Nintendo

GAME BOY™

ENTERACTIVE™ VIDEO GAMES

DMG—SM—USA

the AMAZING SPIDER-MAN®

INSTRUCTION BOOKLET

LICENSED BY

Nintendo

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THANKS FOR CHOOSING Enteractive's SPIDER-MAN™ for the Nintendo Game Boy System. Please read this entire manual to get the most enjoyment out of the game.

Safety First...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by inserting the Game Pak into its protective storage case.
- Don't clean with benzene, paint thinner alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

This is Gonna Be a Bad Day.....

What would you do if your wife had been kidnapped by a group of evil crazies? Call Spider-man™? Sure you would, but what would Spider-man do if it happened to him? Here's your chance to find out as you guide your favorite web-slinger™ through some dangerous New York neighborhoods as he goes up against the worst criminal low lifes that the Big Apple can dish out. If that's not enough, at the end of each area is an evil mutant who makes the other criminals seem like they just got out of nursery school.

So if you feel ready to take on some pretty nasty "baddies", then make sure you keep on your toes and an eye on your web fluid 'cause the going's gonna get a lot worse before it gets better!!!

Just press **START** during the title screen. There'll be a short conversation between Spidey and his first opponent just to bring you up to date. After you clear each level, Spidey will talk to each of the evil mutants that he must face next. You can skip these if you want to by pressing **START**.

You're In Control...

You control Spidey™ a few different ways, depending on what type of scene he's in:

HORIZONTALLY SCROLLING AREAS:

Walk left or right	*Press* **LEFT** *or* **RIGHT**
Crouch	*Hold* **DOWN**
Small Jump	*Press* **A**
Large Jump	*Walk* **LEFT** *or* **RIGHT** *and Press* **A**
Punch	*Tap* **B**
Kick	*Hold* **DOWN** *and Tap* **B**
Flying Kick	*Jump and Press* **B**
Spin Web	*Hold* **B**
Swing From Web	*Large Jump and Hold* **B**

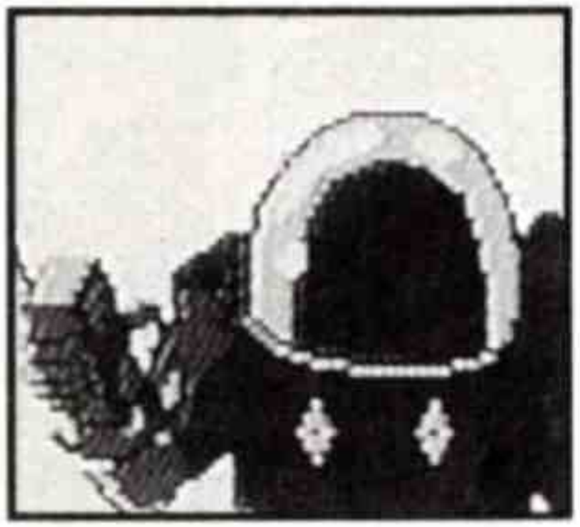
...AND WHILE SWINGING FROM A WEB YOU CAN:

Swing left or right	*Press* **LEFT** *or* **RIGHT**
Kick	*Tap* **B**
Spin Web	*Hold* **B**
Drop from Web	*Press* **DOWN**

