A VIDEO
GAME CARTRIDGE FROM
PARKER BROTHERS

™

SPIDER-MAN

FOR ATARI® & SEARS® VIDEO GAME SYSTEMS

NEW YORK CITY —
AT THE MERCY OF THE *GREEN GOBLIN!*
HE'S BOOBY-TRAPPED THE CITY'S SKYSCRAPERS
WITH *SUPER BOMBS!*
I MUST SAVE THE CITY *NOW.*
BUT THE *GOBLIN*
WILL TRY TO STOP MY EVERY MOVE,
CRIMINALS AND TIME BOMBS —
EVEN THE *GREEN GOBLIN* HIMSELF —
STAND BETWEEN ME
AND THE *SUPER BOMBS!*
CAN I SAVE THE CITY IN TIME?

OBJECT

The object of the game is to defuse as many Super Bombs as possible — and to score the most points along the way.

SETTING THE CONSOLE CONTROLS

1. To select a game number (see Game Selection Box), press down on the GAME SELECT switch. The game number will appear at the top of the screen.
2. Press down the GAME RESET switch — and you're ready to start the action!

THE JOYSTICK CONTROLLERS

Make sure you plug the Joystick controllers firmly into the jacks at the back of your video system. Use the LEFT controller jack for one-player games.

Use the Joystick and the red "fire" button to move SPIDER-MAN up the side of the skyscraper. First, press the fire button. Then push the Joystick controller up, to the left, or to the right. A line of web fluid will shoot up or diagonally to the left or right, depending on the direction you move the controller.

(NOTE: You can also shoot a web down to move SPIDER-MAN down the building, but **only** after you've moved SPIDER-MAN **up** the building from his starting position.)

Release the fire button at the desired web length. The web line goes from short (by quickly releasing the button and controller at the same time) to long (by pressing the button and holding the controller in one direction until the web line stops). Once you shoot a web, you can lengthen or shorten it by pushing the Joystick controller up or down. You can also cancel the web line **before** moving SPIDER-MAN by **quickly** pressing and releasing the fire button.

Once you've made your web line, use the controller to move SPIDER-MAN up the skyscraper. If the web line is directly above SPIDER-MAN, move the Joystick controller UP. SPIDER-MAN will make a vertical "climb" UP to the end of the web line. If the web line is diagonal to SPIDER-MAN, he'll swing back and forth at the end of the line until you move the Joystick controller UP. SPIDER-MAN will then swing UP to the end of the line.

During a climb, you can stop SPIDER-MAN **before** he reaches the end of the web line by **quickly** pressing and releasing the fire button.

The end of the web line **must** land on the building (not on a window) or the tower. If it lands on a window or on any portion of the sky, SPIDER-MAN will fall. To catch him, shoot another web fast!

Fire Button

Up, Down

Left, Right

LET'S SEE WHAT YOUR SUPER-HERO POWERS CAN DO AGAINST ME, *SPIDER-MAN*. I'M FAR MORE DANGEROUS THAN YOU THINK, WEB-SLINGER!
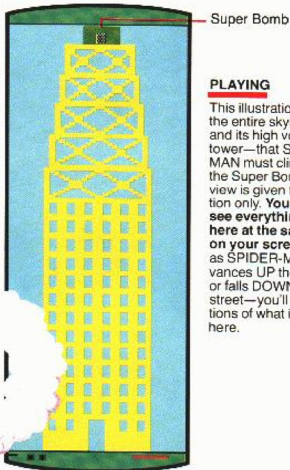
Super Bomb

PLAYING

This illustration shows the entire skyscraper—and its high voltage tower—that SPIDER-MAN must climb to get to the Super Bomb. This view is given for information only. **You will never see everything pictured here at the same time on your screen.** Instead, as SPIDER-MAN advances UP the building—or falls DOWN to the street—you'll see sections of what is shown here.

You'll start the game with 3 "SPIDER-MEN." The first one is shown on the side of the building, ready to begin the climb to the top. The remaining "SPIDER-MEN" are shown at the lower left-hand corner of the screen.
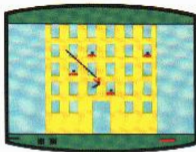

Spider-Men
Web Fluid
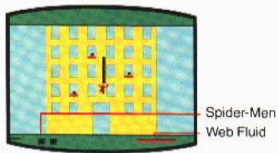
WEB FLUID

Each SPIDER-MAN has only a limited amount of web fluid which decreases with time. The web fluid is monitored by the red line located in the lower right-hand corner of the screen. To gain web fluid, SPIDER-MAN must capture criminals and bombs. If SPIDER-MAN's web fluid runs out, he'll fall. The game then continues with a new SPIDER-MAN.

SCALING THE BUILDING

When the tune starts to play, SPIDER-MAN starts his mission on the side of the first skyscraper. But watch out for the criminals! Their job is to stop SPIDER-MAN from reaching the high voltage tower. The criminals will randomly pop up in windows. If SPIDER-MAN's web line crosses a criminal, the criminal will cut the web, causing SPIDER-MAN to fall. Shoot another web fast, or you'll lose this SPIDER-MAN!

