

SEGA™

MARVEL
COMICS

CAPCOM

GENESIS™

THE PUNISHER



Instruction
Manual

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.





THE PUNISHER

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **THE PUNISHER** for your Sega Genesis System. CAPCOM is proud to bring you the hard-hitting adventures of Marvel Comics infamous vigilante hero.

THE PUNISHER offers 16 Megs of high-resolution graphics and quality sound. We hope you enjoy this addition to your Sega Genesis library.

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.

EPILEPSY WARNING

Read before using your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

CAPCOM
CAPCOM U.S.A., INC.
475 Oakmead Parkway
Sunnyvale, CA 94086



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Table of Contents

Handling Your Cartridge	4
Getting Started	5
Punisher: War Journal	6
Controlling Punisher and Nick Fury	7
Trial by Fire!	8
Punisher: Armory	9
Spoils of War	10
Using the Option Mode	12
Survival Tips	14
Warranty Information	15



Handling Your Cartridge

Follow these suggestions to keep your **THE PUNISHER** cartridge in perfect operating condition.

1. The Sega Genesis cartridge is intended for use exclusively with the Sega™ Genesis™ System.
2. Do not bend it, crush it, or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other source of heat.
4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega Genesis cartridge.

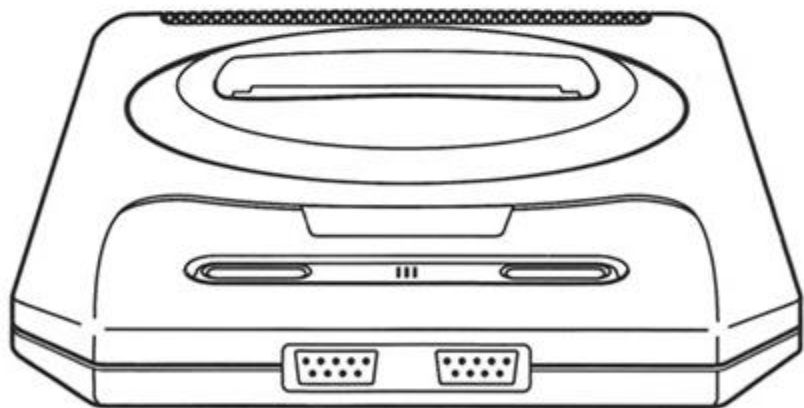


Getting Started

1. Check the power switch on your Sega Genesis System. Make sure it is OFF before inserting or removing the cartridge.
2. Insert THE PUNISHER cartridge into your SEGA Genesis System and turn the power ON. When the title screen appears, press the START button.

For more information on the OPTION-MODE, please read the section entitled, "Using the Option Mode"

3. On the next screen, press the START button on your controller and you will leap into action.



Punisher: War Journal

Jackpot.

For the last week, Microchip had been trying to trace the flow of Mob drug money into banks in Cayman Islands. Yesterday, he finally managed to hack into their mainframe and break their encryption scheme.

Micro said that one of the bean counters must have been in a hurry because he was pretty sloppy. A small note on one of the ledger sheets mentions a Mob front here in the city. Shouldn't be that hard to find it and close it down.

One small problem. Microchip said that S.H.I.E.L.D was sniffing around the bank as well. I just hope that Fury and his boys miss the connection.

The last thing I need is soldier-boy tagging along.



Controlling Punisher and Nick Fury

TO WALK LEFT, RIGHT, UP OR DOWN.

PRESS THE D-PAD LEFT, RIGHT, UP OR DOWN

TO PUNCH OR USE AN OBJECT

PRESS THE **A** BUTTON

TO JUMP

PRESS THE **B** BUTTON

TO ROLL

QUICKLY PRESS FORWARD ON THE CONTROL TWICE.

TO DROP A GRENADE

JUMP INTO THE AIR AND PRESS DOWN AND THE **A** AND **B** BUTTONS SIMULTANEOUSLY.

TO PICK UP AN OBJECT

STAND OVER THE OBJECT AND PRESS THE **A** BUTTON.