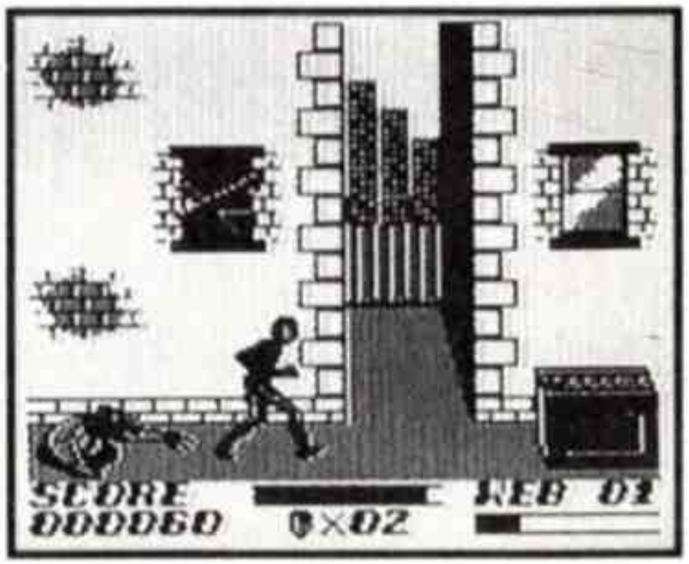
FOR VERTICALLY SCROLLING AREAS:

Crawl left, right	*Press* **LEFT, RIGHT**
Crawl up, down	*Press* **UP, DOWN**
Kick	*Press* **LEFT** *or* **RIGHT** *and Tap* **B**
Leap	*Hold* **LEFT, RIGHT** *or* **UP** *and Press* **A**
	...Release **A** *to regain grip*

Just a Stroll Down an Alley



Spidey starts off his quest to save Mary-Jane™ in a seedy alleyway in one of New York's worst neighborhoods. You've got to help him battle his way past hordes of muggers and other low-lifes to try to get to the end to face Mysterio™. You can jump, punch or use your web spinners to either shoot or swing through the air. Use your webs carefully—you only have a limited amount of web fluid and you may run out just when you need it the most. Every time they hit or shoot you, you will flash and lose energy. Once your energy level gets too low, your energy meter will flash and a tone will sound to warn you to really watch out. You only get three lives, but can then choose to continue from where you left off. The "continues" aren't unlimited though, so you've got to be pretty careful if you want to make it all of the way through.

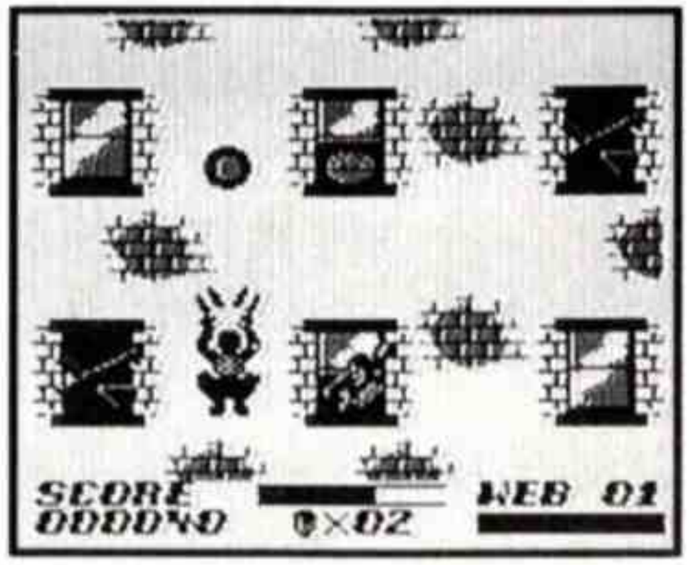


Some of the street thugs are still carrying stuff that they've ripped-off from people. They'll drop the stuff if you defeat them and you'll get a bonus if you pick the stuff up. But don't wait too long before collecting it—it'll disappear very quickly and may not show up again for a while. Also, if you see a hamburger sitting out on a windowsill or wherever, pick it up. It will help restore the energy you've lost fighting all of those bad guys.

