DMG-ZS-USA

Nintendo

GAME BOY

SPIDER-MAN 2

Instruction Manual

ljn LTD.

EmuMovies

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 storing the Game Pak in its protective 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.

ADVISORY
READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

"SPIDER-MAN TURNS BAD. $1,000,000 ROBBERY."

Heads up, Spidey! Someone wants you in the slammer. Find out who or you'll be web slinging in Sing Sing. As for that throbbing—feels like you got hit with a rock—headache, skip the aspirin! Hobgoblin is on the streets lobbing explosive Jack O' Lanterns!

Bagging him will be no problem, but that's the beginning! Black Cat, your less than purr-fect ex-main squeeze, has a scoop that Curtis Connors—a.k.a. The Lizard—knows who framed you. Johnny Storm has a hot tip that Venom's evil twin, Carnage, is turning the amusement park into his personal house of horrors. Graviton is down at the factory playing catch with the masonry!

Spider-sense tingling yet? Atop the Empire State Building floats a massive airship...get on board! Discover the evil genius with a flair for the dramatic. Send him on an exclusive, "captive audience" engagement at The Vault...courtesy of the Super Hero, villain vanquishing, friendly neighborhood Spider-Man!

GETTING READY...FOR ARACHNAMANIA!

LOADING

1. Make sure the GAME BOY® power switch is OFF.

2. Insert the SPIDER-MAN® 2™ Game Pak as described in your NINTENDO® GAME BOY® manual.

3. Turn the power switch ON.

When you see the SPIDER-MAN® 2™ title screen, press the START BUTTON. Spidey will then describe the crisis he has found himself in. To skip the story, press the START BUTTON again.
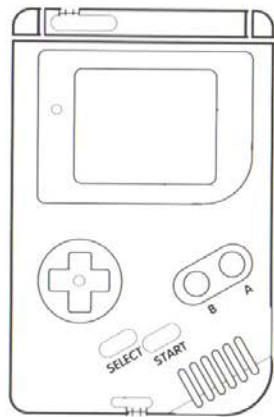
S PIDEY'S CONTROLS...
HARD HITTING, WEB SLINGING ACTION!

Spider-Man's control points are as follows:

BASIC CONTROLS

TO MOVE LEFT or RIGHT, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO JUMP, press the B BUTTON.

TO EXECUTE A FLYING KICK, press and hold down the B BUTTON.

TO PUNCH, press the A BUTTON.

TO SOMERSAULT, press the B BUTTON twice.

TO CROUCH, press the DOWN CONTROL PAD ARROW.

TO CRAWL, press in-between the DOWN CONTROL PAD ARROW and the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO ENTER A DOORWAY, stand in front of the doorway and press the UP CONTROL PAD ARROW.

TO PAUSE, press the START BUTTON.

TO RE-START, press the START BUTTON again.

WALL CLIMBING CONTROLS

TO GRAB ONTO A WALL, press the B BUTTON twice to somersault and, once airborne, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO CLIMB UP A WALL, press the UP CONTROL PAD ARROW.

TO CLIMB DOWN A WALL, press the DOWN CONTROL PAD ARROW.

TO GET OFF A WALL, press the B BUTTON.

WEB SLINGING CONTROLS

TO FIRE AN ATTACK WEB, hold the DOWN CONTROL PAD ARROW and press the A BUTTON.

TO THROW A SWINGING WEB, hold down the A BUTTON.

TO KEEP SWINGING ON THE SAME WEB or CHANGE DIRECTION ON A WEB, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO THROW A CLIMBING WEB, press the A BUTTON plus the UP CONTROL PAD ARROW.

**TO CLIMB A WEB,** press the UP CONTROL PAD ARROW.

TO JUMP OFF A WEB, press the B BUTTON.

TO SWING SPIDEY-STYLE WEB TO WEB, press the A BUTTON, then, at the end of the swing, press the B BUTTON, then the A BUTTON again, and so on...

