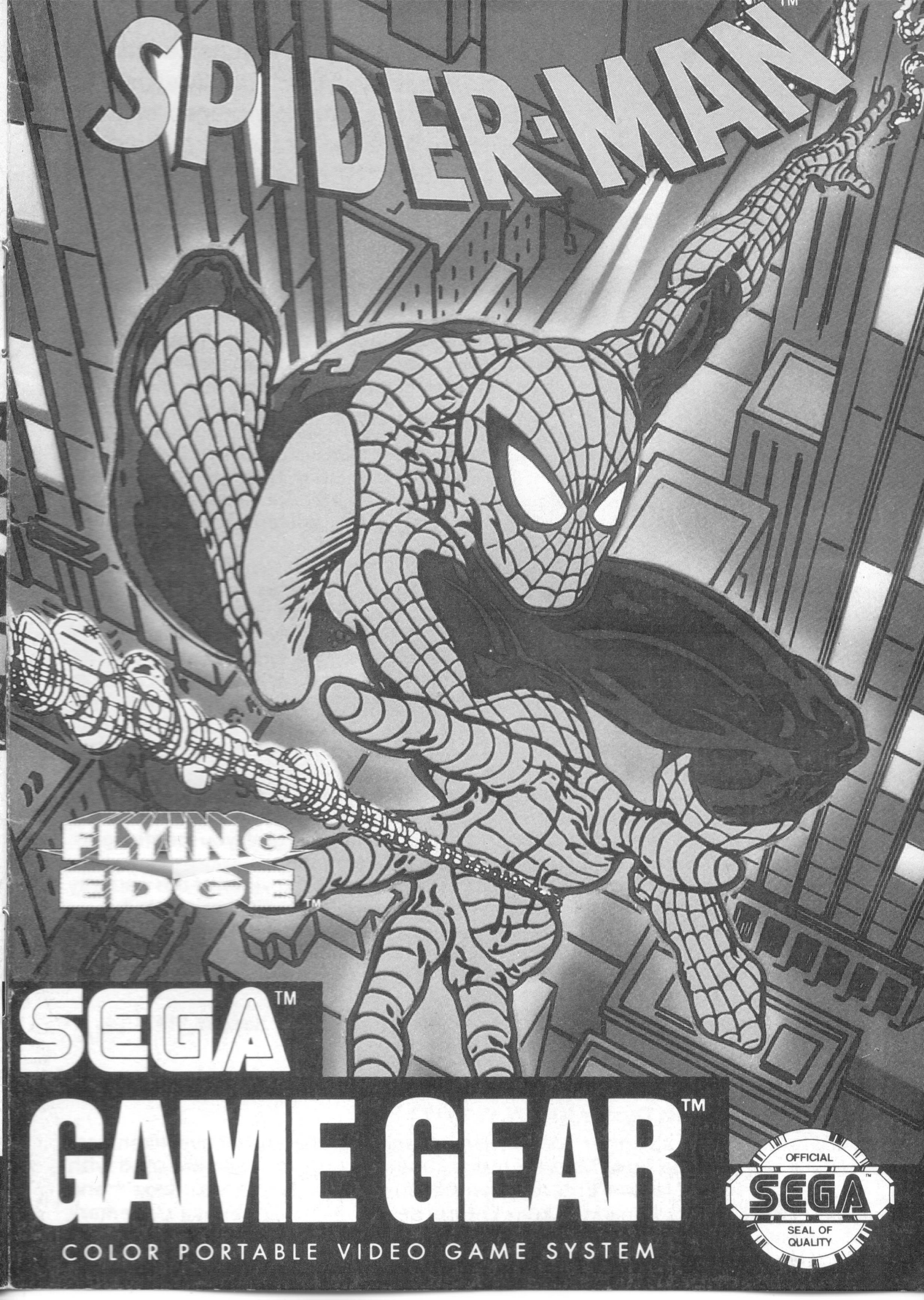


SPIDER-MAN™



**FLYING
EDGE™**

SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM





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

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Kiss your Aunt May, goodbye, Spidey! You're public enemy #1. New York's colossus of crime, The Kingpin, has planted a bomb set to explode in just 24 hours and convinced the whole city that you're responsible!

Disarm it and clear your name, or New York's headed for disaster and you're headed for the slammer. Sure, the two-ton tyrant's enlisted a whole army of Super-Villains, including Dr. Octopus, The Lizard, Electro, Sandman, Hobgoblin, and Venom. Sure, only they have the keys that disarm the bomb. And sure, they'd all love to tear you limb from limb...but, you're *the* web-slinging, building-climbing, girder-crawling, Super-Villain-vanquishing, friendly neighborhood Spider-Man.

Your Spider-Sense can detect danger anywhere. Your webs can trap any criminal from a cheap hood to a steel tentacled Doc Ock. Your spider-like agility makes swinging through a 50,000 volt generator as easy as punching out the most mammoth of Super-Villains.

But wrap up the résumé, Spidey; there's a city to save. Swing into action, get the keys and send the gangland gargantuan on a one-way trip to Sing Sing!

Look out, Kingpin, this Super-Hero's comin' right at ya!



GETTING READY...FOR SPIDER-MANIA

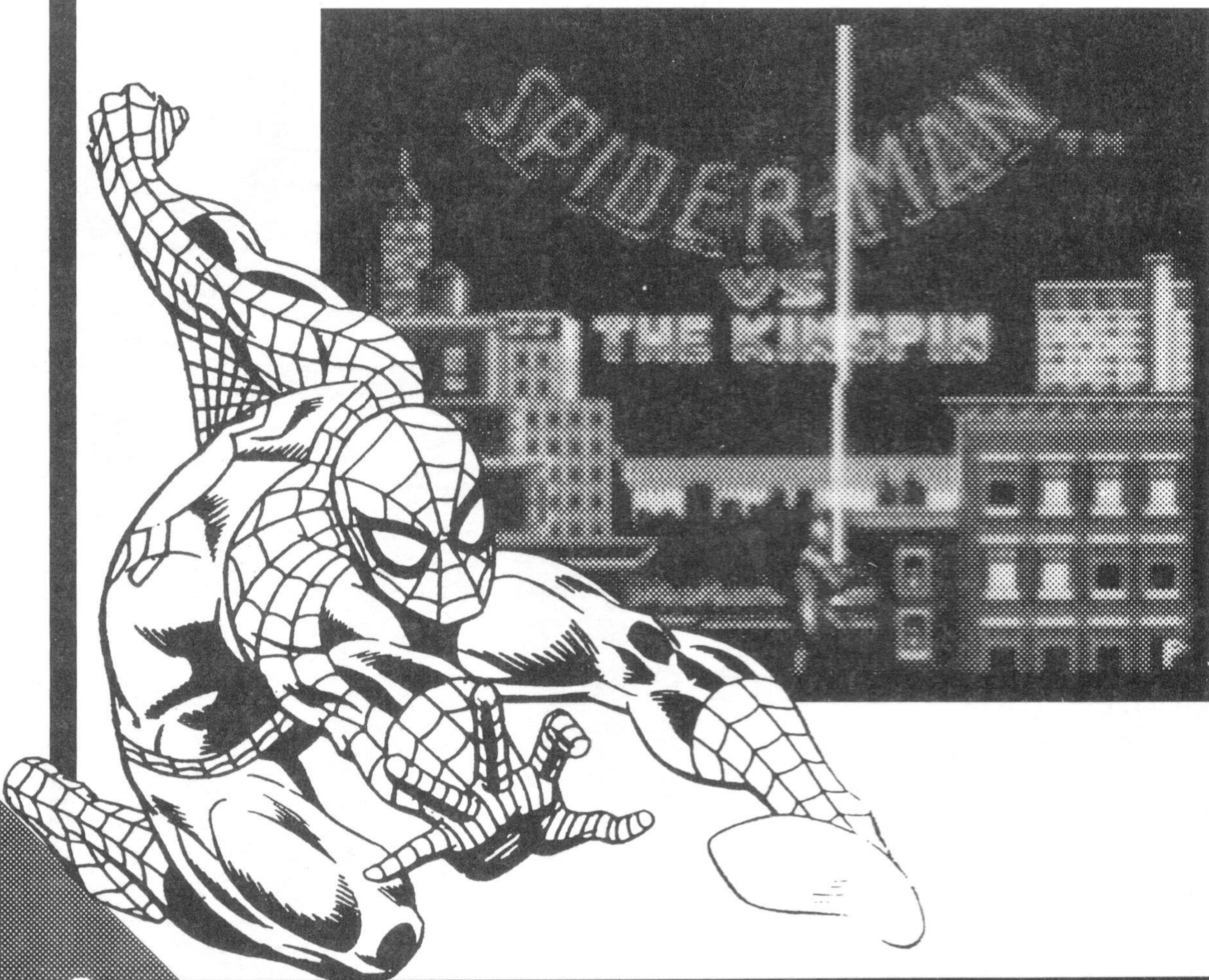
1. Make sure the power switch is OFF.
2. Insert the SPIDER-MAN vs. THE KINGPIN Cartridge as described in your SEGA GAME GEAR manual.
3. Turn the power switch ON.

When you see the SPIDER-MAN vs. THE KINGPIN title screen, press the START BUTTON. You will then see The Kingpin on TV framing Spider-Man as a criminal.

To scroll through the story — press the 1 BUTTON, the 2 BUTTON, or the START BUTTON.

HANDLING YOUR CARTRIDGE

- ❑ This Cartridge is intended exclusively for the Sega Game Gear System.
- ❑ Do not bend it, crush it, or submerge it in liquids. ❑ Do not leave it in direct sunlight or near a radiator or other source of heat. ❑ Be sure to take an occasional recess during extended play.



