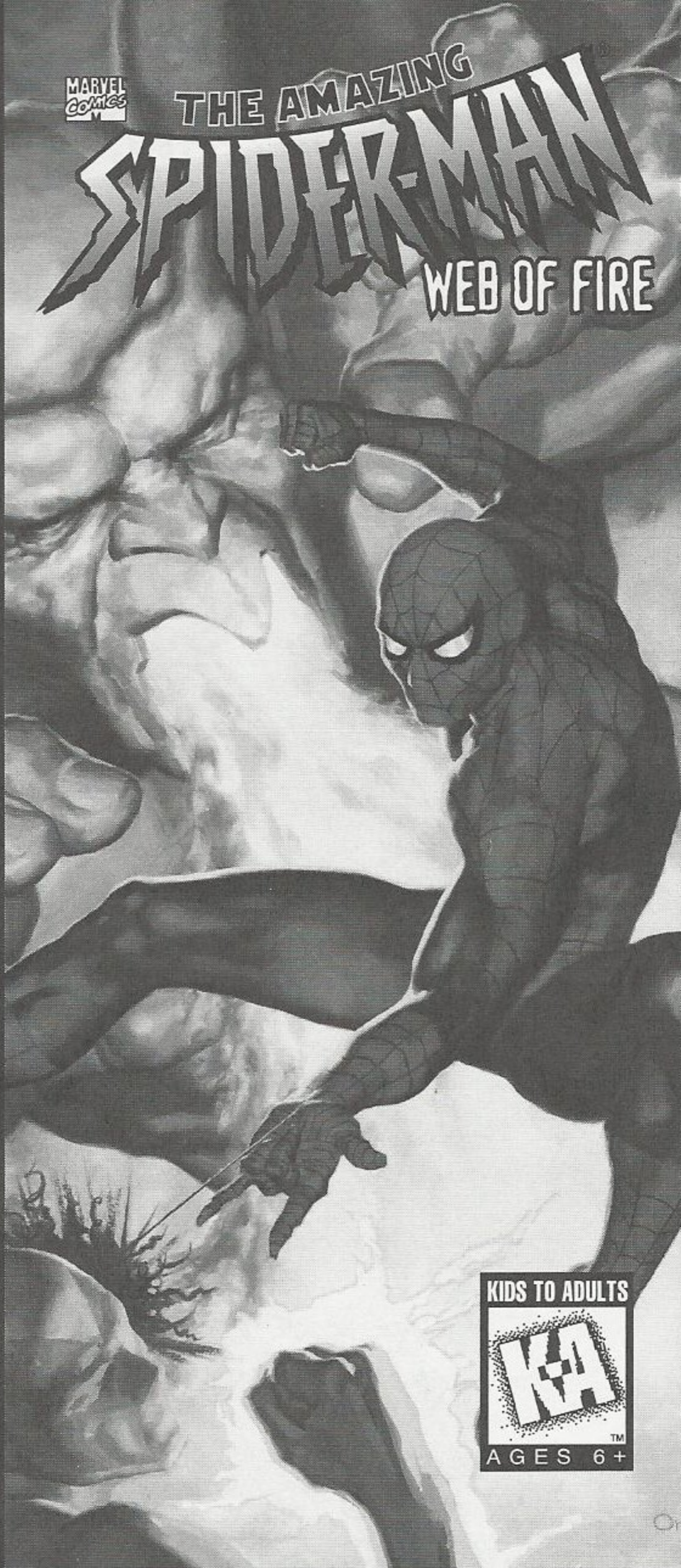
SEGA®

32X™

GENESIS

INSTRUCTION MANUAL



OFFICIAL SEGA® SEAL OF QUALITY

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GETTING STARTED

1. Set up your Sega Genesis 32X System™ as described in its instruction manual.

2. Make sure the power is off, then insert this cartridge into the Genesis 32X Console.

3. Turn the power switch on. In a few moments the title screen will appear.

4. Press the START Button on the Genesis Control Pad to advance past the title sequence and begin play.

5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

INTRODUCTION

HYDRA'S massive electrical plasma Grid has shrouded New York City in a blanket of hysteria and destruction. Skyscrapers are crumbling. People are dying. It's only a matter of time before the Big Apple becomes the Baked Apple.

Only you — with some help from your ally Daredevil — can calm this kinetic Grid and torch the evil forces at its source.