However, SPIDER-MAN can capture the criminals by crossing his body over them. For every criminal captured, you earn 30 points—and SPIDER-MAN gets more web fluid!

MOVING ONTO THE HIGH VOLTAGE TOWER

Once SPIDER-MAN moves to the top of the building, he's faced with tricky maneuvering to scale the high voltage tower. Remember, if SPIDER-MAN's web lands on any part of the sky, he'll fall!
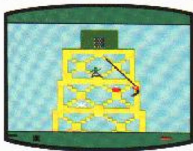
He's also faced with another danger on the high voltage tower: time bombs planted by the GREEN GOBLIN! The time bombs count down toward explosion, changing from black to red. SPIDER-MAN can defuse a bomb by crossing his body over it. For every black bomb he defuses, you earn 50 points; for every red bomb, 80 points. And SPIDER-MAN gets more web fluid, too.

BUT if SPIDER-MAN's web crosses a bomb, or if a bomb explodes near SPIDER-MAN, he'll fall. Shoot another web fast, or you'll lose this SPIDER-MAN!

STARTING THE TIMER ON THE SUPER BOMB

The GREEN GOBLIN doesn't want SPIDER-MAN to capture his criminals or defuse the time bombs. So he's decided he'll make SPIDER-MAN's mission even harder! He's set limits on how many criminals and time bombs (red or black) he'll let SPIDER-MAN capture...but he won't tell what those limits are. If SPIDER-MAN captures too many criminals and time bombs, the GREEN GOBLIN will start the timer on the Super Bomb. As you move SPIDER-MAN up the building, listen closely. When you hear a low-pitched sound, that means the timer has started on the Super Bomb. Get set to move SPIDER-MAN to the Super Bomb—and fast!

APPROACHING THE SUPER BOMB

At the top of the high voltage tower is the Super Bomb—and the GREEN GOBLIN! To get to the Super Bomb, first you'll have to move SPIDER-MAN past the GREEN GOBLIN. If the GOBLIN touches SPIDER-MAN or any part of his web, SPIDER-MAN will fall. Shoot another web fast, or you'll lose this SPIDER-MAN!

Get SPIDER-MAN past the GREEN GOBLIN, and get set to defuse the Super Bomb. Pass any part of SPIDER-MAN's body over the Super Bomb **before** it explodes—and you've defused the Super Bomb! You'll earn bonus points equal to the number of points scored while scaling that building and tower.

SPIDER-MAN then moves onto the side of another building to begin the action again at a different level (see Game Difficulty).

If SPIDER-MAN doesn't defuse the Super Bomb before it explodes, you'll lose that SPIDER-MAN. However, the action will continue at the base of the same building with a new SPIDER-MAN.

MY 'SPIDER-SENSE' IS TINGLING...THAT MEANS THERE'S DANGER NEAR. THE WORK OF *SPIDER-MAN* IS NEVER DONE!

GAME DIFFICULTY

Each time you defuse the Super Bomb, you'll hear a short tune. Then the game will continue at a more difficult level with your remaining "SPIDER-MEN." The building and high voltage tower will either increase or decrease in size (see illustration in "Approaching the Super Bomb"). The web fluid will run out more quickly. And the GREEN GOBLIN will move faster and will be anywhere—ready to dog you every step of the way on your mission to defuse the Super Bomb!

END OF GAME

The game ends when no "SPIDER-MEN" are left.

To Play Again: In a one- or two-player game, press the GAME RESET switch to play again at the same game number. To play at another game number, use the GAME SELECT switch.

GAME VARIATIONS

SPIDER-MAN has 6 game variations. Games 1, 3, and 5 are one-player games; 2, 4, and 6 are two-player games. See the Game Selection Box for game number variations.

Two-Player Games: Games 2, 4, and 6 are two-player games. The left player goes first; players then alternate turns. Your turn ends when you lose a SPIDER-MAN: you begin your turn with your remaining "SPIDER-MEN." Each player's score is displayed throughout his or her turn. The game ends once both players have lost all their "SPIDER-MEN." At the end of the game, the 1st player's score shows at the top of the screen; the 2nd player's score shows at the bottom.

SCORING

Your score is displayed throughout your turn. Points accumulate as follows:

Capturing a criminal . . . . 30 points & web fluid
Defusing a black time bomb . . . . 50 points & web fluid
Defusing a red time bomb . . . . 80 points & web fluid
Defusing a Super Bomb. . . . . double the points scored
on the last building and
high voltage tower.

Every time you score 10,000 points, you'll get another SPIDER-MAN!

GAME SELECTION BOX

Game Numbers		Game Levels
1	2	Easiest
3	4	More Difficult
5	6	Most Difficult

If you should have any difficulty operating or playing SPIDER-MAN, call our Electronic Service Department at these toll free numbers:

In Massachusetts   1-800-892-0297
All other states   1-800-225-0540
(not available in Alaska,
Hawaii, or Canada)
Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.
In Australia and New Zealand: Parker Games, 104 Bourke Road, Alexandria, N.S.W. 2015.
In the United Kingdom: Parker Games, Owen Street, Coalville, Leicester LE62DE England.