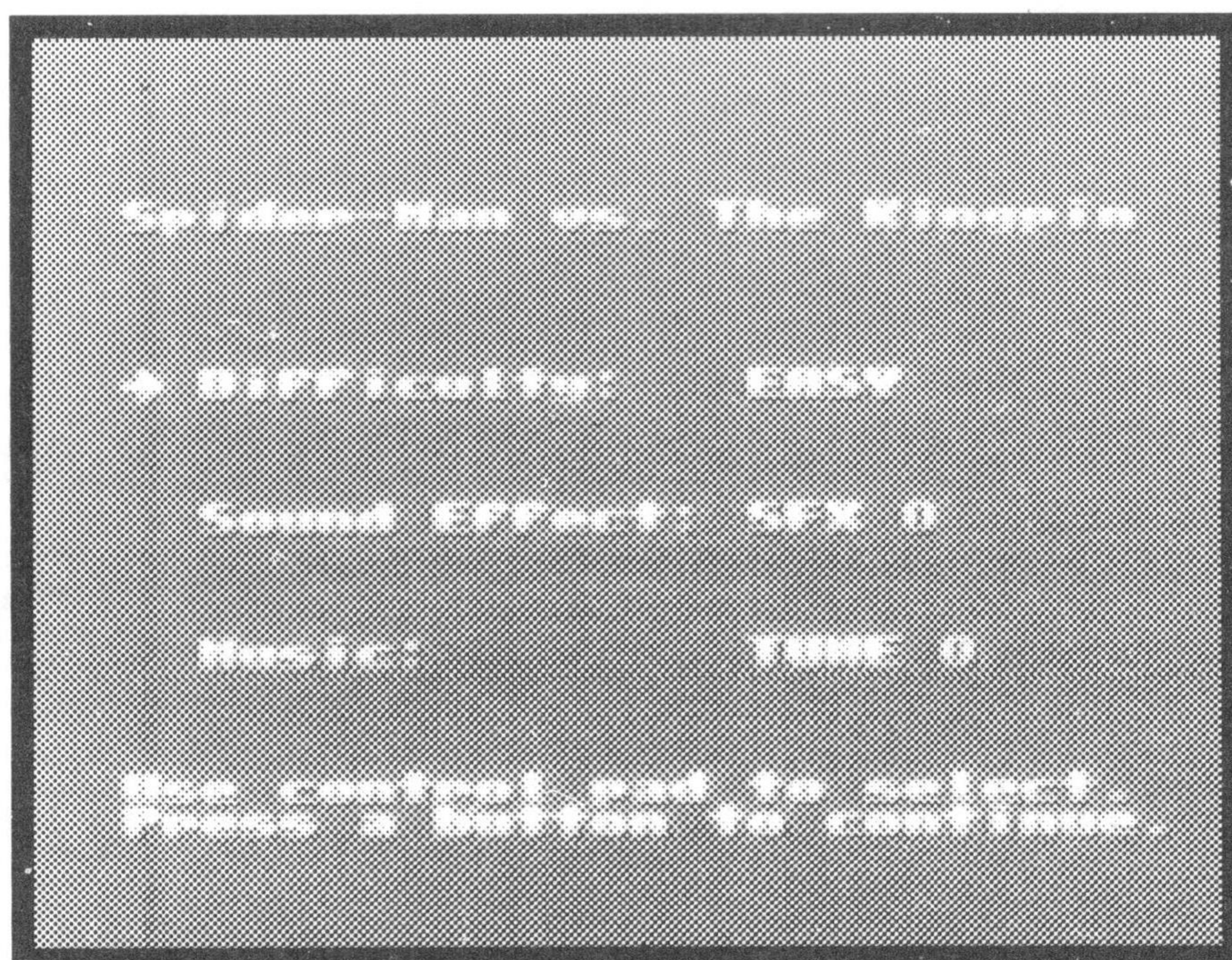
GAME OPTIONS SCREEN

Here you can select the difficulty level of the game, sample the sound effects, or choose your background music.

To move the cursor to the appropriate option — press the UP and DOWN D-BUTTONS.

To change an option — press the LEFT and RIGHT D-BUTTONS.

To confirm your selection and start the game — press the 2 BUTTON.



THE CONTROLS

BASIC SPIDER MOVES

TO MOVE LEFT or RIGHT — Press the LEFT or RIGHT D-BUTTON.

TO SQUAT — Press the DOWN D-BUTTON.

TO JUMP — Press the 2 BUTTON.

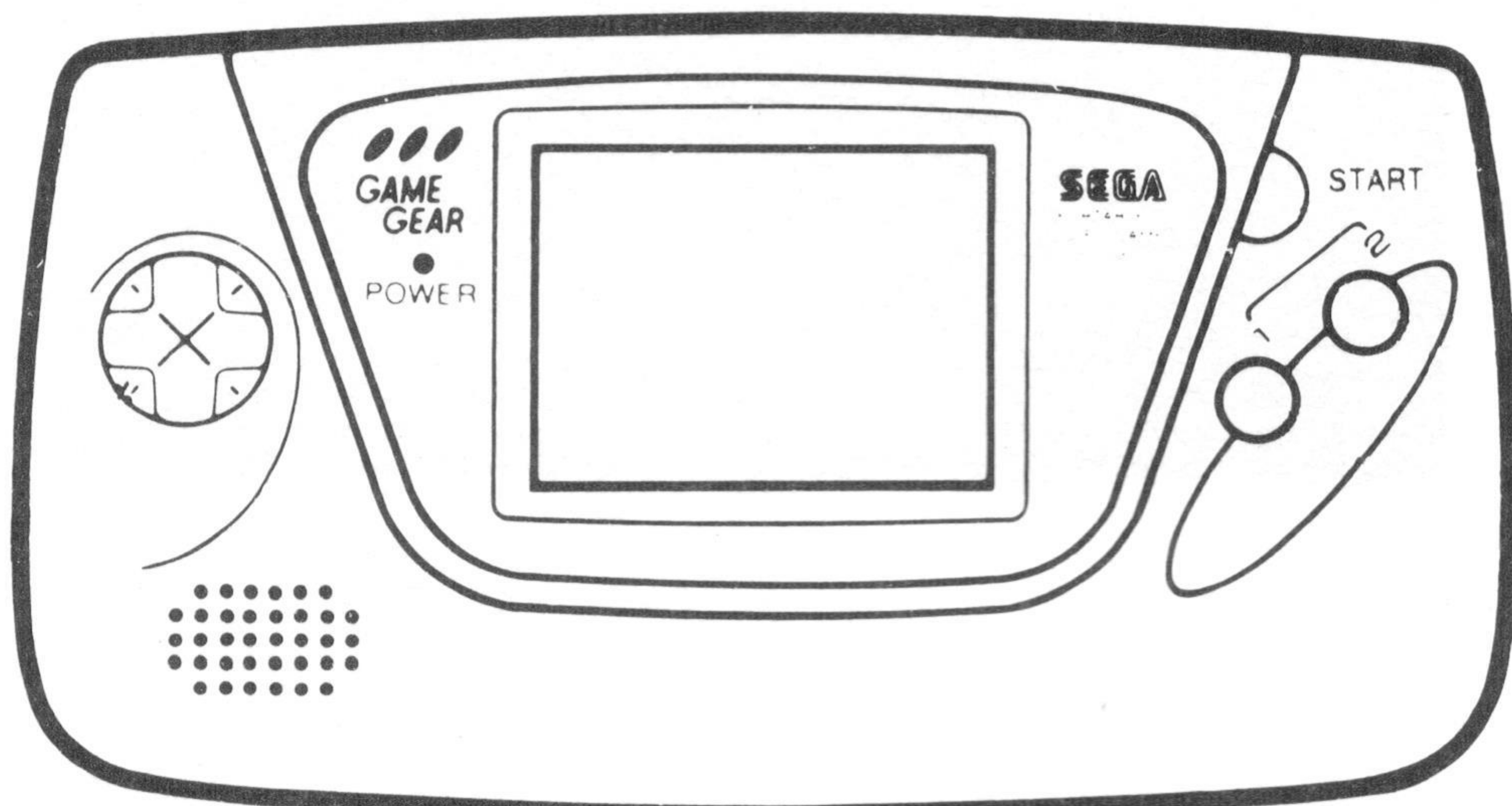
TO JUMP DOWNWARD — Press the DOWN D-BUTTON and the 2 BUTTON *simultaneously*.

TO PUNCH — Press the 1 BUTTON.

TO KICK — Press the DOWN D-BUTTON and the 1 BUTTON *simultaneously*.

TO PAUSE — Press the START BUTTON.

TO RE-START — Press the START BUTTON again.



WALL CLIMBING

TO STICK TO A WALL — Press the 2 BUTTON twice.

TO CRAWL LEFT, RIGHT, UP or DOWN — Press the appropriate LEFT, RIGHT, UP or DOWN D-BUTTON.

TO JUMP OFF A WALL — Press the 2 BUTTON again.

WEB SLINGING & WEB SWINGING

TO FIRE WEB AT ENEMY — Press the 1 BUTTON and the appropriate LEFT or RIGHT D-BUTTON *simultaneously*.

TO SWING LEFT or RIGHT ON A WEB — Press the 1 BUTTON, the 2 BUTTON and the appropriate LEFT or RIGHT D-BUTTON *simultaneously*.

TO SWING LEFT OR RIGHT FROM WEB TO WEB — At the end of each swing, press the 2 BUTTON, the 1 BUTTON and the appropriate LEFT or RIGHT D-BUTTON.

