

THE **PUNISHER**

TM



Player's Manual



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THE PUNISHER

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CARL POTTS



MARVEL ENTERTAINMENT

CARL POTTS

Greetings Action Aficionados,

You hold in your hands one of the most exciting and pulse-pounding games ever to light up a CRT screen! With the slip of a disk you can become one of Marvel Comic's most dynamic and popular characters - THE PUNISHER!

Although the Punisher is featured in three monthly Marvel titles, a handful of graphic novels, and several reprint volumes, the comics-buying public still can't seem to get enough of the character. The Punisher's continual rise in popularity has created a demand for more and more hard-hitting Punisher action. With this Paragon game, you now possess the ultimate answer to this crying need. This disk will allow you to thrill to the Punisher's exploits for as long as you want - and from his point of view! You can direct the character's progress along any of a number of paths as he tries to protect honest citizens and deal his own brand of justice to those criminals who elude the authorities.

Frank Castle was unable to save his wife and children the day they were brutally gunned down in the crossfire of rival criminal gangs. Now he is the Punisher - fighting a battle that may never end to protect the innocents from the guilty.

The urge to see harsh, swift justice brought to those who flaunt the law is a strong one in most of us. On moral

CREATOR OF THE PUNISHER

and practical grounds, we obviously can't really go out and do the things a character like the Punisher does - but, for a while at least, we can have a great time immersed in a cathartic fantasy where we can see to it that bad guys don't get away.

Our protagonist's non-stop war on crime creates a very "unhealthy" environment for his friends! There is one friend of the Punisher who not only survives but thrives - the high-tech genius Microchip. Micro builds much of the Punisher's sophisticated weapons systems (including the awesome battle van you'll soon be driving). 'Chip also does a lot of research by computer-hacking and raiding his way into criminals' computer files. He's the Punisher's right-hand man and now he's your ally, too.

And you're going to need all the help you can get in this adventure. Your ultimate adversary is none other than the Kingpin of crime. This huge monster of a man not only controls the criminal underworld, he's also more than a match physically for even many super heroes! He's a criminal genius who's rich, tough, well-connected and he's got an army of thugs. So stay alert!

Now, get ready for a fast-paced ride full of rough and tumble action! Strap on your Kevlar vest and slip the safety off the machine gun - you're about to become THE PUNISHER!

Sincerely,



Carl Potts
Creator of The Punisher

WHY FRANK CASTLE



BECAME THE PUNISHER



RECOMMENDED ORDER OF PLAY

For maximum enjoyment of THE PUNISHER, take advantage of the materials that came with the game.

1. Read this manual to familiarize yourself with the objectives of the game, and to acquaint yourself with the various game play modes.
2. Read your Top Secret files. Although this is not mandatory for game play, the files will familiarize you with the Punisher, Kingpin and more. You may even find a few game play hints.
3. Review the Technical Supplement for specific joystick and keyboard commands for your type of computer.
4. Load the game according to the instructions in the Technical Supplement.
5. Step forward, assume the identity of the Punisher, and journey to the seedy streets of Manhattan to battle the rising tide of crime.



OBJECTIVE OF THE GAME

The Punisher explains his objective in his war journal:

War Journal — Number 667

They call me the Punisher, because I dispense the dark side of justice — on my own terms. To hell with Miranda rights, search warrants and the supposed uncertainties of circumstantial evidence.

A clandestine group known as The Trust finances my war on crime because I accomplish what the justice system can't.

I eliminate drug dealers, expose city corruption — I even terrorize terrorists. I'm a hero to many, a villain to some. Crime grows like a cancer, eating away at what little morality remains. I will eradicate this cancer, cell by cell. No one will stop me.

I must stamp out the very core of the crime wave that threatens this city... the Kingpin, the undisputed leader of organized crime.

A reliable informant will reveal the location of the Kingpin's base of operations if I can give him enough cash to set up a new identity and make a fresh start on life. He says he needs \$500,000.

The problem is that the Kingpin moves his headquarters often. The informant said that the Kingpin will be in his present location for only another 14 days. After that, he could be anywhere. I've been after the fat man for years, but he has always eluded me. This is a once-in-a-lifetime chance to cut out the heart of crime itself. I'll pay the informant, track down the Kingpin and make an example of him that the underworld will never forget.

A half a million bucks in less than two weeks is a tall order. I'll get Microchip to uncover some crime-busting missions with serious reward money attached. Also, I can wipe-out criminals and take their illegal money and apply it to my informant pay-off.