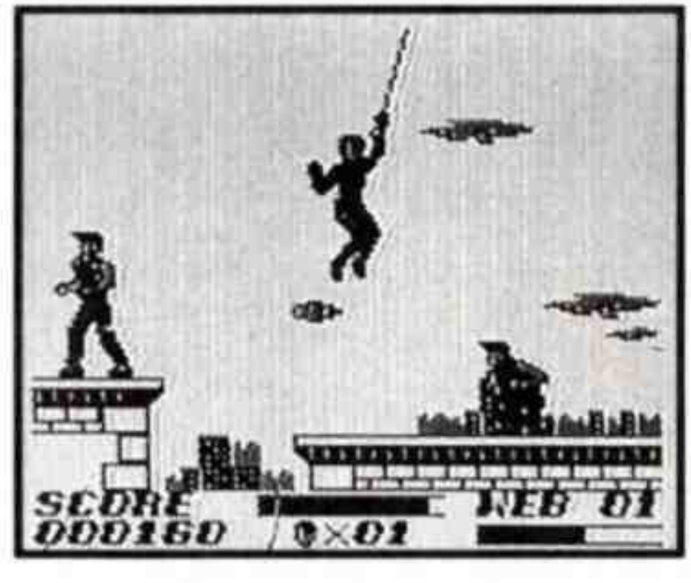
Mysterio is waiting at the end of the alley. He sends up a cloud of poisonous gas that you've got to avoid at all costs. It'll be tricky trying to defeat him—he'll only stay visible for a second so timing your attacks is critical. And like the other mutants you'll face, your web doesn't have much of an affect on him.

Going Up!

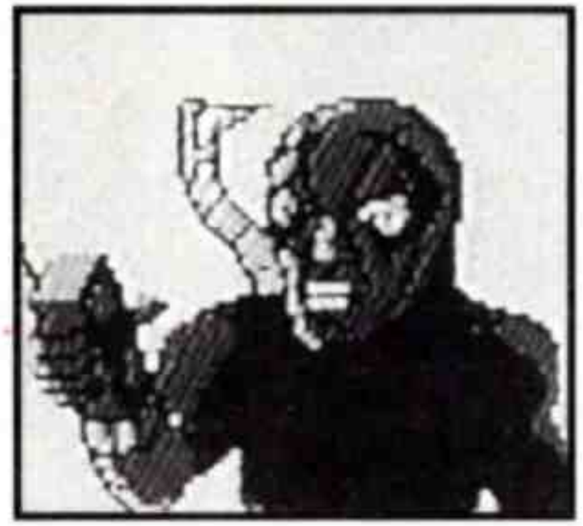
Hobgoblin™ is the next evil mutant that you've got to face, and you'll have to scale one of New York's famous sky scrapers to find him. You've got to be wary and trust all of your mutant powers because there are people on the roof dropping stuff on you. Whenever you see that your Spidey Sense™ is activated, quickly move to the side. But watch out—there are some bad folks inside the windows with baseball bats that would love to take a swing at you. If you're good enough, you can give 'em a kick and get some extra points. You can try leaping up the side of the building, but it is a tricky maneuver and requires just the right combination of the B button and the Up arrow to land back on the building and not fall. Make sure you pick up any hamburgers you see laying around for some extra energy.



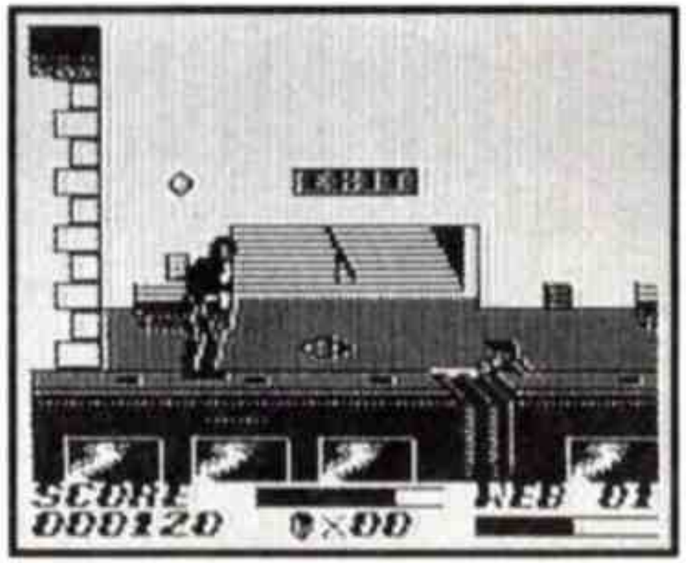
If you make it all the way to the top, you'll see a window marked **IN** that you must jump into. From there you'll end up on the roof where you must leap from rooftop to rooftop. There will be a whole new assortment of dangerous crooks who will be trying their hardest to stop you. After making your way past them, you've got to face Hobgoblin who'll strafe you from his flying Goblin Glider™. He's got a supply of exploding jack-o-lanterns which he'll lob at you as he flies overhead.