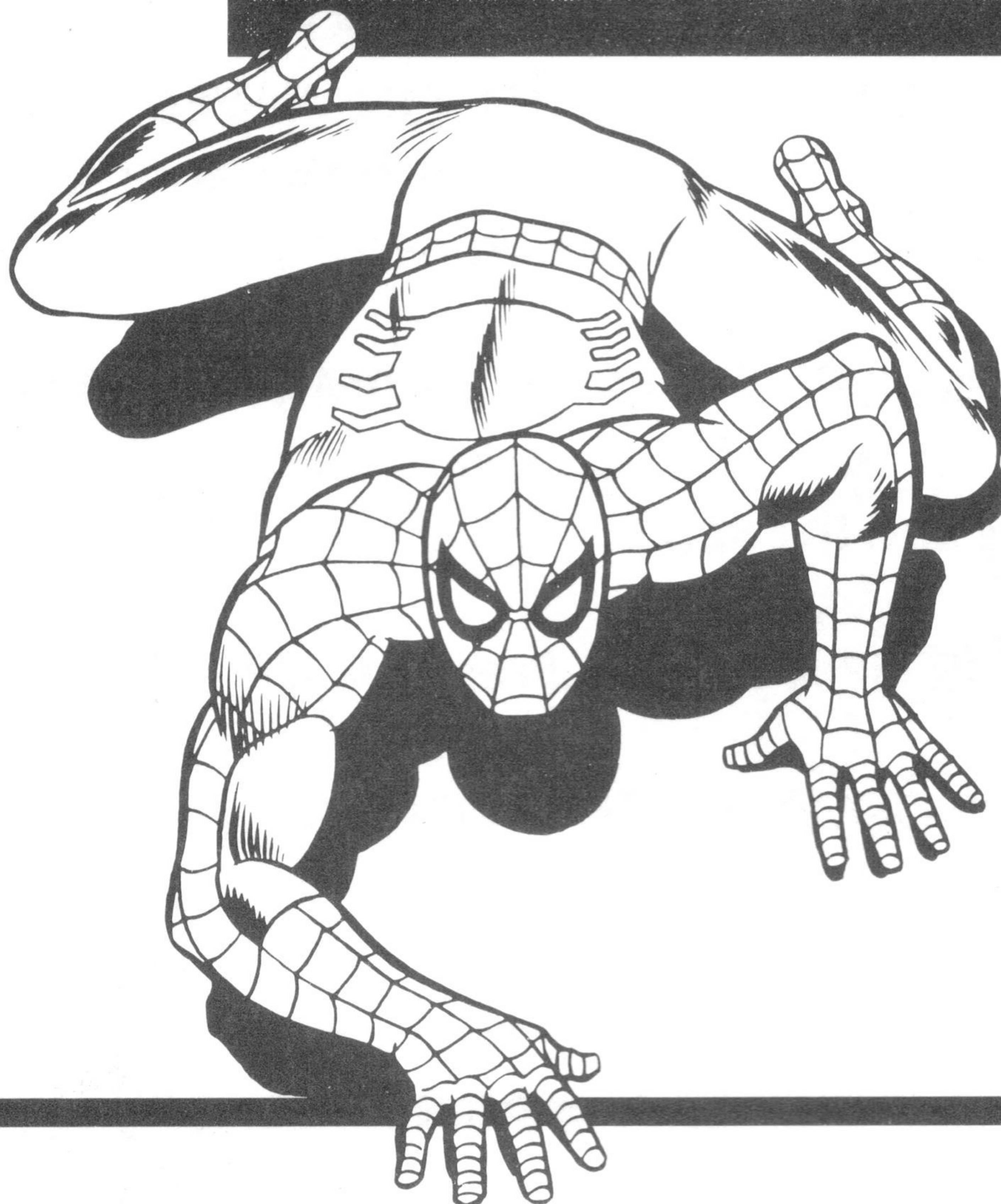
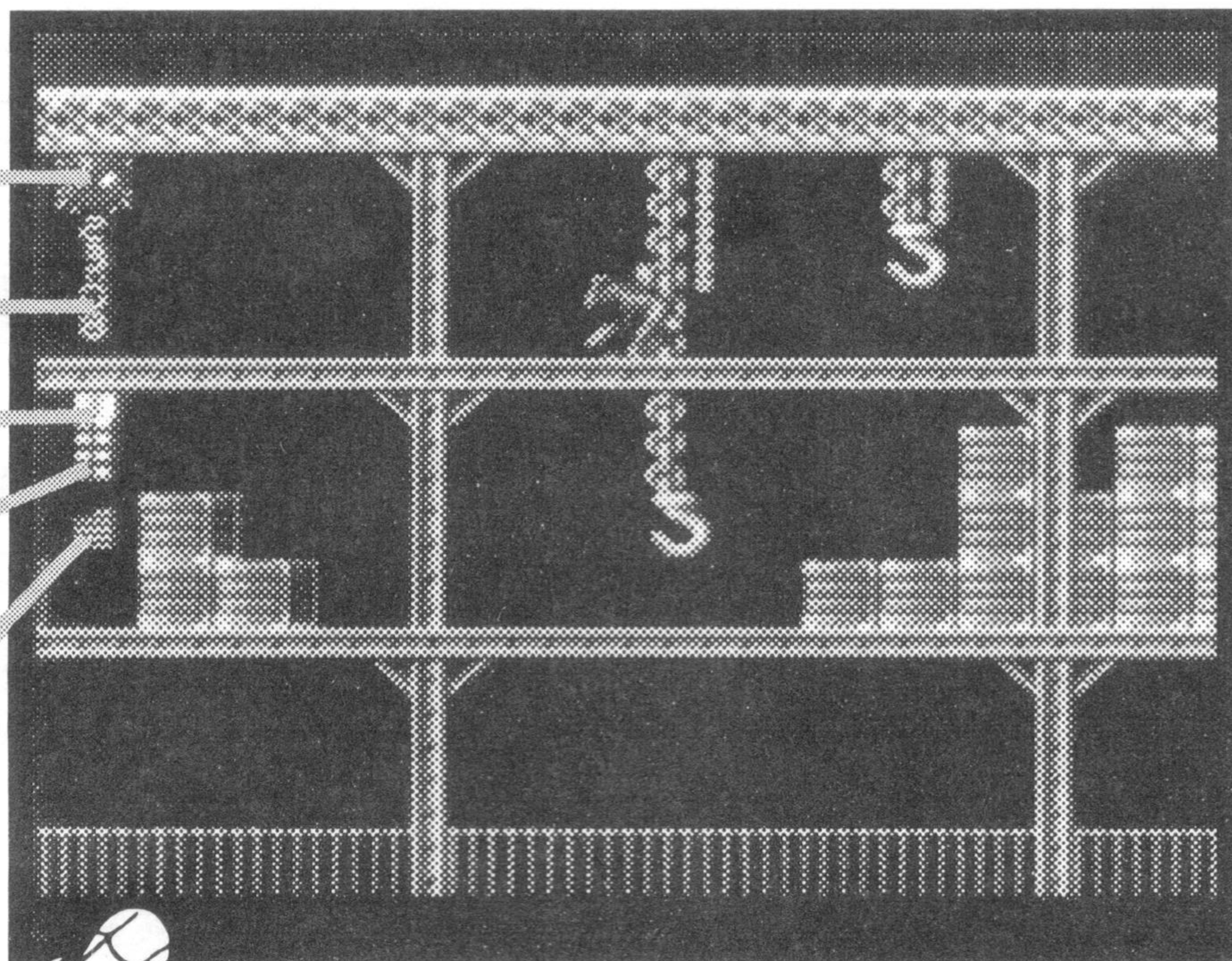
TO CLIMB UP A WEB — Press the UP D-BUTTON.

TO CLIMB DOWN A WEB — Press the DOWN D-BUTTON.

ON THE SCREEN

All the game play information appears down the left side of the screen as follows:

SPIDER-SENSE
TIME REMAINING
ENERGY LEVEL
WEB CARTRIDGES
REMAINING
WEB FLUID LEVEL



TIME REMAINING — Time left before Kingpin's bomb explodes, devastating the environment.

ENERGY LEVEL — Shrinks as Spidey suffers injury. Flashes red when Spidey's condition is critically low. (See **TAKING A BREAK** on page 11, for how to replenish lost energy.)

WEB CARTRIDGES REMAINING — How many cartridges of web fluid Spidey still has. Run out of these and Spidey's history. (See **REPLENISHING WEB FLUID** on page 10, for how to obtain more cartridges.)

WEB FLUID LEVEL — Amount of fluid left in current cartridge. Once all the fluid in a cartridge is used up, the cartridge is automatically replaced with a new one...if you still have any.

SPIDER-SENSE — When this icon flashes, beware! Danger lurks close-by.

OPTIONS — See **SPIDEY'S OPTIONS**, page 8.

SPIDEY'S OPTIONS

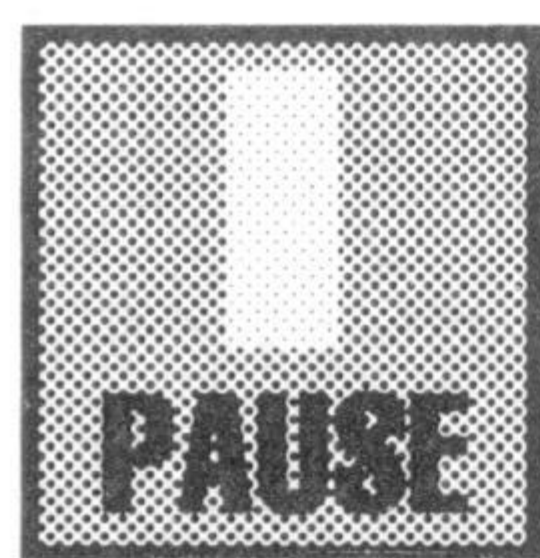
The options mode provides vital access to information, equipment, and rest, as well as control of background music and the ability to skip story screens.

To access Spidey's Options —
press the **START BUTTON**.

To scroll through the options —
press the **LEFT** or **RIGHT D-BUTTON**.



To see how many keys you've collected —
select this icon and press the **DOWN D-BUTTON**.



To get back in the action — select this icon.



To take a photograph — select this icon and
press the **START BUTTON**.