It looks like I'm in for a lot of overtime.

Fortunately, I love my job.

End War Journal — Number 667



The Punisher tape records entries in his war journal.

Summary of Objective

Within 14 days, obtain \$500,000 in rewards and criminals' cash; pay an informant to reveal the location of the Kingpin of crime; eliminate the Kingpin.

TIPS & HINTS

RAISING MONEY FOR THE INFORMANT

To raise the half million dollar purse, the Punisher must complete perilous crime-fighting missions, dispose of criminals and confiscate their ill-gotten wealth. Sometimes The Trust, a secret group of civic leaders, will offer cash rewards for the successful completion of a mission. Also, the police department or other law enforcement agencies may offer rewards for the capture or killing of specific dangerous criminals.

BE ALERT FOR UNEXPECTED OPPORTUNITY

Most of the time, Microchip will present missions to the Punisher in the warehouse. However, while the Punisher is traveling through Manhattan in his battle van, he may hear about criminal activity over his high-tech police scanner. By being aware of police activity, the Punisher may be able to uncover a mission where large sums of cash can be acquired.

ENEMIES

The Punisher has many enemies, including some of the most heinous criminals in New York. Although the Punisher is heavily armed, some criminals are armed equally, if not more heavily. Enemies use a variety of weapons against the Punisher, ranging from simple handguns to anti-tank weapons.



THE POLICE

Though the Punisher is considered a hero by many, the New York police officially regard him as a dangerous and reckless vigilante who must be stopped. There are several warrants outstanding for the arrest of the Punisher.

Lately, though, as crime has gotten more and more out of hand, the police have grown lenient toward the Punisher's anti-crime efforts. After all, he has been ending the careers of some of the most dangerous criminals in the city. However, the police are on alert, and will act quickly against the Punisher if any member of the police force or any civilian is threatened by his actions. Also, the police will not tolerate excessive damage to public property.

FINDING THE KINGPIN

The Punisher must collect enough money over the course of the next 13 days to pay his informant \$500,000. When the sum is transferred, the informant will give the Punisher the location of the Kingpin's secret hideout. Then, the Punisher can embark on his most important mission... to dispose of the Kingpin. Since the Kingpin moves his operation regularly, the address the informant can give is only good until the fourteenth day. After that, the Kingpin will move to a new location, and the Punisher will be back to square one.

MANHATTAN

Though the Punisher's base of operations is a warehouse in Paterson, New Jersey, the center of the game is Manhattan, in the heart of New York City. Manhattan is in the throes of an unprecedented orgy of crime.

See separate reference map of Manhattan.

The Street Numbering and Address System

In Manhattan, roads are named Avenues or Streets.

Avenues

1. All Avenues run north/south.
2. Second Avenue is one block west of First Avenue, and so on.
3. Address numbers on Avenues increase as you travel north.
4. A building on an Avenue between 46th and 47th Streets would be numbered in the 4600s, and so on.
5. Even-numbered Avenue addresses are always on the east side; odd numbers are on the west side.

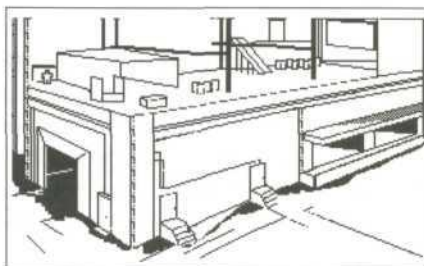
Streets

1. All Streets run east/west.
2. 34th Street is one block north of 33rd Street, and so on.
3. Address numbers on Streets increase as you travel west.
4. A building on a Street between 7th and 8th Avenues would be numbered in the 700s, and so on.
5. Even-numbered Street addresses are always on the north side; odd numbers are on the south side.

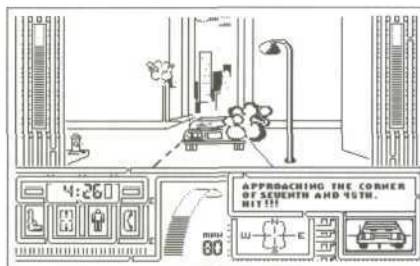
GAME PLAY



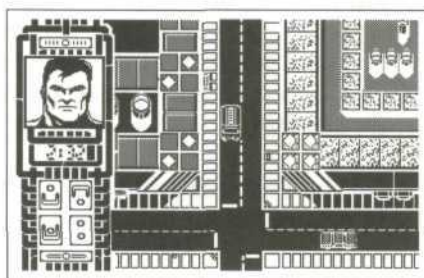
GAME PLAY IS ARRANGED IN FOUR
MAJOR SECTIONS: WAREHOUSE MODE, VAN MODE,
FOOT MODE AND SCUBA MODE.