USING THE CONTROLLER

3 Button Controller



SURFACE CONTROLS

RUN: Press and hold the D-Pad LEFT or RIGHT.

CROUCH: Hold the D-Pad DOWN.

CRAWL: Hold the D-Pad DOWN, then press it LEFT or RIGHT.

SCALE: Press the C Button while standing close to a wall or barrier. To "un-stick" yourself from a wall or barrier, press the C Button.

JUMP: Press the C Button. (Tap the C Button while running for a running jump.).

SPECIAL SURFACE CONTROLS

LONG JUMP: Press the C Button while running (press the D-Pad LEFT or RIGHT to guide jump direction).

JAB: Press the B Button.

COMBO ATTACK: Tap the B Button repeatedly.

CROUCH PUNCH: Press the B Button while crouching. (Very effective in loosening breakable platforms.)

RUNNING KICK: Press the B Button while running.

WEB-BLAST: Press the A Button (use the D-Pad to aim arm).

WEB CONTROLS

WEB-LAUNCH: Tap the C Button twice.

WEB-BLAST: Press the A Button while swinging.

WEB KICK: Press the B Button while swinging.

MAIN GAME MENU

Press the START Button to bypass the intro screens and access the Main Game Menu. To make a selection in the Main Game Menu, press the D-Pad UP or DOWN to select an option. Press the C Button to enter your selection.

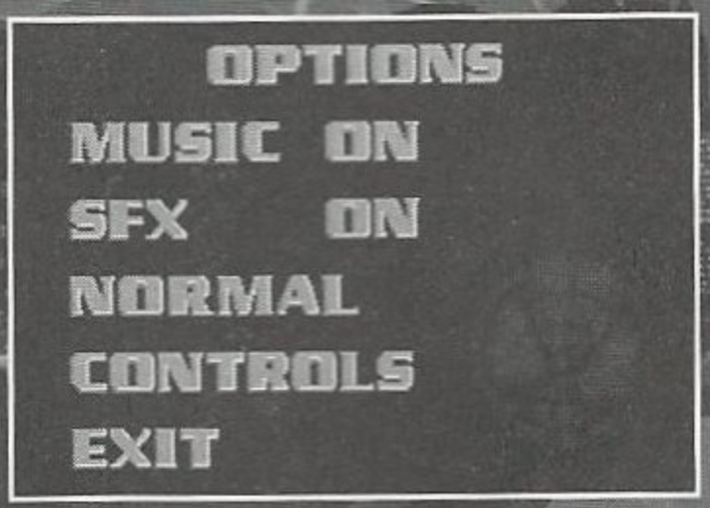
Start

Select this to begin play.

Options

Here you can turn the music or sound effects on or off, adjust the difficulty level, or reconfigure the game controls to your own specifications.

OPTIONS MENU



To make a selection in the Options Menu, press the D-Pad UP or DOWN to select an option and press the D-Pad LEFT or RIGHT to toggle through selections under that option. When finished selecting your options, choose "EXIT."

Music

Here you can choose to play with the music on or off.

SFX

Here you can choose to play with the sound effects on or off.

Difficulty

Here you can set the gameplay difficulty level at Easy, Normal or Hard.

Controls

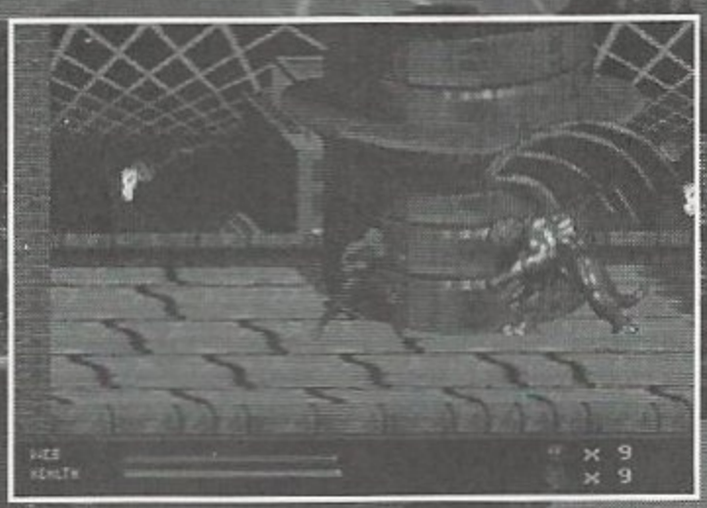
Select this option by pressing the C Button. You can reconfigure the game controls to your liking by moving the D-Pad in any direction. Press the C Button to enter your configurations.