You can take up to 24 photos during any one level of the game — but remember, it's photos of Super-Villains that pay the big bucks. (See **REPLENISHING WEB FLUID** on page 10.)



To turn the music on or off — select this icon and press the 1 BUTTON.



To skip the story screens — select this icon.



To take a rest and return to Peter Parker's apartment — select this icon and press the 1 BUTTON. **Note:** This icon only appears after you meet Dr. Strange. (See TAKING A BREAK on page 11.)



REPLENISHING WEB FLUID- PETER PARKER'S FRONT PAGE PHOTOS

To be a web-slinging Super-Hero takes a lot of a web fluid and the only way to get it is to buy it, at \$250.00 a cartridge. Luckily Robbie Robinson at The Daily Bugle pays \$250.00 for your 1st photo of a Super-Villain and \$5.00 for each additional photo.

To take a photo — select the camera icon and then press the START BUTTON.

(See SPIDEY'S OPTIONS on page 8, for how to reach the options mode.)

You can take up to 24 photos in any one level. At the end of the level, the money earned from selling your photos (less the cost of film) is automatically exchanged for web cartridges.

SPIDEY'S PHOTO TIP: Some subjects are a little camera shy! Get their attention with a well-aimed web *before* you select the photo option, or it's you who'll be in the paper...under obituaries!

TAKING A BREAK

Even a Spider-Man needs to rest sometime. When your energy level starts flashing red or even just getting low, you can increase it by using the amulet given to you by Dr. Strange to return to your apartment.

To take a rest and return to Peter Parker's apartment — select the amulet icon and press the 1 BUTTON.

(See SPIDEY'S OPTIONS on page 8, for how to reach the options mode.)

Once back home, to increase your energy — press the 2 BUTTON.

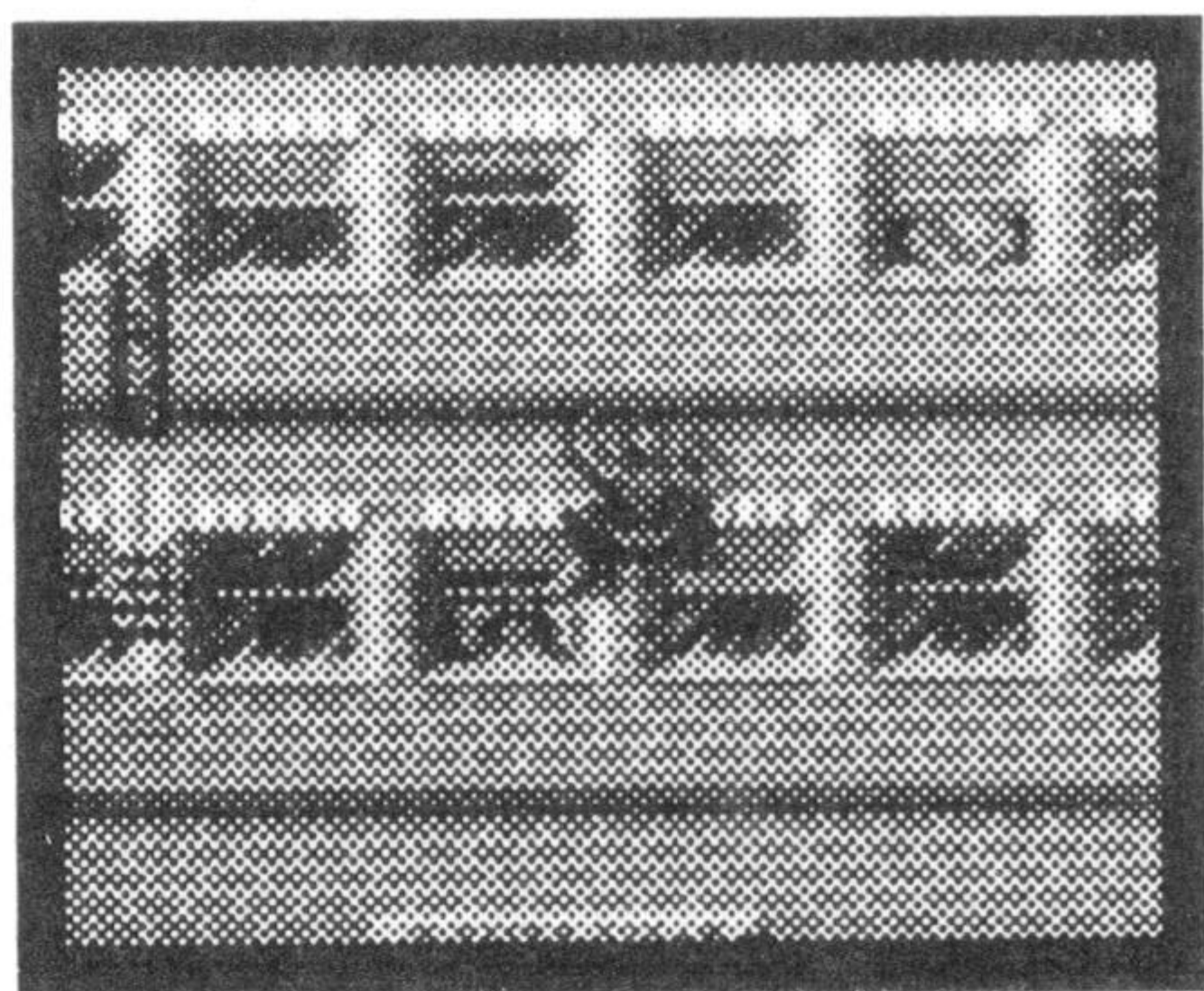
But beware! Every time you press the 2 BUTTON another 15 seconds counts down on the timer. So, while keeping up your strength may help defeat your next Super-Villain, let the timer hit zero, and even 100% energy won't save you or New York!

To return to the game — press the 1 BUTTON.

Note: If you rest during a level, when you return, you start the level from its beginning.

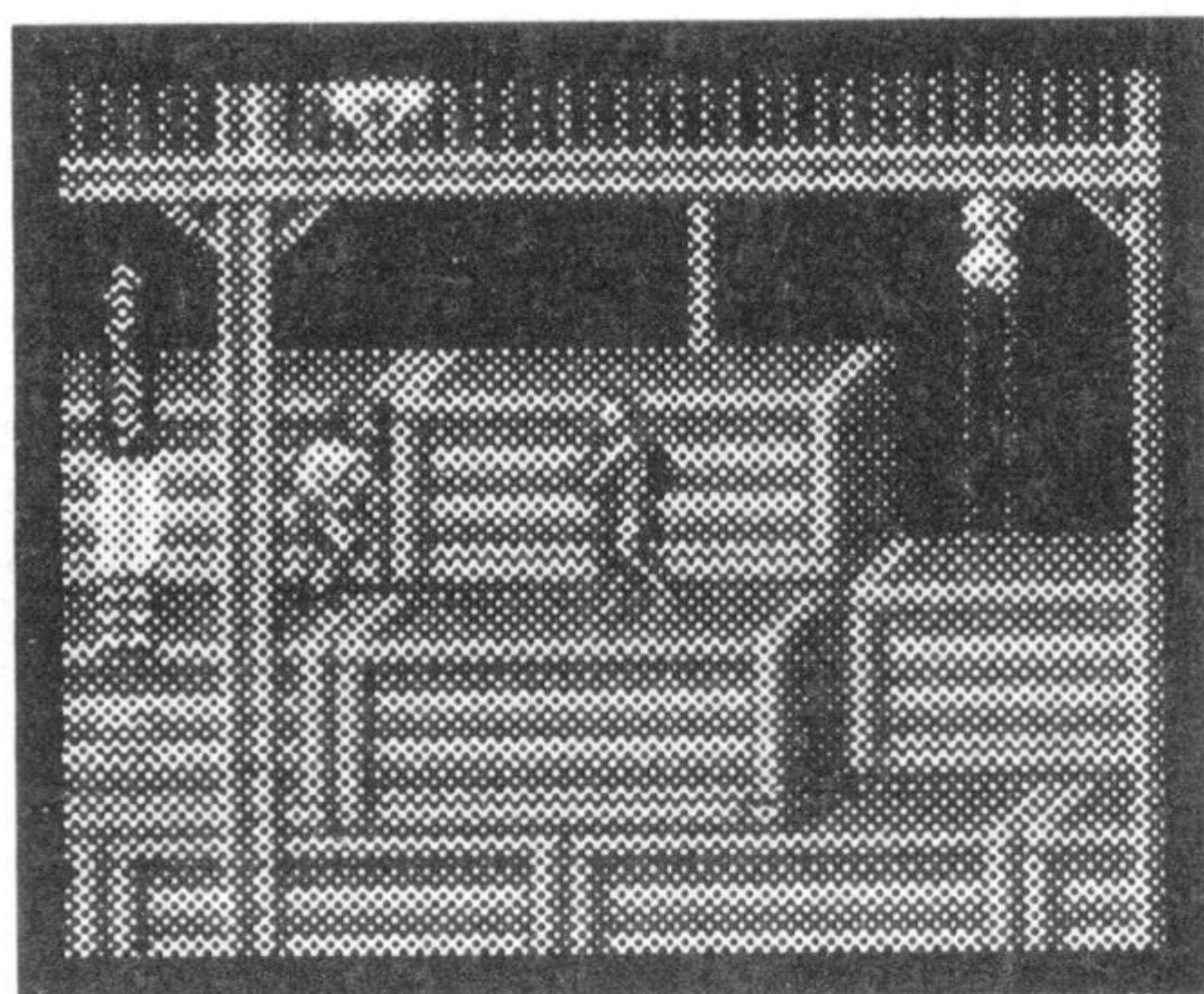
SUPER ACTION...SUPER-VILLAINS

LEVEL 1 — The Daily Bugle



Check out the Daily Bugle and see which way public opinion's blowing...though with old Jonah Jameson running the show, it's not likely to be your way. Getting in the place won't be easy either. Cops on the street want to put you away for life. Still, where there's a web...there's a way!