All Aboard!

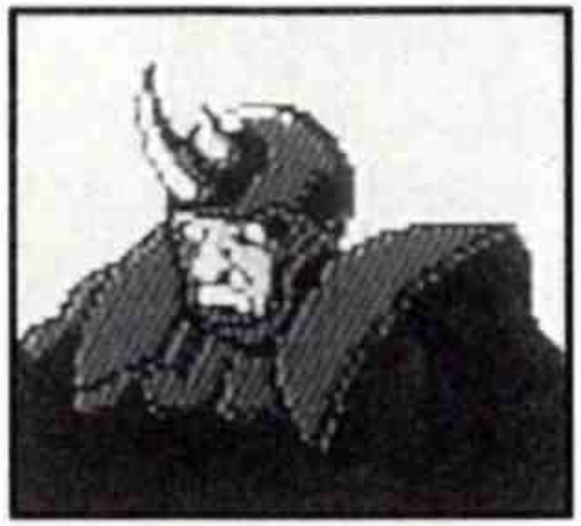


No battle through New York would be complete without a ride on the subway, only most people tend to ride inside. Not our hero, who's trying to get past the Scorpion's™ henchmen by running along the top of a moving subway train. Unfortunately, they know where he is and take shots at him by crawling out of the windows and climbing up to the roof. And that's not all—Spidey's gotta avoid zillions of mutant bats, whose slightest touch can be deadly. Plus, the inside of the subway tunnel has plenty of obstructions that you've got to avoid, 'cause if you don't they'll push you right off the end of the train!!! And don't try to swing from your web here, 'cause the ceiling's too low and there's too much stuff in the way.



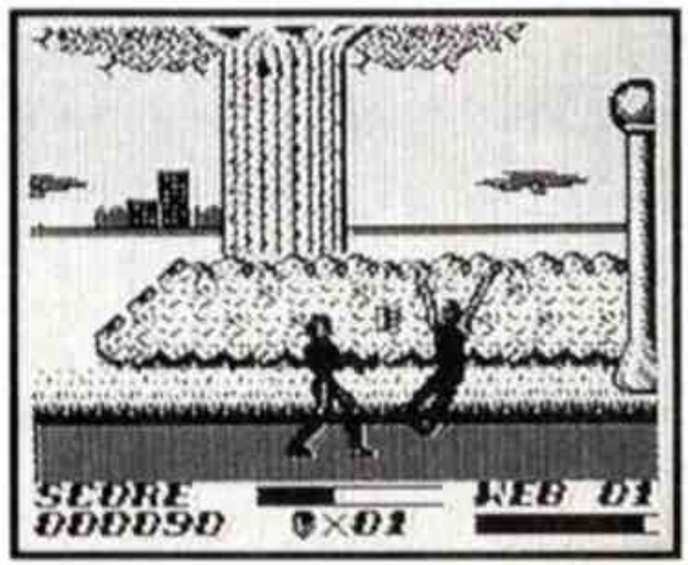
Finally, at the end of the tunnel is the Scorpion himself. Watch out for his long, dangerous tail or you'll never see your precious Mary-Jane again!

Just a Walk Thru the Park...

