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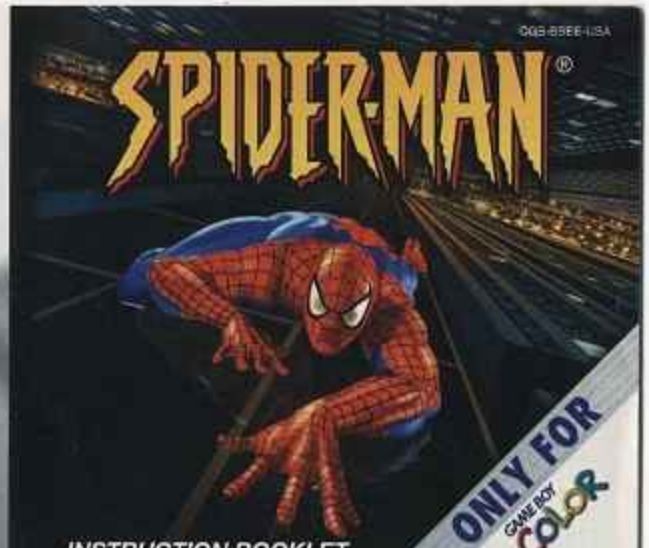
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Nintendo

GAME BOY COLOR

DGS-BSPE-USA

SPIDER-MAN®



ONLY FOR GAME BOY COLOR

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EVERYONE
Animated Violence



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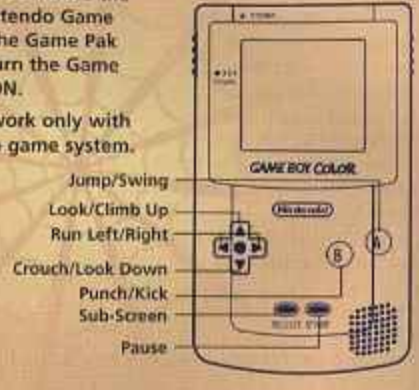
TABLE OF CONTENTS

Getting Started 2
The Amazing Spider-Man 4
Spider-Man World Map 7
Basic Control Functions 8
In-Game Status Bar 12
Sub-Screen 14
Experience Levels and Special Attacks 16
Power Ups and Special Items 18
Moving To and from Areas 21
Enemies 22
Game Over/Continue Screen 24
Password Screen 25
Credits 26
Customer Support 28
Notes 29
Software License Agreement 31

GETTING STARTED

Insert the Spider-Man Game Pak into the slot on the back of the Nintendo Game Boy® Color System. Press the Game Pak firmly to lock it in place. Turn the Game Boy Color POWER switch ON.

Note: This Game Pak will work only with the Game Boy® Color video game system.





When the main title screen appears, you will see two options: New Game and Continue. Use the Control Pad to move up and down to your selection, and then press START or the A Button. (For an explanation of the Password Screen, please refer to page 25.)

When the game starts, Spider-Man will begin in the city to unravel the mysterious plot.

To end Spider-Man's quest at any time, simply turn the POWER switch OFF on your Game Boy Color and then pull out the Game Pak.

To view your current password, press SELECT at any time during game play.



THE AMAZING SPIDER-MAN

THE HERO





Peter Parker became Spider-Man by accident—he was bitten by a radioactive spider during a science demonstration! He gained superhuman strength (he can lift over 10 tons), super-agility, the ability to stick to walls, the amazing, danger-detecting "Spider-Sense"...and the realization that with great power comes responsibility. Ever since, Spider-Man has used his powers to bring hundreds of criminals, from the most common car thieves to sinister super-villains, to justice.

Peter Parker works most of the time for the Daily Bugle as a freelance photographer. The newspaper's editor, J. Jonah Jameson, has spent a great deal of time trying to portray Spider-Man as a public menace. In spite of this, his job gives him a good source of income and information when trouble arises.



Spider-Man uses Web-Shooters, which are twin devices worn on his wrists that can shoot thin strands of a special "web fluid" at high pressure. This fluid, on contact with air, forms an extremely tough, flexible fiber with extraordinary adhesive properties. The web fluid's adhesive quality diminishes rapidly with exposure to air.

KNOWN ALLIES



May Parker (Peter's aunt), along with her husband Ben (now deceased), raised Peter after he was orphaned at an early age. She has been like a mother to Peter all his life. But oddly enough, she is unaware of her nephew's secret identity.

Peter Parker is married to the beautiful Mary Jane Watson, who is known for her work as both a supermodel and an actress. Through the years, she has learned to deal with the difficulties of being married to a super hero.