NOTE:
- If you swing on a web without jumping off it and do not press the appropriate LEFT or RIGHT CONTROL PAD ARROW, you will gradually lose your momentum until eventually the web becomes stationary. You can then only go up it like a climbing web or jump off.
- When swinging Spidey-style, be careful not to run out of web fluid or buildings for the webs to grip onto.
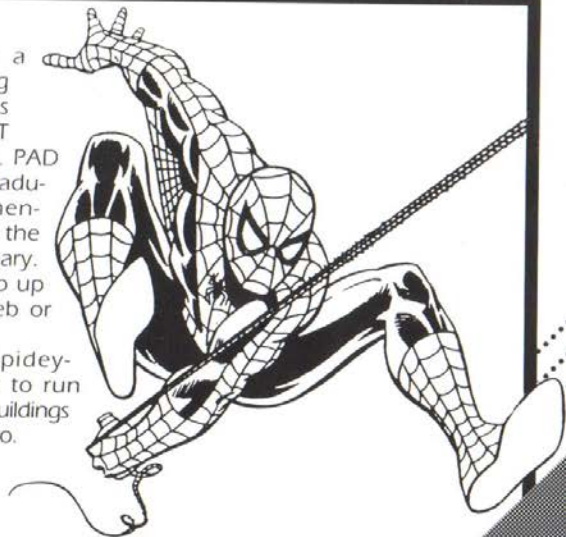
SPIDEY SCREEN

Game play information appears at the bottom of the screen as follows:

WEB FLUID

PICK-UPS

SPIDEY-SENSE

SPIDEY'S ENERGY

SPIDEY'S STRENGTH

LIVES
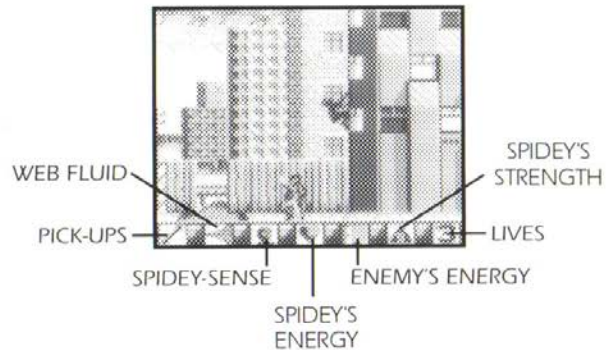
ENEMY'S ENERGY

PICK-UPS—select from this window.

WEB FLUID—decreases as you use it.

SPIDEY-SENSE—flashes to warn of imminent danger.

SPIDEY'S ENERGY—shows energy remaining before loss of 1 life.

ENEMY'S ENERGY—shows energy remaining of Super-Villain being fought.

SPIDEY'S STRENGTH—shows strength of Spidey's punches and kicks in terms of tons he can lift.

LIVES—remaining. (You start with 3.)

For information on how to obtain or increase any of the above, see PICK-UPS on page 9.

PICK-UPS...WEBS, STRENGTH, KEYS, & MORE!

Three types of pick-up exist in the game. To find any of them, look everywhere, the streets, the sewers, the rooftops, and, most importantly, the inside of buildings. Derelict apartments, and high-tech labs alike hide web fluid, power-ups, bonus lives, and maybe even the odd Super-Villain! The more you look, the more you'll find.

1. Spidey Pick-Ups:

Extra Life (circle)
Extra Energy (heart)

Web Fluid
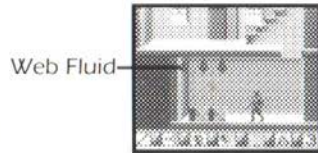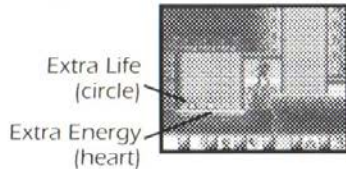
2. Item Pick-Ups

These are different objects, such as crowbars, "Goblin Sled" fuel, and entry cards, that need to be picked up in order to gain access way to buildings or use equipment.