PAUSE MENU



To access the Pause Menu, press the START Button while playing. Here you can pause gameplay as well as call upon the aid of your Super Hero ally Daredevil, who will swing across the screen and throw a special enemy-wasting billy club. You can access Daredevil only if you have rescued him and possess a Daredevil icon.

MAIN GAME SCREEN



This is where all the action takes place. Here you will find the following:

Web Meter

Measures the amount of Web-Fluid you have remaining. This meter will diminish each time you fire a Web-Blast or activate your Web. Be sure to monitor your Web-Fluid level — you wouldn't want to be left Web-less while pinned in an alleyway with the likes of Dragonman.

Health Meter

Monitors your health level. The more punches and blasts you take, the more this meter diminishes, the weaker you become.

Lives

Displays how many lives you have. You begin with three. Make no mistake, you're gonna need them all.

Daredevil Icons

These allow you to call upon Daredevil for help. In order to collect Daredevil icons, you must rescue him. Two Daredevil icons will then be placed randomly throughout the game.

SPIDEY POWER-UPS

HYDRA has deployed their mercenaries in full force. In order to survive, you will need to collect as many power-up items as you can. Be on the lookout for the following:



First Aid Pack

These will boost your health meter.



Web-Fluid

Collect this to gradually replenish your Web-Fluid.



Daredevil Icons

These enable you to call upon Daredevil for assistance in sticky situations.



1-Up Icons

These give you an extra life.

HYDRA MILITIA

The following is a description of the vermin you must eliminate on your quest to tear down the Grid and save the Big Apple from total devastation.



HYDRA Agents

This para-military legion of electrified cyborgs have infested every alley and rooftop of New York City, to ensure they destroy anything the Grid doesn't. Beware, they fire lightning orbs and are masters in hand-to-hand combat.



Dreadnoughts

You may recognize these heavily armored mercenaries from the Amazing Spider-Man comic books. Standing eight feet tall and able to lift as much as 15 tons, Dreadnoughts are programmed to fight like professional boxers — and spit freon blasts from as far away as 10 feet.



Probes

Probes are HYDRA'S cyber scouts that aid HYDRA Agents and Dreadnoughts in battle. Although an electrode blast from a Probe isn't particularly lethal, it can prove quite a distraction while in a heated battle with HYDRA forces. Be on the lookout for two deadly types of Probes.



Spheres

Dreadnoughts fire Spheres when they sense imminent danger. Spheres explode on contact and will tap your health meter with each hit.



Fish

Fish are just like Probes only they are shaped like fish. Make sure to stay clear of their powerful laser blasts.



Rocket Launchers

Rocket Launchers can prove troublesome as they attack from ceilings. Watch out above, Spidey!

ENFORCERS

HYDRA has called in the Enforcers, a diabolical team of mercenaries notorious for giving super heroes a bad time. Study the following descriptions as they may help you avoid serious injury.



Dragonman

With an awesome 12- foot wingspan, Dragonman's attack is swift and clean. Watch for the surprise swoop as this fire-breather's neutron flameballs can eat through steel. You may want to call in Daredevil to assist you in squashing this purple punisher.



Thermite

Lurking in the oil wasteland, this toxic Enforcer awaits — with fire in his eyes. Torch blasts and fists is all the T-Man needs to toast his prey. One wrong move and it's kabob city for you.



Blitz

This turquoise raven likes to battle above the clouds in her balloon of doom. Although she doesn't possess kinetic powers, Blitz's blazing hooks and karate kicks are just as lethal as any voltage orb or neutron bomb.



Vanisher

Vanisher is the only non-boss Enforcer you will face. His combat skills may be poor, but his ability to transport himself and other Enforcers to other levels can prove very effective in confusing his opponents. And don't forget about his energy beams. He uses these to vaporize his prey.



Eel

Eel is a human current, capable of frying his enemies with barely the lift of his finger. And it's all in his suit. Eel's threads emit huge waves of electricity that he directs with his hands and arms. His costume also generates an electrical field which allows him to sense his surroundings in total darkness. Don't forget your circuit breakers!



Tangle

At least this one likes a fair fight... Uh, sort of. You see, just like you, Tangle can fire Webbing. Use ceilings and walls when doing battle with this sticky babe. And remember, the one with the most Web-Fluid at the end wins.