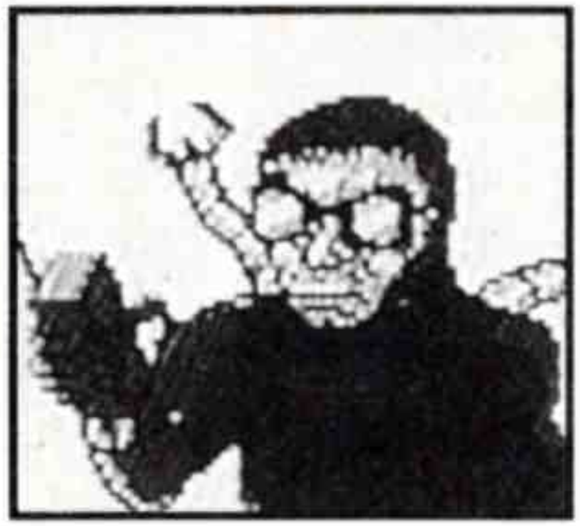


Most people enjoy a stroll through Central Park (when they're not being mugged, of course) and our favorite web-slinger is no exception. But today is different. Not only does he have to watch-out for the normal hazards that people face in Central Park everyday like swarms of attacking pigeons and trees that drop exploding horse-chestnuts, he's also got to get past Rhino's™ army of evil thugs.

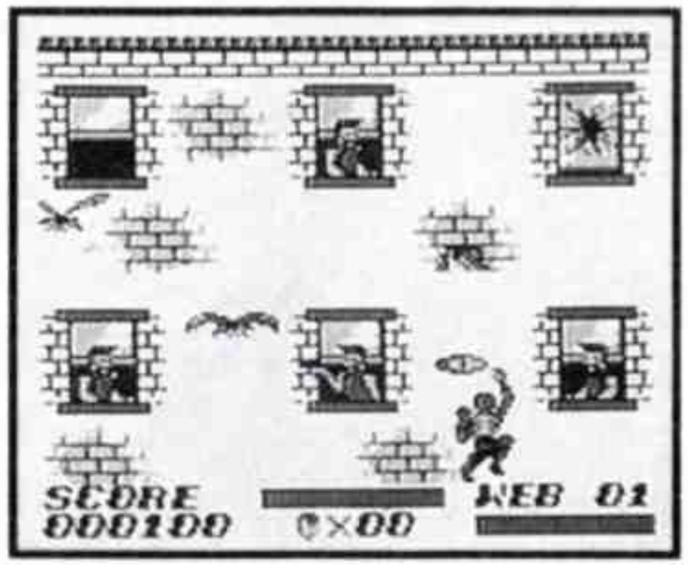
If you manage to get old Spidey to the very end of the Park, you'll find yourself face-to-face with Rhino himself. He's quick and strong (although not very bright), so keep your eyes peeled for when he charges. Oh yes...one more thing: your web has no affect on Rhino at all--his skin is too thick. Hope that's not a problem for you!



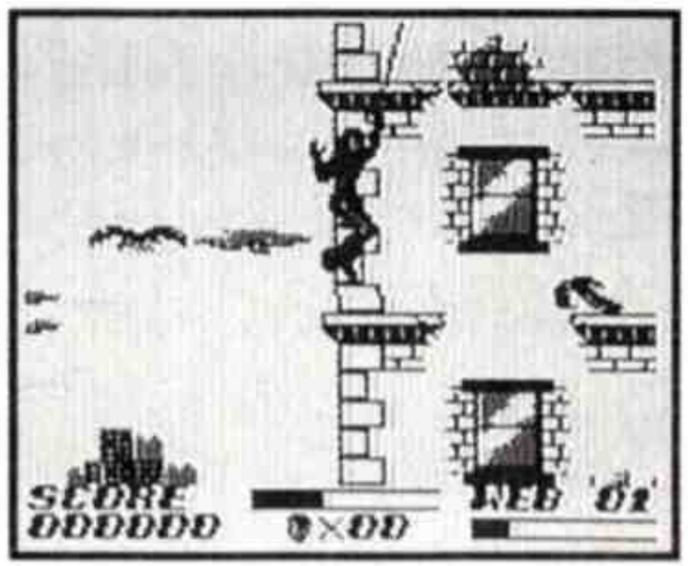
Up, Up and Away...