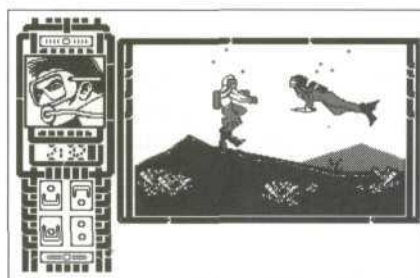
Warehouse mode



Van mode



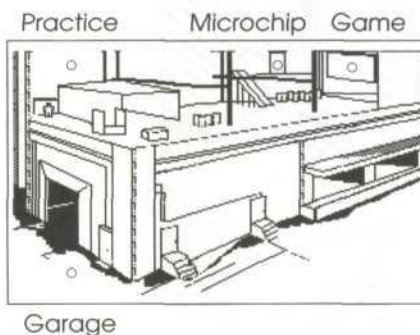
Foot mode



Scuba mode

WAREHOUSE MODE

Note — Specific joystick and keyboard commands for your type of computer appear in the Technical Supplement which came packaged with your game.



The Punisher is based in a warehouse in Paterson, New Jersey, directly across the Hudson River from Manhattan. The warehouse is the center of the Punisher's operations.

In Warehouse Mode, you have four main options. Select the option you want by moving the Death Skull cursor to one of four screen positions, each of which corresponds to one of the options. The name of the currently designated option and its sub-options appear in the lower right corner of the screen.

Garage Option

When you select the Garage Option, you can send the Punisher on a mission in his battle van. Also, if the battle van has been damaged during a mission, the Garage option allows you to spend some of your money for repairs. However, you will be able to repair only a certain amount of damage each night. You may be forced, then, to use the van at less than optimal condition.

Practice Option

When you choose the Practice Option (near the warehouse firing range), you can begin an easy, moderate or difficult practice mission, or you can re-play a mission just finished. None of these practice missions will have any bearing on your overall effort to track down the Kingpin.



*THE PUNISHER BEGINS
HIS MISSIONS HERE, USING THE BATTLE VAN
BASED IN THE WAREHOUSE GARAGE. ALSO, THIS IS
WHERE I CAN HELP YOU CONTROL GAME OPTIONS
LIKE SAVING AND RESTORING.*

Microchip Option

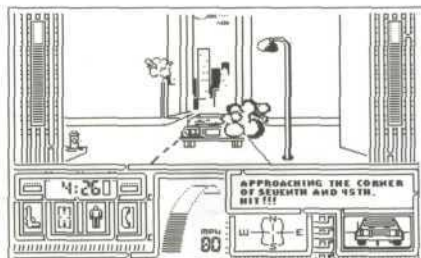
When you choose this option (near the warehouse office), Microchip, the master computer hacker and the Punisher's most reliable ally, assigns a mission for the evening. He uses various computer networks, communication tie-ins, and sophisticated scanning devices to provide the Punisher with up-to-the-minute information on the situation in Manhattan.

Game Options

Game Options (near the warehouse freight elevator) allow you to save the current game, restore a saved game, quit the game and return to DOS, and restart the game from the very beginning. Paragon recommends that you save the game after each successful mission.

VAN MODE

Note — Specific joystick and keyboard commands for your type of computer appear in the Technical Supplement which came packaged with your game.



When the Punisher begins a mission, you will drive the battle van through the streets of Manhattan to the location where the mission will unfold.

The van is equipped with a sophisticated police scanner that can intercept police reports and provide the Punisher with informative leads.

There is also a tracking camera that allows you to view vehicles driving behind the van and to help in attacking them with grenades.

In VAN MODE, you have several options:

**Change Weapons
Icon**



The Punisher's battle van is equipped with a 4-barrel mini-gun, grenade launcher and white smoke. Each of these weapons can be utilized while traveling in the van.

**Change Clothes
Icon**



The Punisher keeps his underwater scuba gear in the battle van, along with disguises that permit him easier access into certain locations. The trade-off, though, is that he cannot use his M-16 when disguised. This icon is active only when the van is stopped.



