooftops.
Have yourself a party.
It all begins here.
For you, however,
it's the beginning
of the end!*



Spawn, you haven't
any choice! You have to
do something to help
save those children!
Because if you don't,
then ... then ... it's too
horrible to even
contemplate!



9:9:9:5



A CRIMINAL HORDE—AND THE REDEEMER



*Four levels,
Spawn, four ways
to sap your limited infinite powers!
Whether it's inside the warehouse
or outside, if a swarm of human
scum won't wear you down, the
Redeemer will! And even if you sur-
vive ... you'll be back!
Hahahahaha!*

*Your weakness, Spawn,
is that you care too
much. Particularly
about these children. I
harbor no such pity. Not
for them ... or for you!*



*Hey, Spawn, old friend, old
pal o' mine! Check out that
top window, okay? I think it
needs cleaning! Hahaha! Oh,
by the way, watch out for
that falling fire escape!
Look out below!*



9:9:9:5



BEDLAM AT THE INSTITUTE FOR THE CRIMINALLY INSANE



*Three levels of Bedlam,
Spawn, three more
opportunities to squander your
soul. And if you're lucky, very
lucky, you may get to meet my
good friend, Violator!*

**SECURITY ANDROIDS DISPATCHED!
ALL INMATES, RETURN TO YOUR CELLS
IMMEDIATELY!**

*I believe The Butcher is
looking for a little bit of a
snack, Spawn, but that's bare-
ly the beginning of what you
ought to be worried about:
Step right up and feast on my
smorgasbord of evil!*



9:9:9:5



DESCENT INTO THE DARKLANDS



If you can survive eight levels of The Darklands, Spawn, I will be ... well, entertained, at least, if not actually impressed. Say hello to my lava demons, my flying gargoyles, my delightful creatures of rock, armor, and flame. This is the Burning Circle ... and this is just the first level of the demonic Darklands!



*Should you survive
Eden's Reflection, it will be our
distinct pleasure to invite you
into our torture chamber!*



Be careful, Spawn! I
can't enter The Darklands,
but I know the dangers all too
well: Beware Eden's Reflection and
the demons' torture chambers! But
don't give up: You must retrieve the
Orb! You must rescue the inno-
cence of those 13 children!

The Darklands

LEVEL 1: *The Burning Circle*

LEVEL 2: *Eden's Reflection*

LEVEL 3: *Gothic Torture*

LEVEL 4: *The Belly Of The Beast*

LEVEL 5: *The Eternal Battlefield*

LEVEL 6: *The Battle In Malebolge*



9:9:9:5



THE FINAL BATTLE



And you have the hubris, Spawn, to believe that by coming here to battle your creator that you've accomplished something? Hahahahahaha! You've accomplished simply what I want you to accomplish, nothing more, nothing less! Oh, by the way, here's a new challenge for you: New Breed, to be precise!

HINT: Battle with speed and intensity: The New Breed can replenish powers by drawing on the innocence of the children encased within the Orb Of Purity.

It will be a pleasure to witness your destruction at the hands of the New Breed, Spawn. You should know by now that Malebolgia surrounds himself only with those who have ample powers of destruction... and know precisely how to use them!



SPAWN ... AND THOSE HE ENCOUNTERS



SPAWN™ Murdered by a fellow government agent, he was given unlimited powers of limited supply by Malebolgia, the Lord Of Darkness. When Spawn's powers are used up, he will become the servant of Malebolgia for all eternity.

MALEBOLGIA™ is the Lord Of Darkness who controls evil on earth and in the universe.

Once every 400 years, Malebolgia creates a Spawn to do his bidding on Earth, entertain his whims, and ultimately join his army of the damned.



OVERTKILL™ is a Mafia-created cyborg designed to kill Spawn. The Mafia thinks that Spawn is Terry Fitzgerald, who is in fact a close friend of Al Simmons. Fitzgerald married Simmons' wife after Simmons was killed.





ANGELA™ is a Crusader of Light, one of many angels who hunt down Malebolgia's Spawns as part of their eternal battle to eliminate all evil. Angela did, in fact, destroy Medieval Spawn several centuries ago; to this day, she wears his emblems on her headgear.

REDEEMER™ is a one of the "Warriors of Light", sent to Earth to eliminate Spawn. Drawing from the Elemental Fire, Redeemer has the ability to change his body into any shape or size of weapon and emit a powerful beam of light which can penetrate any object.



NEW BREED™ is a neural parasite created by Malebolgia which attaches to the spirits of children. Unlike the Violator, which feeds on people's guilt, a New Breed feeds on innocence.



VIOLATOR™ is another of Malebolgia's creations, a creature who sometimes appears as a human clown, and other times as a demonic horror of ghastly proportions. Violator feeds on fear, and delights in toying with humans to satisfy his infernal hunger.



THE MAD ONE™ is a renegade Crusader against evil who has taken it upon himself to destroy Malebolgia. In order to do this, he has enslaved the innocence of 13 children within an Orb Of Purity, and hopes to use that innocence to obliterate Malebolgia's evil.



THE BUTCHER™ is also known by the name Billy Kincaid. He was placed in the Hiram Bedding Institute For The Criminally Insane for committing unspeakably brutal and murderously horrific acts against dozens of children.



MALEBOLGIA'S TIPS ... BUT CAN YOU TRUST THEM?!

Take care, my little Spawn, you certainly don't want to expend all your precious energy too soon, now, do you? Of course not! To help you on your way, here are a few tips from yours truly. What, you don't trust me? Hahahahahahahaha!

—Move very quickly when you reach The Belly Of The Beast, for there's almost as much healing as suffering taking place there!

—Shadows may be torn asunder, or may be hiding some friends of mine, but remember: In The Darklands, shadows do not obey natural laws!

Then again, Spawn, what do you need these tips for? You have infinite powers! Hahahahahahaha!

NOTES

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NOTES

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NOTES

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LOOK FOR



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THE ARCADE GAME



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