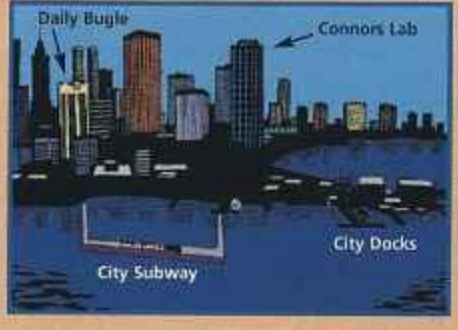
Dr. Curtis Connors is one of Spider-Man's closest friends, and also one of his deadliest enemies.

While working on a treatment to re-grow the arm he had lost in the war, Dr. Connors injected himself with a serum derived from the glands of a reptile. His missing limb did grow back, but the serum mutated him into the fearsome, man-sized, human-hating Lizard. With the aid of Spider-Man, Dr. Connors was able to change back to human form. These days, Dr. Connors tries to live a normal life with his family, but knows that if he undergoes an intense amount of stress, or his body is exposed to a chemical reaction, he could transform once more into the deadly Lizard.



SPIDER-MAN WORLD MAP

Below is a city map that can give you some clues to advance in the game. There are many hidden areas and special items to find, so keep an eye out for them.



BASIC CONTROL FUNCTIONS

IN-GAME CONTROLS

Pause – To Pause, press START at any time during game play. To return to game play, press START again.

Sub-Screen – To view the Sub-Screen, press SELECT at any time during game play.
To return to game play, press either: START, SELECT, A Button or B Button.

STANDING

Run – Press the Control Pad to the Left/Right.

Jump – Press the A Button.

Punch – Press the B Button.

Crouch – Press the Control Pad Down.

Look Up – Press and hold the Control Pad Up.

Shoot Immobilizing Web – Roll thumb from the B Button to A Button.

Drop to Lower Level – Press the Control Pad Down and the A Button simultaneously.

MID-AIR

Control Fall – Press the Control Pad to the Left/Right.

Swing – Press the A Button.

Drop Kick – Press the B Button.

Side Kick – Press the B Button while holding Left/Right.

Shoot Immobilizing Web – Roll thumb from the B Button to A Button.

Climb Ceiling/Grab Ledge – Press the Control Pad Up.

CROUCHED

Crawl Left/Right – Press the Control Pad to the Left/Right.

Kick – Press the B Button.

Look Down – Press and hold the Control Pad Down.

Stand Up – Press the Control Pad Up.

Shoot Immobilizing Web – Roll thumb from the B Button to A Button.

Drop to Lower Level – Press the Control Pad Down and the A Button simultaneously.

CEILING

Crawl Left/Right – Press the Control Pad to the Left/Right.

Drop Down – Press the A Button.



Kick – Press the B Button.

Shoot Immobilizing Web Down – Roll thumb from the B Button to A Button.

WALL

Climb Up/Down – Press the Control Pad Up/Down.

Let Go of Wall – Tap the A Button.

Push Away from Wall – Hold the A Button.

Punch – Press the B Button.

Shoot Immobilizing Web Away from Wall – Roll thumb from the B Button to A Button.

STORY SCREEN CONTROLS

While viewing the story screens, press the A Button or B Button to advance.

IN-GAME STATUS BAR

The Status Bar is located at the bottom of the screen during game play. The Status Bar is broken down as follows:



Spider-Sense

Spider-Man Health Meter

Extra Life Indicator

- **Spider-Man Health Meter** – This meter displays how much health Spider-Man has left. The meter is red at full health and white when empty.
- **Spider-Sense** – This region lights up to warn the player when he is about to encounter a dangerous situation or specific type of item.
- **Extra Life Indicator** – This number represents lives remaining.
- **Enemy Health Meter** – This meter displays how much health the Enemy Boss has. Red is health remaining and white shows the health lost. This meter is hidden until Spider-Man faces the Enemy Boss.

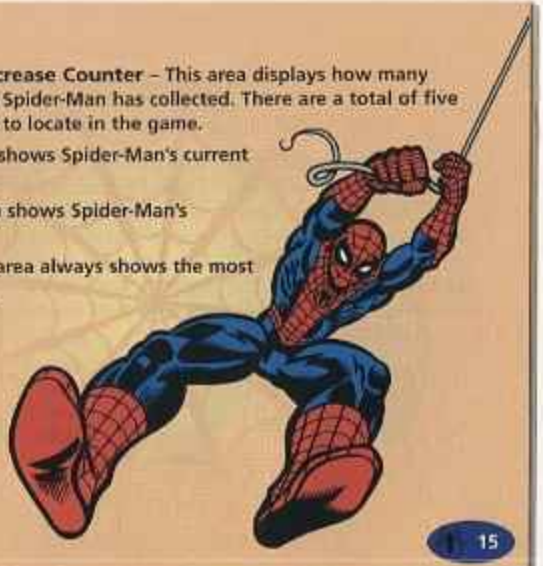
SUB-SCREEN

The Sub-Screen is the screen that is displayed after pressing SELECT during game play. The Sub-Screen is broken down as follows:



- **Special Item** – These three boxes contain the special items that Spider-Man can find during the game. Spider-Man always starts off with Regular Web in the first box.
- **Attack** – This area shows Spider-Man's current Attack Level. There are a total of six attack level slots. With each Attack Level increase, the slots become highlighted in blue.
- **Defense** – This area shows Spider-Man's current Defense Level. There are six attack level slots. With each Defense Level increase, the slots become highlighted in white.