THE BATTLE VAN IS EQUIPPED WITH A 4-BARREL MINI GUN, GRENADE LAUNCHER, AND SMOKE SCREEN. IT ALSO HAS SOPHISTICATED AUDIO EQUIPMENT THAT PROVIDES CLUES AND LEADS ON THE STREETS OF MANHATTAN.

**Leave The
Van Icon**



The Punisher can leave the van and proceed on foot to his mission. This icon is active only when the van is stopped.

**Audio
Surveillance
Icon**



The Punisher can eavesdrop on conversations and obtain important information through the battle van's audio surveillance equipment. This icon is active only when the van is stopped.

**Accelerate
Time Icon**



Use this icon to accelerate time until action occurs. This icon is not active if someone is near or when the van is moving. (The icon is actually the rectangle adjacent to the digital clock.)

DRIVING THE VAN

Note — Specific joystick and keyboard commands for your type of computer appear in the Technical Supplement which came packaged with your game.

Action occurs from 31st to 57th Streets. When you leave the warehouse in the battle van, you are automatically deposited on 12th Avenue, just north of 57th Street, heading south. From here, you must drive the van to the mission destination.

When the Punisher completes a mission, you must guide him on foot to the battle van, and drive north of 57th Street, or south of 31st Street. You will automatically return to the warehouse for your debriefing and next assignment.

Lanes and Traffic

All roads are four lanes wide, including the sidewalks, on which you can drive. Since missions take place late at night in light traffic, you can use all four lanes in the same direction.

Shifting Lanes

Turning left and right will shift lanes left and right. A right turn in the right-most lane at an intersection, however, will result in a 90° right turn. Likewise, a left turn in the left-most lane at an intersection will result in a 90° left turn.

Turning at intersections

To turn left, you must be in the intersection in the left-most lane, and then turn left. To turn right, you must be in the intersection in the right-most lane and then turn right.

Alleys

You can not drive in alleys. Attempting to drive in an alley will damage the van.

Reverse

The van will go a maximum of 10 mph in reverse.

Arriving in the Van

When the battle van stops, you will receive general or specific information concerning your location. Awnings represent doorways to buildings. Buildings with awnings are often mission locations. If you stop the van in front of an awning that is on your side of the street, you will be given the address of that doorway. If you stop the van elsewhere, you will be told only the name of the street or avenue on which you have stopped.

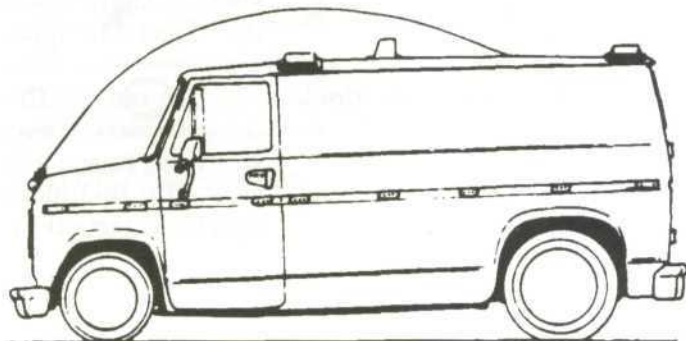
VAN COMBAT

4-Barrel Mini-Gun A rapid-fire weapon that can blast any object in front of the battle van. Target the mini-gun by aiming the cross-hairs at an opponent.

Grenade Launcher The grenade launcher can be fired only toward targets behind the battle van that have been picked up by the tracking camera. The grenade launcher is computer-controlled to hit the point where the on-board computer predicts the target will be when the grenade explodes. The grenade will strike the target unless the targeted vehicle has suddenly shifted lanes or changed speed. Vehicles appearing in the tracking camera always appear to be the same size because the computer-controlled camera maintains a constant image for targeting.

Smoke Screen On command, the battle van can dispense a thick, white smoke to hide the movement of the van from pursuing vehicles. The smoke screen is best used before accelerating or rounding street corners.

Ammunition The Punisher has a virtually unlimited supply of ammunition in the battle van.



FOOT MODE AND SCUBA MODE ICONS

- Interact Icon** Use this icon to communicate with other nearby characters you are facing. A message window will appear. Strike any key to continue play.
- Accelerate Time Icon** Use this icon to accelerate time until action occurs. This icon is not active if someone is near. (The icon is actually the rectangle adjacent to the digital clock.)
- Take Item Icon** Use this icon to pick up an object from the ground. You must be next to the object to pick it up.
- Drop Item Icon** Choose this icon to drop an item you are carrying.
- Use Object Icon** Choose this icon to use a weapon or other item in your inventory. The current object is marked with asterisks in the inventory list.
- Inventory Icon** Select this icon to get more details about items the Punisher is carrying. For firearms, details will include the rounds remaining. You may want to jot down key data for quick access.
- Search/Examine Icon** Use this icon to search defeated foes. Use it also to examine objects on the ground, or other items such as signposts and doorways. A description of the object will appear on the screen.
- Removing Icon Block** You can remove the icon block if you prefer to play the game using keystrokes instead of icons or if you want to see a larger portion of the overhead view. The Technical Supplement will provide specific instructions for your machine.