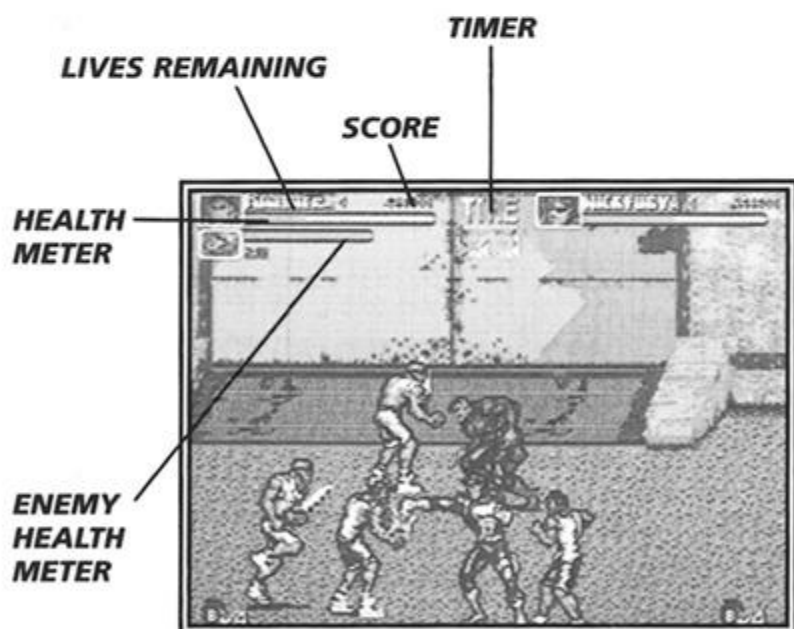
Trial by Fire!

This should be a simple operation. Preliminary recon of the target shows that all entrances are covered. I guess I'll have to make my own.

Once inside I need to neutralize any hostiles and locate Bruno. Piece of cake.

Just in case this is some elaborate trap, I brought along a bit of protection. My kevlar vest will take some damage, but I still need to keep an eye on my health.

Once it's all red, I'm as good as dead.



Punisher: Armory

There is one hard and fast rule in waging a one man war: *Maximize Your Firepower*. Using a complex network of hidden weapon stashes, I'm always guaranteed that superior firepower is always within my reach.



M-16 UZI

GRENADE KNIFE

BASEBALL BAT HAMMER

FLAME THROWER THROWING STARS

Spoils of War

Sometimes a loaded .45mm isn't the best way to convince someone to help you. So, I always try and collect any of the Mob's money that is lying around. I've found that there's nothing like cold hard cash to get a snitch to roll over on the ones he loves.



MONEY BAGS

Small change. 500 pts.

RING

Worth a couple of bucks. 1000 pts.

BRIEFCASE

Big money. 5000 pts.

GOLD BAR

Solid Gold. 10,000 pts.



Spoils of War, Cont.

I swore I'd never eat another C-ration once I got out of the service, and that's one promise I've managed to keep. Now when I'm on a mission I end up eating on the run. It's not exactly dinner at the Waldorf, but it manages to keep my strength up...



CHEESE	Refills 1/8th of your health meter
HAM	Refills 1/6th of your health meter
HOT DOG	Refills 1/6th of your health meter
PIZZA SLICE	Refills 1/4th of your health meter
PIZZA	Refills 1/2 your health meter
TURKEY	Refills all of your health meter



Using the Option Mode

The OPTION MODE allows you to change the button configuration and the difficulty level used in the game.



After you select the OPTION MODE from the main screen, you can highlight any of the following choices:

DIFFICULTY LEVEL

This option allows you to change the difficulty level in the game. The difficulty level will also determine what ending you see when you finish the game. Use the D-Pad to highlight the current difficulty level and press left or right to choose either EASY, NORMAL, HARD or EXPERT.

PLAYER

This option allows you to choose either Nick Fury or Punisher. Press the D-Pad left or right to make your selection.



Using the Option Mode, Cont.

KEY CONFIG

This option allows you to select which button is used for FIRE and JUMP. Use the D-Pad to highlight the action you wish to change and press the button you wish to use. The selection will automatically change.

2P DAMAGE

This option allows you to do damage to the other player during the game. Press left or right on the D-Pad to turn this option ON or OFF.

SOUNDS

This option allows you to hear the sounds used in the game. Press the D-Pad left or right to change the number of the sound. Press the **A**, **B**, **C** or **START** button to hear the sound.

MUSIC

This options allows you to hear the music used in the game. Press the D-Pad left or right to change the number of the music. Press the **A**, **B**, **C** or **START** button to hear the music.

EXIT

This option allows you to exit back to the title screen. Highlight this option and press the **START** button.



Survival Tips

- ✦ Bang some heads with the Head Slam! Grab an enemy and then press the A and B buttons simultaneously.
- ✦ Crack up enemies with the Power Dive. Grab an enemy, jump into the air and press down on the D-Pad and the A button.
- ✦ Don't pick up food until you really need it!
- ✦ When playing in two player mode, work as a team. It is the only way you will survive!



Warranty Information

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, California 94086**

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$15.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

SEGA AND GENESIS ARE TRADEMARKS OF SEGA
ENTERPRISES LTD. ALL RIGHTS RESERVED.

CAPCOM

Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

Game Counselors Available
8:30 A.M. to 5:00 P.M. (PST)
408-774-0400

E-mail
74774.1402 @ compuserve.com

TPU-S003

Printed in Japan.