- **Health Meter Increase Counter** – This area displays how many Health Meter Ups Spider-Man has collected. There are a total of five Health Meter Ups to locate in the game.
- **Level** – This area shows Spider-Man's current experience level.
- **Points** – This area shows Spider-Man's current points.
- **Password** – This area always shows the most recent password.



EXPERIENCE LEVELS AND SPECIAL ATTACKS

The more Spider-Man fights criminals and other villains, the more experienced he becomes as a crime-fighter. Spider-Man begins the game at Experience Level 1, with an Attack and Defense Level of 1. As his points increase, he will be able to learn new moves and become stronger and more resilient. An important strategy in the game is getting points to raise Spider-Man's Level, therefore making him a stronger crime-fighter. There are six total levels of experience.

Experience Level	*Points Needed*
2	200
3	600
4	1000
5	1500
6	2000

Uppercut – Upon reaching Experience Level 2, Spider-Man will learn to do an uppercut. The uppercut is stronger than the regular punch, and instantly becomes part of Spiderman's one-two punch combo.

Swing Kick – Upon reaching Experience Level 4, Spider-Man will learn how to kick while swinging. This is a very powerful move, and should be very handy later in the game. The swing kick can be executed by pressing the B Button while swinging.



POWER UPS AND SPECIAL ITEMS

There are eight types of Power Ups in Spider-Man and two Special Items. Some are very easy to find, but some are very rare.

POWER UPS



One-Ups – This item increases the total number of lives the player has by one.



Full Health – This Power Up will restore Spider-Man's health to full.



15 Health – This Power Up will increase Spider-Man's health by 15 points.



5 Health – This Power Up will increase Spider-Man's health by 5 points.



Limited Invincibility – This Power Up will make Spider-Man invincible for 10 seconds.



Attack Power Up – This Power Up will increase Spider-Man's Attack Level by one.



Defense Power Up – This Power Up will increase Spider-Man's Defense Level by one.



Health Meter Up – This Power Up will increase Spider-Man's maximum health by 8 points.

SPECIAL ITEMS



Web Shield – This item will allow Spider-Man to spin a Web Shield while crouching. It will deflect many attacks while it is in use, but will disappear after a short while. To use the Web Shield, press and hold the A Button while in the crouched position.



Super Web – The Super Web upgrades the regular immobilizing web to be more powerful. Enemies that are hit by the Super-Web will take damage while also becoming immobilized.

MOVING TO AND FROM AREAS

When the player reaches the entrance to a new area, Spider-Man will disappear and then reappear in the next location. Spider-Man can move back and forth through most locations indefinitely. When the player reaches a new area, the entrance is deactivated. To reactivate it, the player must scroll the area out of sight and then return.

NOTE: There are several hidden areas in the game that need to be unlocked before the player can explore them. In some areas, the player will not be able to leave the same way he came in, and must find the exit to the area.

ENEMIES

The life of a super hero is filled with danger. No doubt Spider-Man will have to face incredible odds before his adventure is over. Here is just a glimpse of what lies ahead.



LEO

This born and raised thug seems harmless enough from a distance. His brutal and lightning fast speed with a steel pipe shows otherwise.

BULL

Nobody knows where this army fatigue powerhouse came from, or where he is going. There is only one sure thing to know when facing Bull; beware his charge.



STARKY

Deadly with the knife, Starky practices his aim on crime-fighters, so he can one day ascend the ranks of the mob like his older brother.



ASH

Ash's name comes from his reputation. With his Molotov Cocktails, this street thug is known to leave very little left of his enemies.



CHAIN

You won't see much of Chain during your crusade. When you do, it will be too late.



CHI

Fast reflexes and agility, Chi is a dangerous foe who never passes up a chance to test his martial arts skills.



GAME OVER / CONTINUE SCREEN

The Game Over/Continue screen will appear when Spider-Man has lost his last life. Select CONTINUE to resume the game at the beginning of the last level Spider-Man achieved. Experience points, items collected, Power Ups, etc. will be retained in the continued game. Select QUIT to quit the game. A password is provided to continue the game at a later time.



PASSWORD SCREEN

Select CONTINUE from the opening menu to enter a password. Move the Control Pad to select a character and press the A Button to accept. After all 5 characters have been inputted, the game will begin at the last level achieved.



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NOTES

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