LEVEL 2 — Waterfront Warehouse

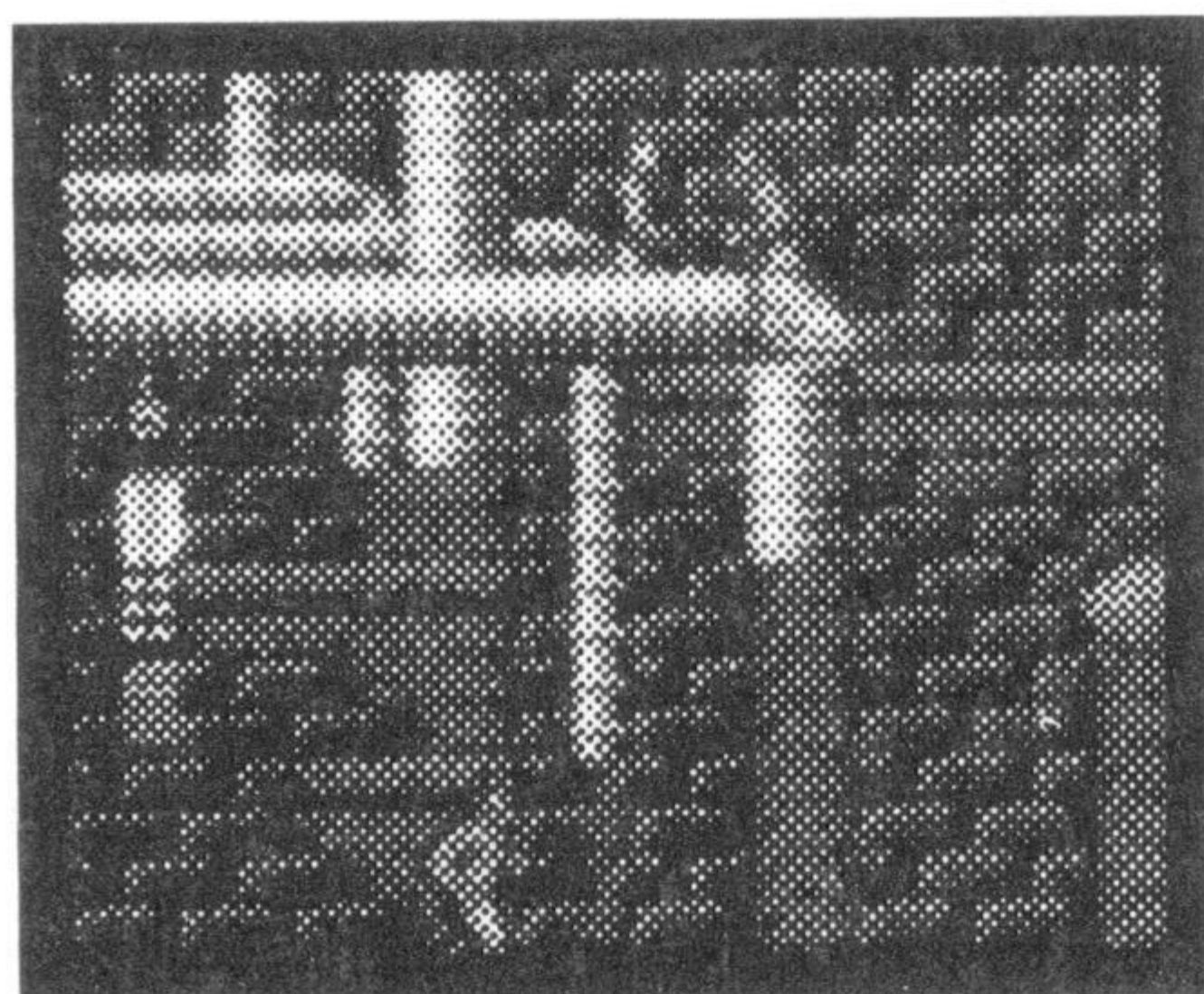


Vicious guard dogs prowl the packing cases. Hardened criminals hide in the girders. Someone wants to skewer you with a fork lift. But forewarned is forearmed and with your Spider-Sense...it's the bad guys who'd better watch their backs!

SUPER-VILLAIN: Doctor Octopus

Doc Ock's had a mean disposition ever since a freak atomic accident grafted metallic tentacles onto his body. Eliminating the web-slinger will be the crowning achievement of his criminal career...and an unparalleled pleasure.

LEVEL 3 — The City Sewers



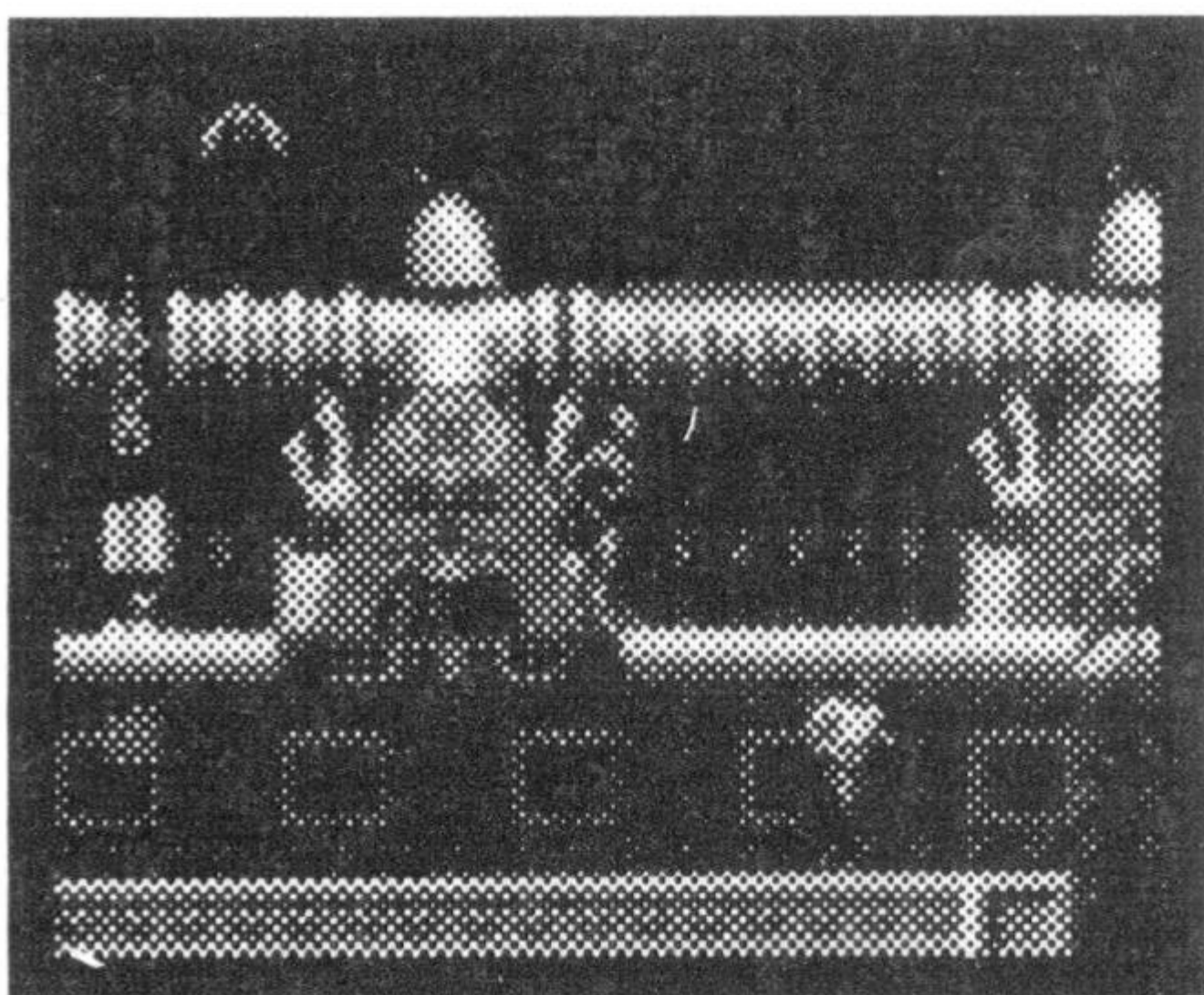
In the slime-covered caverns beneath the city lurk the foulest of dangers...like ravenous rats, toxic gas clouds and low-life reptiles. Only one creature could make this place home...and it isn't a turtle!

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. His goal of leading all reptiles in a conquest of the Earth has constantly been thwarted by his former friend, Spider-Man. Now is his chance to even the score.