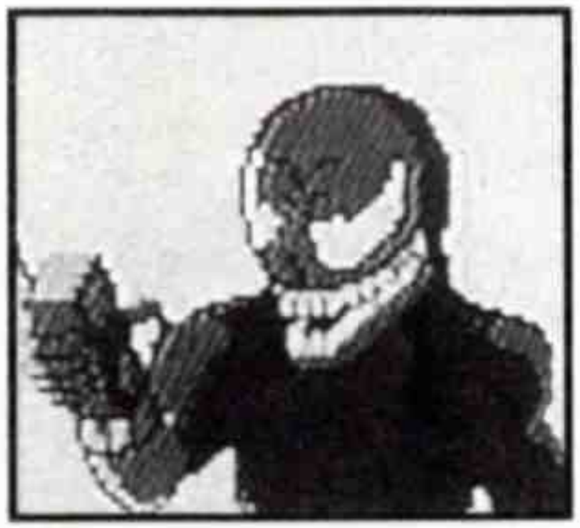
One thing that New York has lots of is tall buildings, so where could be more appropriate for Dr. Octopus™ to hang out than the top of another sky scraper? This one's harder to climb than Hobgoblin's was 'cause Doc Oc's troops are shooting at you with machine guns! When you get to the top, you've got to climb in through the window and try to make your way from building to building. But watch out—the buildings are much further apart in this part of town, and some of the ledges give way under Spidey's weight!



In the end you'll have to face the Doctor himself, with all of his arms attacking.



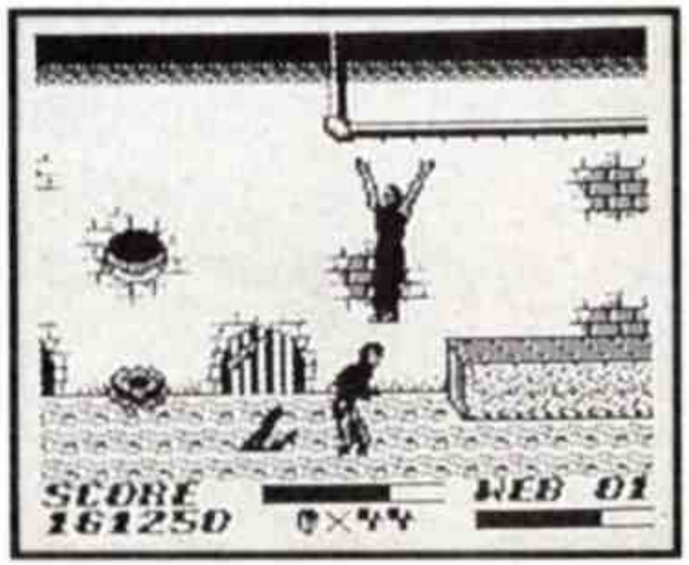
Better Get the Anti-Venom!



Once you've gone as high as you can go, the only other place you can go is down...into the sewers. And yes, those rumors are true...there are crocodiles down in there! Not only that, but there are the usual vicious creeps to fight and an environment that not too many people would find very pleasant. Try to stay on top of the ledges because it's much harder to slog through the stuff at the bottom (you probably don't even want to guess what that stuff is). And watch out for more of that same stuff as it shoots out of the pipes in the wall!

Finally, at the end is Venom™, who is as deadly as his name. Although your web does little against him, his special web'll wreak havoc on you!

If you are successful in all levels, you will have finally rescued your beloved Mary Jane...at least until the next time you pick up your Game Boy!



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