3. Task Pick-Ups

Like Item Pick-Ups, these are objects, such as door combinations, vaxines, and keys, that you need to enter buildings or overcome certain villains. However, to get them, you must either defeat a Super-Villain or successfully perform a particular task.

TO GET ANY PICK UP, touch it.

Spidey Pick-Ups are automatically added to the appropriate information display at the bottom of the screen. Item and Task Pick-Ups flash in the Pick-Ups square on the left hand side.

TO USE AN ITEM or TASK PICK-UP, press the SELECT BUTTON until the appropriate object is shown.

Note: Some Task Pick-Ups, once available, are automatically placed in the Pick-Ups square without first appearing on the game play screen.

GETTING AROUND...
THE A-MAZE-ING SPIDER-MAN

Many of the levels and locations where each of the Super-Villains hang out are next to each other. The factory lies just beyond the apartments. The lab sits within the factory. However, crossing between these levels not only requires obtaining picks-ups that give access to transport or locked doors (see Pick-Ups on pages 9-10), but, also, when no other route is available, finding your way through the maze of underground sewers that honeycomb the city. Don't get lost!

NEW YORK, NEW YORK...
IT'S A WONDERFUL TOWN!

Thugs on the streets, rats in the sewers, robot guards in the factories ...you gotta love this place!

LEVEL 1: City Streets

Maybe you should have stayed home! Guys with machine guns are nailing you from the windows, while the thugs on the street try to light your fire with flaming torches. Give 'em more than a cold shoulder!

SUPER VILLAIN: The Hobgoblin

Desperate for super-powers, Jason Macendale made a deal with a demon, but in the bargain had his face twisted into a grotesque replica of his goblin mask. Still, beauty is in the eye of the beholder and
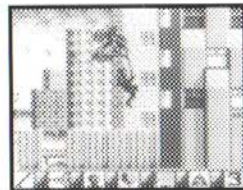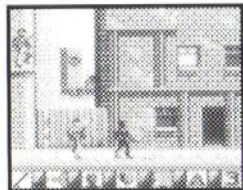
whoever hired this demented mercenary must be loving every minute of his destructive performance. Riding his ghoulish "Goblin Glider" and lobbing explosive Jack O' Lanterns, The Hobgoblin is dangerously unhinged!

LEVEL 2: The Lab.

The Lab boasts a security system liable to put more than a snag in your spandex! Its on-screen sights target intruders and then blows
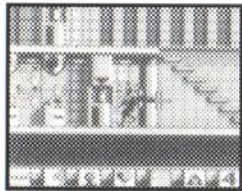
'em away! However, Black Cat warned you that the only way to make The Lizard into a canary—and sing the name of the person setting you up—was to turn him back into Curt Connors. To do that, you'll need the Vaccine antidote secured in the Lab. Getting it requires obliterating the light panel locking system...anyway you can think of!

LEVEL 3: The Sewers

Rats can carry hundreds of deadly diseases. Vampire Bats drink human blood...and these sewers swarm with both! Every attack from either vermin will drain your energy, so find The Lizard fast or your Super Hero days are numbered!
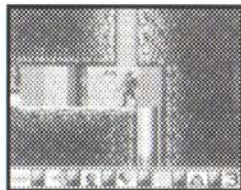
SUPER VILLAIN: The Lizard.

