

A VIDEO  
GAME CARTRIDGE FROM  
PARKER BROTHERS

# SPIDER-MAN™



FOR USE WITH THE PHILIPS® VIDEOPAC COMPUTER  
COMPATIBLE AVEC PHILIPS VIDEOPAC COMPUTER

### SPIDER MAN

This Videopac cartridge allows a glimpse into the life of that legendary SPIDER MAN! New York City at the mercy of the GREEN GOBLIN! He has booby-trapped the city's skyscrapers with SUPER BOMBS! You must save the city NOW! But the GOBLIN will try to stop your every move. Criminals and time bombs, even the GREEN GOBLIN himself, stand between you and the SUPER BOMBS! Can you save the city in time?

(1 or more players) First press  
RESET  
Next press 0 to 7

### THE JOYSTICK CONTROLLERS

You can use the LEFT or RIGHT controller.

Use the Joystick and the action button to move SPIDER MAN up the side of the skyscraper. First, press the action button. Then push the Joystick up, to the left, or to the right. A line of web fluid will shoot up vertically or diagonally to the left

or right, depending on the direction you move the controller. You can also shoot a web down to move SPIDER MAN down the building, but only after you have moved SPIDER MAN up the building from his starting position. Release the action 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 before moving SPIDER MAN by quickly pressing and releasing the action button. Once you have 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 will 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, by quickly pressing and releasing the action button. The end of the web line must land on the building, not 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.

## **PLAYING**

You will start the game with 3 lives. The first SPIDER MAN is shown on the side of the building, ready to begin the climb to the top. The number of remaining lives is shown at the lower left-hand corner of the screen.

## **WEB FLUID**

SPIDER MAN has only a limited amount of web fluid which decreases with time. The web fluid is monitored by the number 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 will 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 appear by lighting a window. If SPIDER MAN's web line crosses a lighted window, the criminal will cut the web, causing SPIDER MAN to fall. Shoot another web fast, or you will lose a life! However, SPIDER MAN can capture the criminals by crossing his body over the lighted window. For every criminal captured, you earn 3 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 is faced with some tricky maneuvering to scale the high voltage tower. Remember, if SPIDER MAN's web lands on any

part of the sky, he will fall! He is 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 grey to red. SPIDER MAN can defuse a bomb by crossing his body over it. For every grey bomb he defuses, you earn 5 points; for every red bomb, 8 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 will fall. Shoot another web fast, or you will lose a life!

### **STARTING THE TIMER ON THE SUPER BOMB**

The GREEN GOBLIN doesn't want SPIDER MAN to capture his criminals or defuse his time bombs. So he has decided he will make SPIDER MAN's mission even harder. He has set limits on how many criminals and time bombs, red or grey, he will 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 will 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 will lose a life! 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 have defused the Super Bomb! You will 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. If SPIDER MAN doesn't defuse the Super Bomb before it explodes, you will lose a life. However, the action will continue at the base of the same building with a new life.

### 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 lives. The building and high voltage tower will either increase or decrease in size. And the web fluid will run out more quickly. There are 8 different levels of difficulty.

### END OF GAME

The game is over when no lives are left. A new game will start automatically. The highest score in a series of games is shown in the left-hand bottom corner. The name of the high scoring player can be displayed in the centre, where the question marks are. Just key in the name of the high scoring player (maximum of six characters, if

fewer, press space key until all remaining question marks have disappeared). The name will stay on the screen until the score has been equalled or surpassed.

### SCORING POINTS

Your score is displayed in the right-hand bottom corner.

- Capturing a criminal: 3 points and web fluid
- Defusing a grey time bomb: 5 points and web fluid
- Defusing a red time bomb: 8 points and web fluid
- Defusing a Super Bomb: Double the points scored