LEVEL 4 — The Power Station

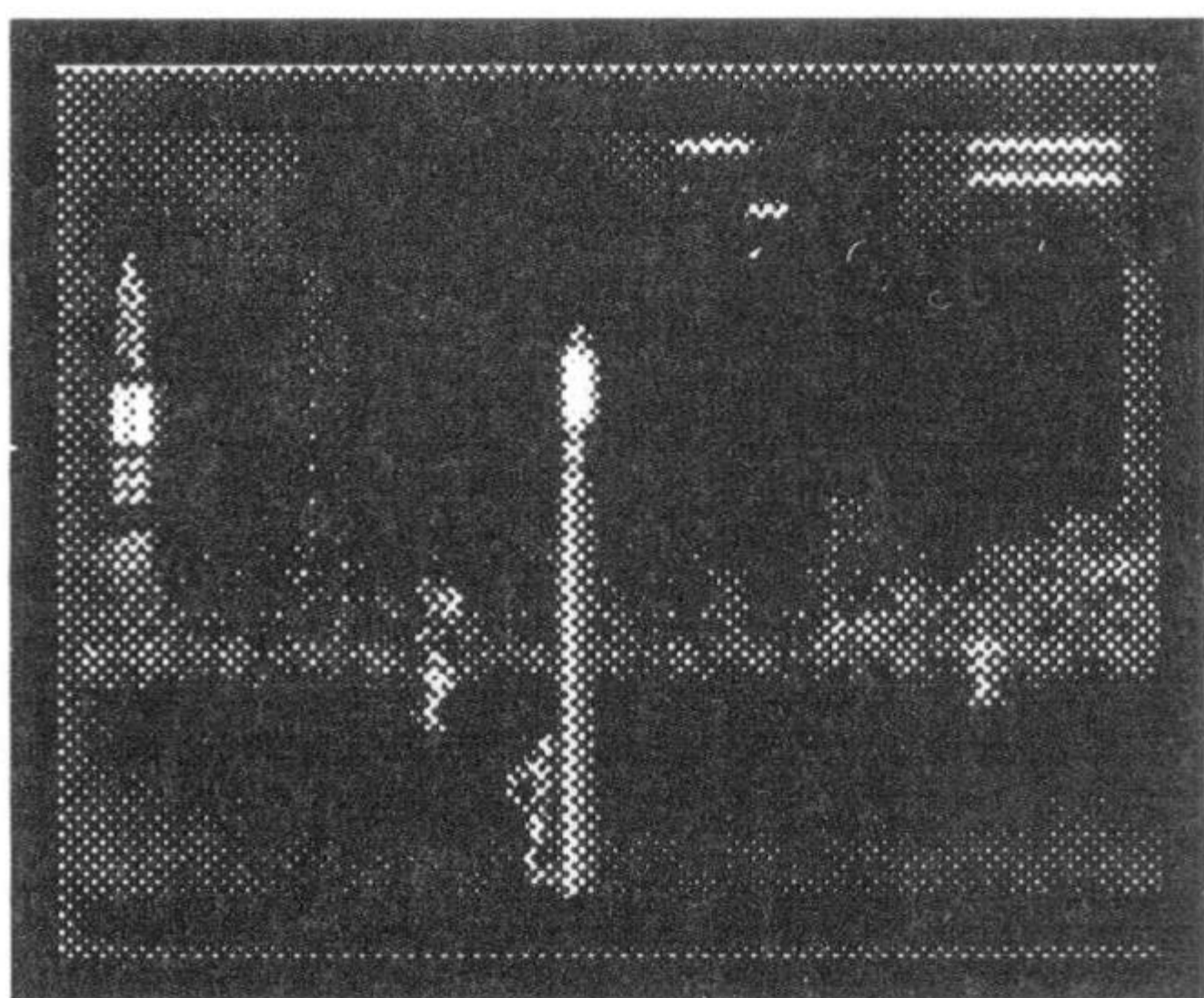


It's high stakes and high voltage action at the power station. Not only are Electro's sidekicks attacking you and Power-Bats zapping you, but arcs of raw current are flying through the air. Swing into one and the shock might be terminal.

SUPER-VILLAIN: **Electro**

Electricity is his life force, his passion and his reason to be. It gives him the power to discharge deadly bolts of lightning straight from his body and fields of magnetism on which to propel himself through the air.

LEVEL 5 — Central Park



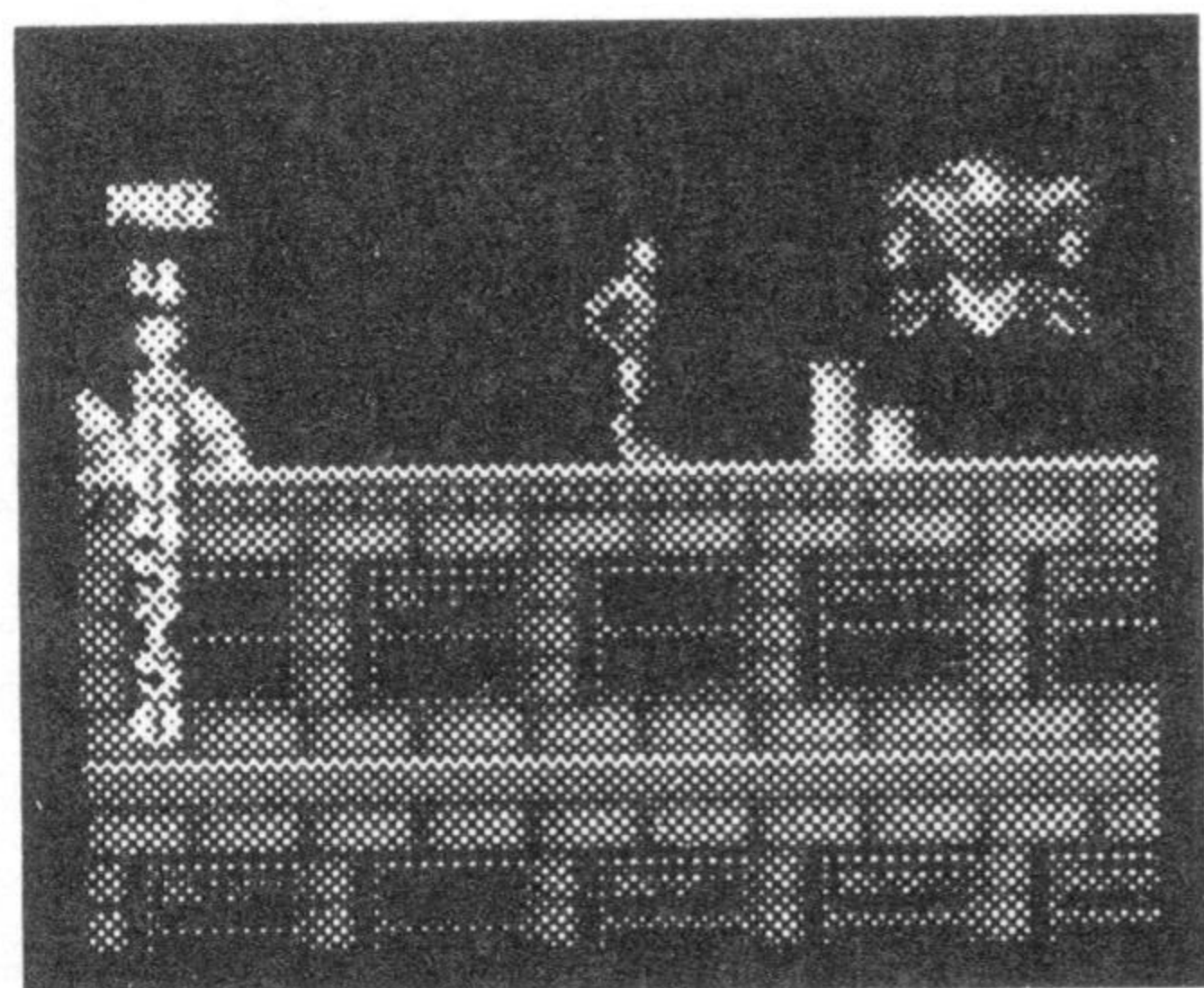
At this time of night, the park's scenic charm is a little limited. The shadows hide gun-toting henchmen. The ground hides a lethal secret!

SUPER-VILLAIN: **The Sandman**

If there's one villain who keeps slipping through Spidey's fingers, it's The Sandman.

Once just a two-bit New York criminal, a blast of radiation gave him a useful new talent. He can turn any part or all of himself into sand. Running into him will be no day at the beach, but take heart, water washes sand away...if you can find some.

LEVEL 6 — Manhattan



These city streets are some of the most dangerous in the world — especially when some less than community spirited individuals are trying to rub you out. Maybe it's time to rise above your troubles.