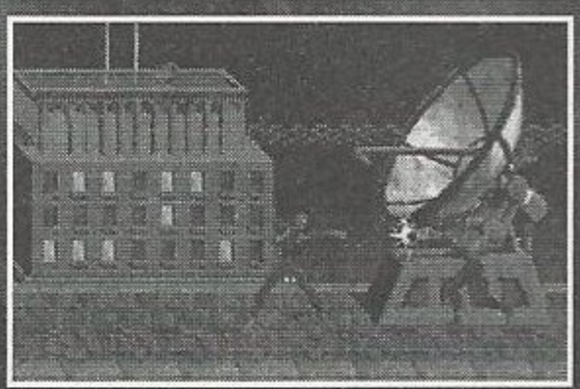


Super-Adaptoid

We've saved the best for last. Super-Adaptoid possesses the ability to replicate and mimic the super powers of other beings, gaining or losing mass at will. You don't really know who you'll be battling while in the ring with this devious duplicator. But if anyone can do it, Spider-Man can!

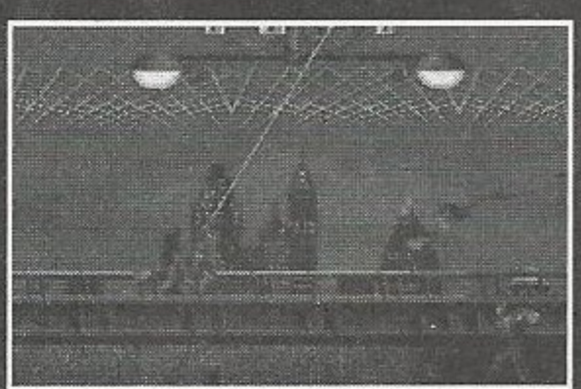
BATTLE ZONES

The following is a brief description of the locations where you will do battle. Some are strewn with rubble and wreckage. Some are enveloped in fire and ash. Some are lavish and submerged deep beneath the ocean. Swing with caution, Spider-Man.



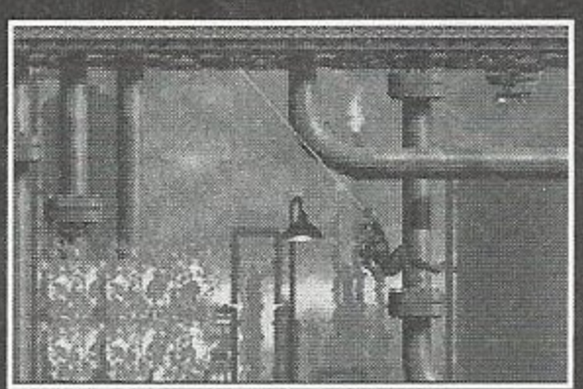
New York

Dragonman has taken refuge somewhere in the cityscape. Beware of HYDRA Agents as well as falling debris. If anything, this is a good time to hone your webbing and wall-crawling techniques.



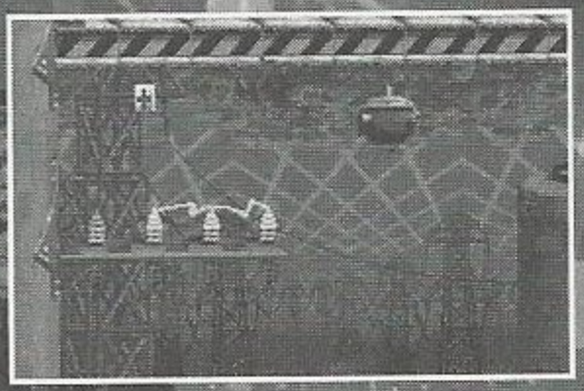
George Washington Bridge

This suspended strip of asphalt is now home to HYDRA Agents and Probes. These guys are skilled in hand-to-hand combat. Use abandoned cars and cables to elude your enemies, but keep an eye on your Web-Fluid. Without your Web, you will get crushed.