Curt Connors was once one of Spidey's closest friends, but using reptiles to regenerate his missing right arm resulted in an unfortunate side effect...he mutated into a humanoid lizard. Corner him in the sewers and subdue him. If you've got the Vaccine, he'll provide more than vital information.
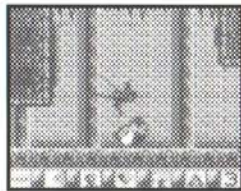
LEVEL 4: The Factory

Armed robot guards patrol the factory compound. Rocket powered orb bombs defend the interiors. Toxic goop drops from the machinery and runs in streams underfoot. In short: wear your hard hat at all times and beware! The ceiling doesn't just fall down here, it also falls up!
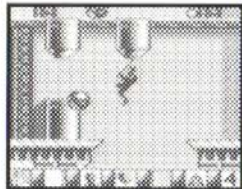

SUPER-VILLAIN: Graviton

Thanks to an explosion at a nearby super-collider that intermingled Graviton's body molecules with sub-atomic graviton particles (the particles that carry the force of gravitational attraction), this former physicist now carries out some earth shattering experiments. He has the power to fly, elevate mammoth objects, and, more importantly, if anyone gets in his way, drop mammoth objects!

LEVEL 5: The Amusement Park

Skip the cotton candy, you're heading for the white knuckle ride of your life. Climb on board, enjoy the scenery, scream, wave your arms, but watch out! The maximum headroom gets tight even for a spider!
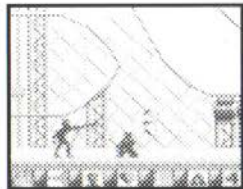
SUPER-VILLAIN: Carnage

When the alien symbiote, Venom, broke Eddie Brock out of jail, the creature left behind a spawn! And that spawn fused with Eddie's cellmate Cletus Kasady: a sociopathic lunatic who, taking the name Carnage, doesn't even have the twisted conscience Venom has! However, he does have phenomenal strength, the ability to camouflage his skin so completely that he appears to disappear, and a body that can turn itself into deadly darts! Go get him, Spidey!

## LEVEL 6: The Empire State Building...And Beyond!

High stakes action peaks with scaling a skyscraper! Laser firing robots hover around the building looking to stamp out wall climbing insects. Above, a massive blimp hides the Super-Villain who first framed you...and who now delights in the prospect of destroying you!
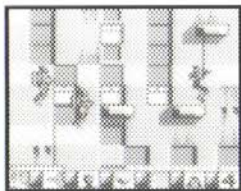
SUPER-VILLAIN:

No one has challenged Spidey's sanity like the "Master of Illusion." Now in the ultimate confrontation, he plans to outnumber Spidey with a force of one! Show his illusions of grandeur the reality of a right hook!

SHOW TIME!
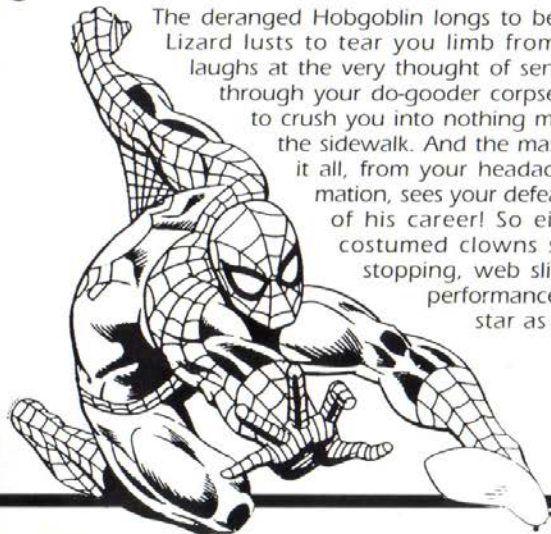
The deranged Hobgoblin longs to be rid of you. The Lizard lusts to tear you limb from limb. Carnage laughs at the very thought of sending lethal darts through your do-gooder corpse. Graviton longs to crush you into nothing more than blot on the sidewalk. And the master mind behind it all, from your headache to your decimation, sees your defeat as the pinnacle of his career! So either give these costumed clowns some real show stopping, web slinging, fist flying performances...or MJ gets to star as a Black Widow!

LIMITED WARRANTY

NOTES

LJN Ltd., 1 Spring Street, Oyster Bay, N.Y. 11771 (516) 624-9300
Distributed by Acclaim Distribution, Inc.