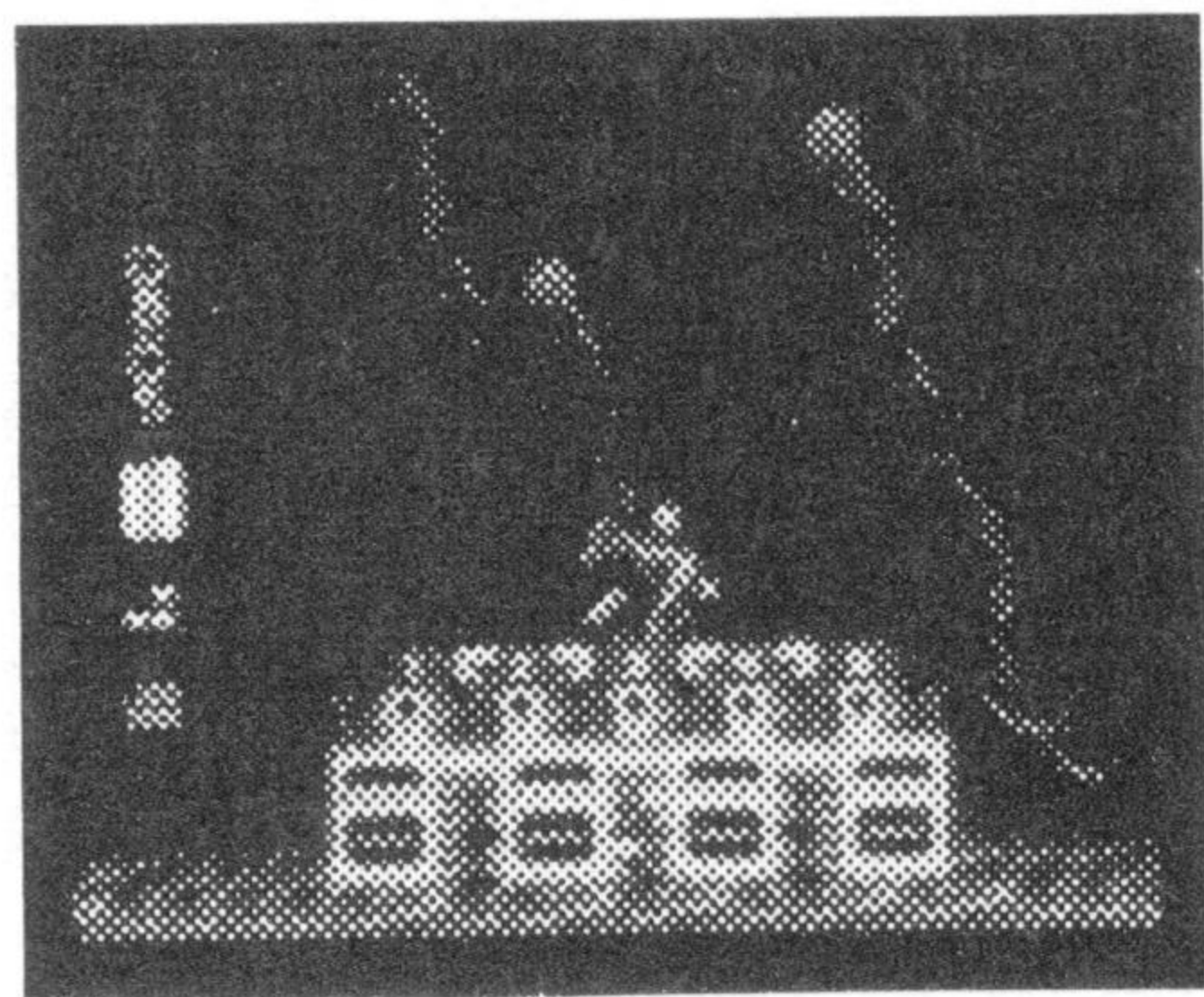
SUPER-VILLAIN: **The Hobgoblin**

Riding his ghoulish "Goblin Glider" and lobbing Jack O'Lantern incendiaries, The Hobgoblin is one warped individual. 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. Now he justifies his mad existence by selling his lethal services to the highest bidder.

SUPER-VILLAIN: **Venom**

If old friends are the best friends...what does that make old enemies? Spidey discarded his black and white costume upon discovering it was actually a living creature. Now worn by Eddie Brock — a journalist whose career Spidey inadvertently destroyed — Venom can mimic many of the web-slinger's skills, making him, perhaps, Spidey's most fearsome opponent...himself as a Super-Villain.

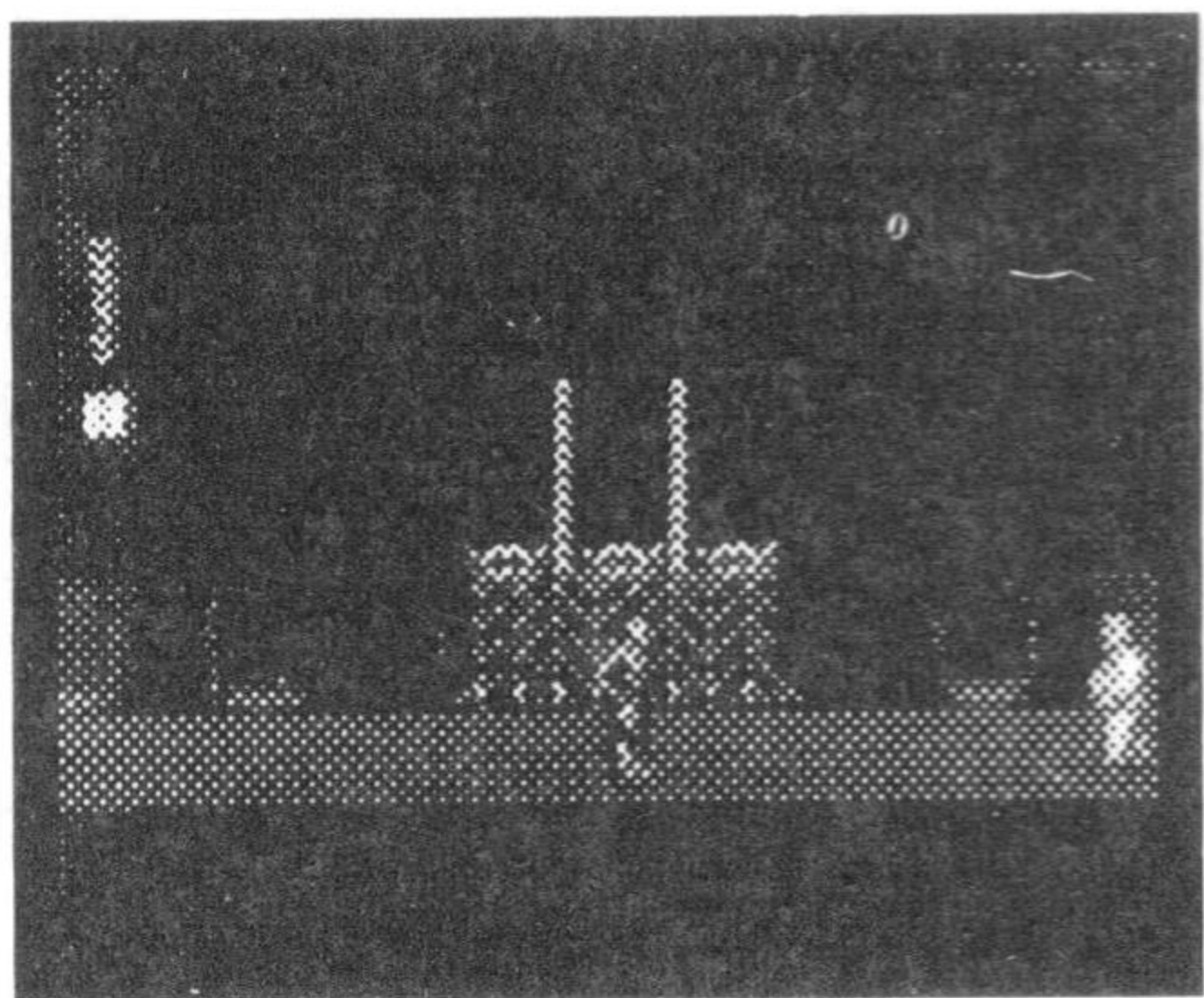
LEVEL 7 — The Subterranean Cavern



You've got all the keys, now to disarm the bomb. Looks like someone wanted to make a party out of it, with Doctor Octopus and The Lizard on the guest list. Skip the introductions, you've got a bomb to find.

To disarm it, punch out the numbered lights.

LEVEL 8 — The Kingpin's Penthouse



High above the city is the full-sized felon's massive lair — the very heart of his criminal empire.

SUPER-VILLAIN: **The Kingpin**

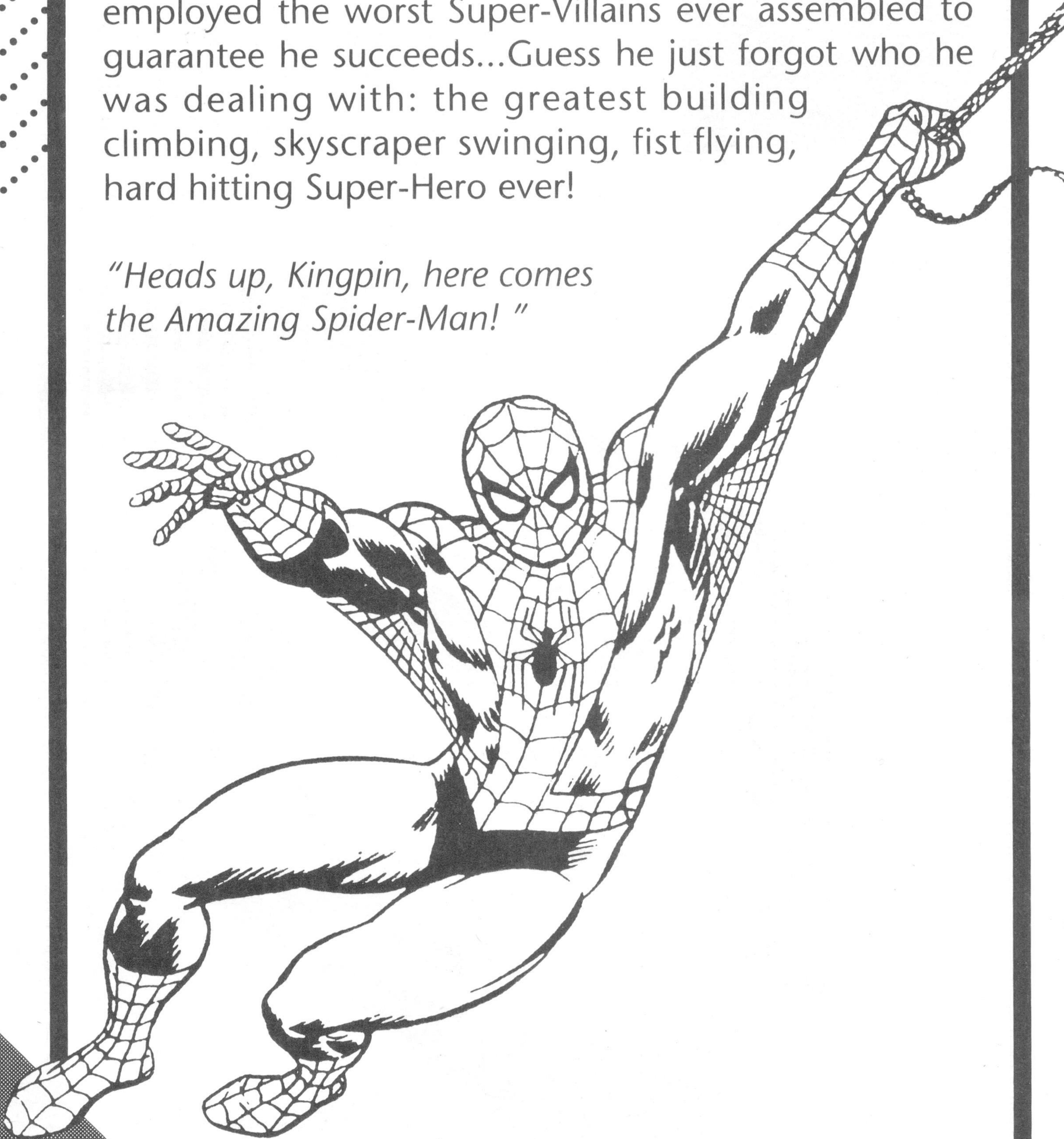
This callous crime boss not only calls the shots on every illegal, anti-social act going down in the city, he's also a master of hand to hand combat. That bovine body is all rock solid muscle as Spidey's discovered on numerous occasions. Still, maybe prison food'll soften him up a little. Sling your webs, bag the big man, and save the city!