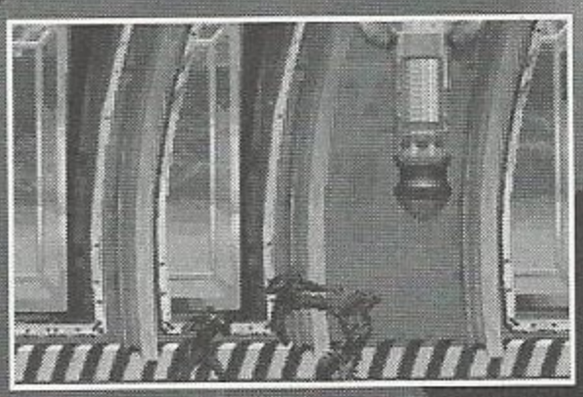
Oil Wasteland

Welcome to Thermite's fiery Hades. Prepare for some blistering combat with your old friends, the HYDRA Agents. You're better off scaling than slipping and sliding with HYDRA sparring partners. Things are going to get pretty hot out here, you may want to call in Daredevil.



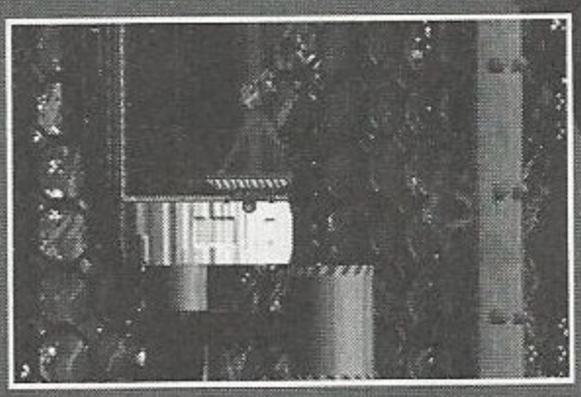
Power Plant

The Power Plant on Long Island is infested with HYDRA Agents and Dreadnoughts. Prepare for some real sticky Spider-Man action amid the searing glow of nuclear power. You'll need your spider-talent to avoid electric line mazes, voltage gates and pesky Probes. Use your Web-Blasts wisely and make use of breakable walls.



HYDRA Airship

The diabolical Blitz is escaping in her cyber dirigible and she's got an army to protect her from an unsuspecting spider attack. Regeneration chambers spit out HYDRA Agents and Dreadnoughts like clockwork. Be prepared for plenty of turbulence.



HYDRA Fortress

There are two parts of the Fortress. First you must battle Tangle, then the vicious Super-Adaptoid. HYDRA and the Enforcers have built an elaborate — and deadly — maze for you. Be sure to make use of cargo elevators and towering girders as you climb your way to the Super-Adaptoid's chamber. And be sure to bring a full supply of Web-Fluid. Good luck, Spidey.

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Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

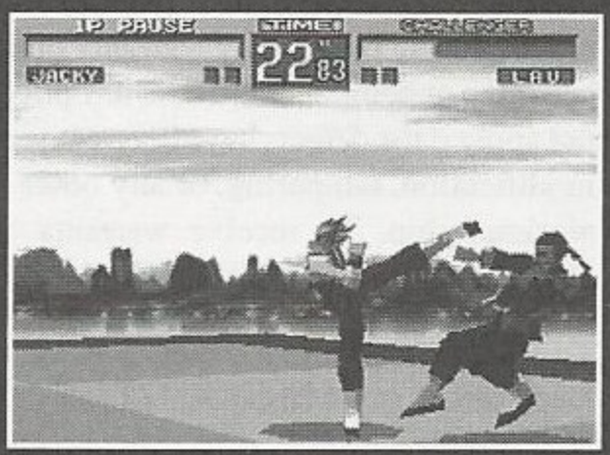
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For French insructions, please call:
Instructions en francais, telephoner au: 1-800-872-7342

ALSO AVAILABLE ON 32X



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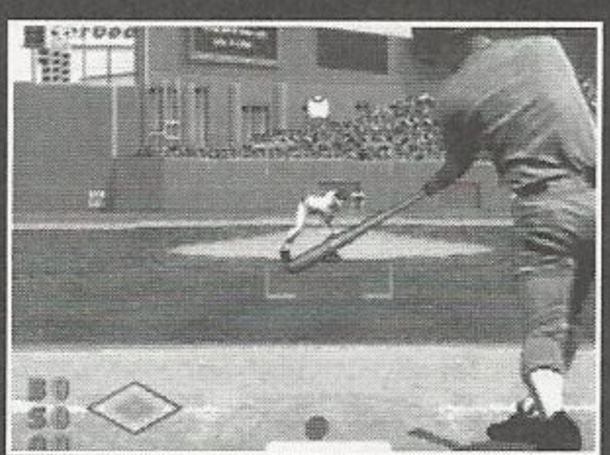
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France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)

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