FOOT MODE AND SCUBA MODE ICONS

Interact



Accelerate Time

Take Object



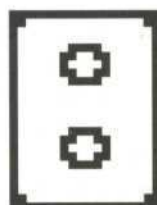
Drop Object



Use Object



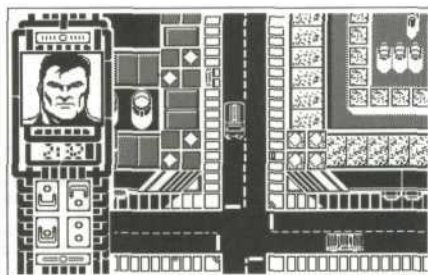
Inventory



Search/Examine

FOOT MODE

Note — Specific joystick and keyboard commands for your type of computer appear in the Technical Supplement which came packaged with your game.



Controlling the Punisher on foot from an overhead perspective is the main part of the game. From this view you can lead the Punisher into buildings, control his actions in combat, find objects of value, communicate with bystanders who may have valuable information, and most importantly, obtain money from fallen criminals.

Scrolling the Screen

You can scroll the overhead map without actually moving the Punisher so you can see surrounding locations. The Technical Supplement will provide specific instructions for your machine.

Changing Out of Disguise

The Punisher cannot use his M-16 when in disguise. For the keyboard command to change out of a disguise, see the Technical Supplement.



RUMOR HAS IT THAT THE PUNISHER IS HOT ON MY TRAIL. IT WOULDN'T BE THE FIRST TIME, BUT IT WILL SURELY BE THE LAST. THUGS ABOUND ON EVERY BLOCK. THE PUNISHER WILL BE VERY FORTUNATE TO SURVIVE LONG ENOUGH TO MEET ME FACE-TO-FACE.

Using Weapons (Use Object Icon)

Aiming Firearms

When a firearm is selected, it will fire in the direction the Punisher is facing.

Loading and unloading

To reload the current weapon, choose the proper clip. Unload a weapon by removing its clip.

Grenades

When you choose a grenade, you are asked where and how far you want to throw it. HIGH sends it farthest, MIDDLE is less far, and LOW practically drops the grenade at the Punisher's feet.

Knife

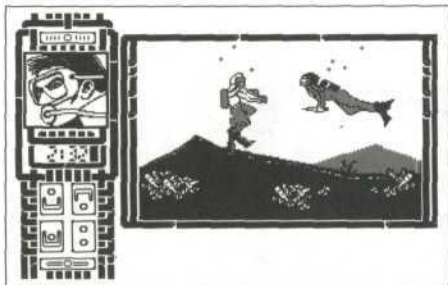
If the Punisher is very close to an opponent, he can use his knife in hand-to-hand combat.

Hand-to-Hand Combat

If you choose no weapon at close range, the Punisher can knock out an opponent with fists. To use no weapon at all, select the current weapon.

SCUBA MODE

Note — Specific joystick and keyboard commands for your type of computer appear in the Technical Supplement which came packaged with your game.



None of the actual missions take place underwater, but for some missions the Punisher must use his underwater scuba equipment and brave the waters of New York's rivers and harbors to arrive at a mission location.

There are villains and thugs beneath the surface who will try to thwart the Punisher's plans. You must control the Punisher in underwater combat.

To enter Scuba mode, direct the Punisher to change into his scuba equipment in the battle van. Exit the van and guide the Punisher to the water on foot.

Moving toward target

When the Punisher enters the water, you will be asked to position a cursor where you want the Punisher to swim. The computer will control the Punisher's general direction underwater and guide him toward his destination. You control how far the Punisher swims and his depth underwater.

Moving toward shore

Directing the Punisher to the right side of the screen will guide him back to shore.

Returning to Foot Mode

When the Punisher successfully completes a mission, he must swim back to his point of origin, near where his battle van is parked. When the Punisher swims the appropriate distance, he will automatically be back on land and in Foot mode once again.