SPIDERMAN TO THE RESCUE

The Kingpin's plan ranks as his most fiendish ever. He's framed you as a dangerous criminal, threatened the future of New York with a lethal bomb and employed the worst Super-Villains ever assembled to guarantee he succeeds...Guess he just forgot who he was dealing with: the greatest building climbing, skyscraper swinging, fist flying, hard hitting Super-Hero ever!

"Heads up, Kingpin, here comes the Amazing Spider-Man!"



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Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: _____

2. Who **purchased** this game? ☐ Male ☐ Female Age _____

3. Who **plays** this game the most? ☐ Male ☐ Female Age _____

4. Why was game purchased for **player**?

☐ Self-purchase ☐ Requested gift ☐ Unrequested gift

5. How did you hear about this game?

☐ Friend ☐ Radio ☐ TV ☐ Newspaper ☐ Magazine Ad

☐ Game Review ☐ In-Store Display

☐ Played Before Buying ☐ Arcade ☐ Sales Person

6. How would you rate the game play?

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most?

☐ Action ☐ Role-Playing ☐ Sports ☐ Simulation ☐ Maze/Puzzle

9. How often do you play coin-op arcade games?

☐ Never ☐ Sometimes ☐ Frequently

10. What game/computer systems are in your household?

☐ NES ☐ Super NES ☐ Genesis ☐ Game Gear

☐ Game Boy ☐ PC (IBM or other)

11. How many times a month do you **rent** video games? _____

12. Which magazines and comic books do you read? _____

13. Comments: _____

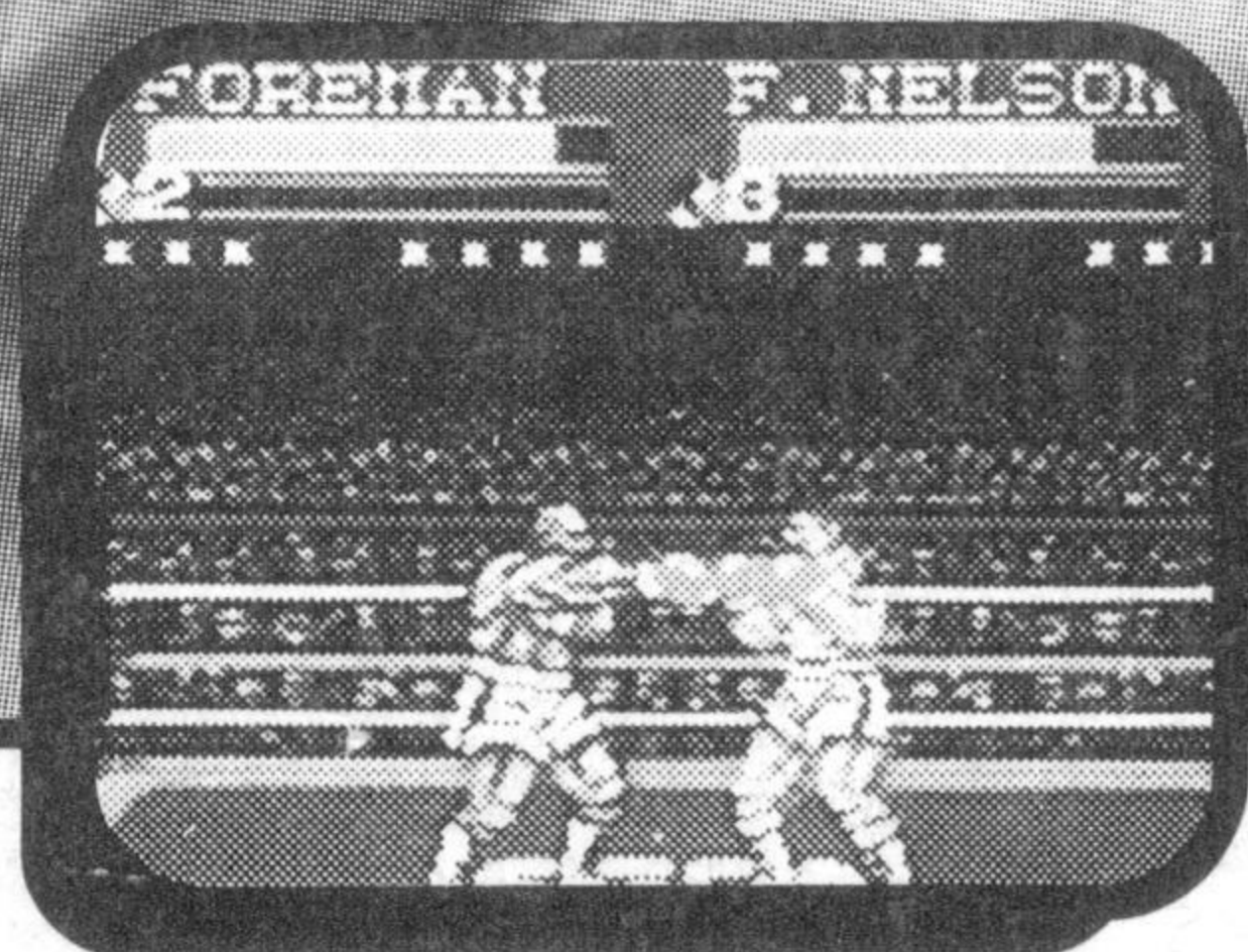
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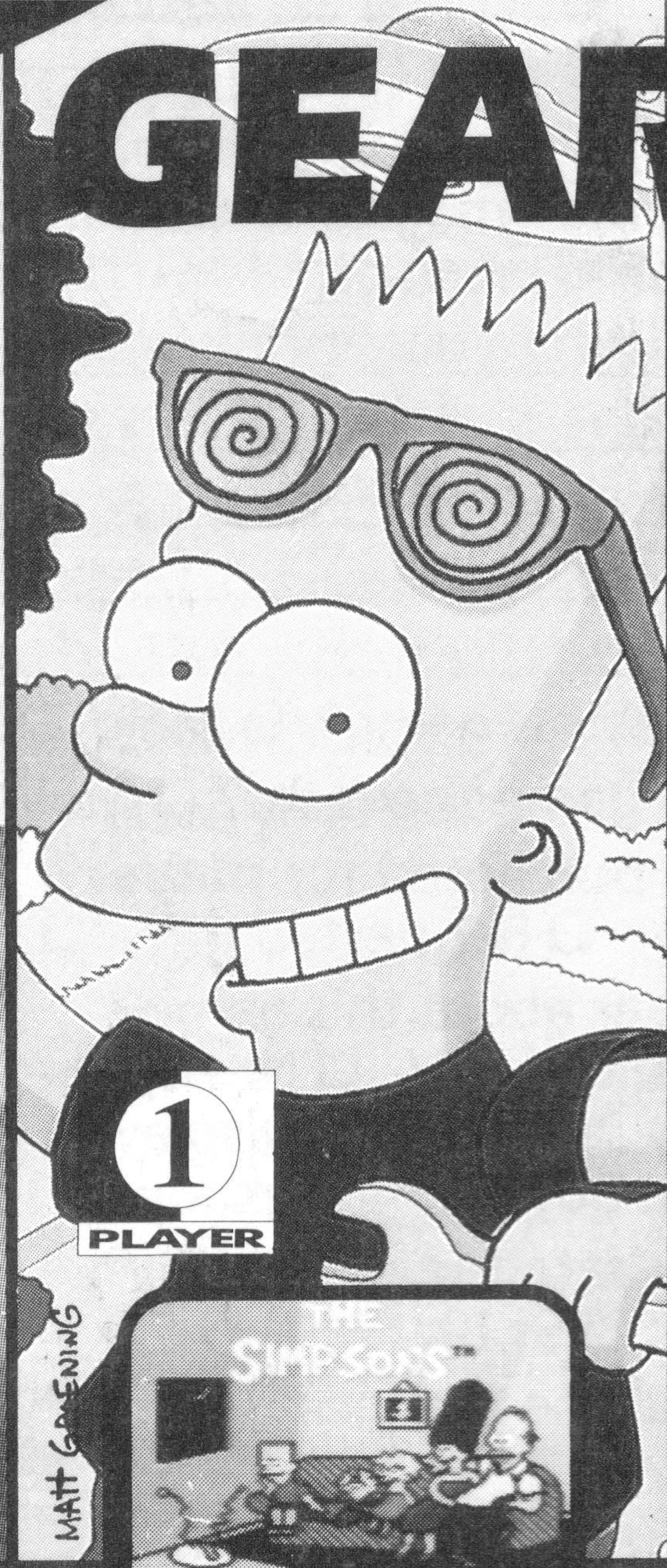
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**1 OR 2
PLAYERS**



Get ready for
the fight of your
life with "Big
George" Foreman!



**1
PLAYER**



Help Bart
save
Springfield
from slimy
space mutants!



**1
PLAYER**



Marvel Comics'
web-swinging
Superhero has
been framed by
the King Pin!

SEGA™

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Printed in Japan

**1
PLAYER**

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COLOR PORTABLE VIDEO GAME SYSTEM

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