*SOME MISSIONS REQUIRE
ME TO SWIM THROUGH THE WATERS OF NEW
YORK HARBOR. I'LL CALL ON MY SEAL* AND
UDT** TRAINING TO HELP ME THROUGH
WHATEVER TROUBLE WAITS BELOW.*

**SEA, AIR, LAND*

***UNDERWATER DEMOLITION TEAM*

Underwater Combat

Some of the Punisher's foes will be waiting underwater with knives and spear guns.

If and when you approach an enemy underwater you will automatically be equipped with your knife for combat.

DESIGNERS' NOTES

We have designed THE PUNISHER to be an action game with puzzles that will appeal to all ages. Three very different and exciting visual modes were incorporated into game play. Each view is tailored to best fit the three types of action used in the game.

The first view in your adventure is seen from the dashboard of the Punisher's van. We have taken the worry away from the intricacies of driving so that you can have fun determining your next tactic and combat move without having also to think about navigating curves and staying in your lane. Thus, we have attempted to emphasize combat game play over realism.

The second view you will encounter will be of downtown Manhattan seen from directly overhead. This line of sight will make it possible to fight multiple opponents in many directions. From this position, you also have the advantage of viewing the boundary of the building or boat that may need to be explored level by level.

The final view in the game will be an underwater side view. This scuba mode has larger graphics and more elaborate animation. In this mode, you will control the Punisher's swimming and hand-to-hand combat.

We hope we have designed a game that you will enjoy as much in your hundredth hour of play as you do in your first.

Andy Miller
Slim Dill

Jack Egan
Mark Everett

Other Paragon Software games based on Marvel Comics characters and published by Medalist International



Spider-Man and Captain America in Dr. Doom's Revenge.

The evil genius Dr. Doom has stolen a nuclear missile and threatens to launch it at New York City. To stop him, the Amazing Spider-Man and Captain America must infiltrate Doom's guarded Bavarian fortress, using their special talents and fighting ability to overcome robotic sentries and a host of powerful Super-Villains.



X-Men: Madness in Murderworld.

The X-Men are mutants, born with uncanny abilities that set them apart from normal humans. Their mentor, the famous telepath Professor Xavier, has been kidnapped by the group's arch-enemy, Magneto, mutant master of magnetism. Xavier is being held hostage in Murderworld, a deadly amusement park of terror owned and operated by Arcade, the brilliant but twisted inventor.



X-Men II

Hand pick your own party of five mutant Super-Heroes to achieve just the right balance of strong fighting and psychic skills. Pit them against the most powerful Marvel Comics Super-Villains of all time. Individually control the members of your team and shrewdly make the most of each character's unique abilities. But stay on your toes: each Super-Villain has unique powers, too!

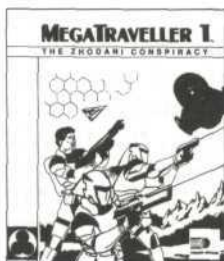


The Amazing Spider-Man

Mysterio, the master illusionist and arch-criminal, has kidnapped Peter Parker's wife, Mary Jane. To rescue her, Peter Parker will have to rely on his alter ego, the Amazing Spider-Man! As the famous web-slinger, you'll invade Mysterio's lair to do battle with the Super-Villain's many robotic guards, tricks, traps and illusions.

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Other Paragon Software Games
published by Medalist International



MegaTraveller: The Zhodani Conspiracy

Based on the popular science fiction gaming system by Game Designers' Workshop, *The Zhodani Conspiracy* puts you in control of five travellers — each a former soldier with different abilities and skills that you can select — trying to unravel a web of political treachery and stop an interstellar war. Engage enemies on land and in space. Visit alien worlds. Combining role-playing, strategy and arcade action, *The Zhodani Conspiracy* is futuristic fun.

Space 1889

Imagine Earth in the Victorian era — with one small difference. Outer space is not a vacuum, but is filled with luminiferous ether that can be negotiated with modified sailing ships. *Space 1889* lets you create and control five characters as they explore the solar system with the limited technology of the 1800s. Visit the canals of Mars, the dangerous jungles of Venus and the mysterious underground caverns of the Moon. Even Earth itself is ripe for exploration. Based on the role-playing classic by Game Designers' Workshop. Inspired by the writings of Verne, Burroughs and Wells.



MegaTraveller 1: The Zhodani Conspiracy and Space 1889 are produced under license from Game Designers' Workshop. All Rights Reserved.

MANHATTAN

