

Welcome to
Rockwell Studios

Tour

the AMAZING
SPIDER-MAN[®]

You're about to see
"the scenes behind the scenes"
of your favorite Movies.

Horror

Science Fiction

Epics

Outer Space

Western

Urban Adventure

Plus

Backstage

and Executive Offices

In a desperate search for revenge, Mysterio breaks into Peter Parker's apartment and kidnaps Parker's wife Mary Jane. Mysterio is unaware that Parker is in fact Spider-Man.

Returning from his regular nightly patrol, Spidey discovers that his apartment has been broken into. There is no sign of his wife, and lying on the table is a note, which he picks up. It reads:

Parker:

*If you ever hope to see Mary Jane again,
get Spider-Man to meet me at the old
Rockwell Studios, tomorrow midnight.*

Mysterio

Just as Spidey finishes reading the note it disappears in a curl of smoke, very much like the mist Mysterio so often employs. He realizes that this is certainly a trap, and that he has no choice other than to do what the note commands.

The next night, Spidey arrives as suggested at the old movie studios. He walks slowly through the parking at the entrance to the building, then suddenly freezes as his spider-sense starts to ring strongly. Almost instantly he is struck in the face by a jet of gas. Desperately he shoots a web-line at the side of the building, but the webbing dissolves on contact. His mask seems unable to keep the gas out, and he loses consciousness...

When Spidey recovers, he finds himself unable to move. He hears the voice of Mysterio, booming forth from all around:

"Welcome, Spider-Man. Won't you come into my parlor? Ha haa!!"

The parking lot lights come on. Mysterio's voice continues:

"I could have killed you while you were unconscious, my enemy — but what would be the satisfaction in that? No, I would rather watch you fail to rescue a defenseless citizen. I defy you to find your way through the defenses to my inner sanctum. If you fail, or die trying, you may rest assured that Mary Jane Parker will die a slow and painful death!"

"Oh — and one final thing. Don't rely too much on your almighty spider-sense; that gas was a variant of the mists you have encountered before, and I feel confident you will be somewhat... confused, shall we say?... for the next few hours.

"Goodbye, Spider-Man — I doubt we'll meet again! Ha ha haa!!"

As the echoes of Mysterio's laughter fade away, Spidey wonders what to do next....

1. Required Equipment, Loading and Installation

Your game disk is unprotected. You should make a copy before you play.

IBM-PC and compatibles

The Amazing Spider-Man will run on any PC compatible with:

- a 3.5" or 5.25" disk drive;
- CGA, EGA, VGA or Tandy 16-color graphics;
- at least 256k RAM; MS-DOS 2.0 or later;
- an Ad Lib sound board (optional)
- a Microsoft-compatible joystick (optional).

Insert your DOS disk and wait until you see the `a :` prompt on your screen. The game will perform better if you reduce to a minimum the amount of unnecessary software installed with the system. Now insert your copy of *The Amazing Spider-Man* game disk and type `spidey` followed by a carriage return. The software will ask you what type of graphics card you have. A few moments after you answer this question the loading sequence will appear. If you wish to continue with the game before the loading music has completed, press the space bar.

Once the game has loaded you will see the options screen. Here you may calibrate your joystick or re-define the keyboard to differ from the default keyboard described in Section 4 below.

For details about hard disk installation and Ad Lib board installation see the `read.me` file on your game disk, which can be read by typing `a:type read.me` or printed out by typing `copy a:read.me prn`.

Commodore Amiga

The Amazing Spider-Man will run on any Amiga 500/1000/2000 with at least 512k RAM and Kickstart version 1.2 or later. You must control the game with a joystick inserted into port 2.

Turn on your computer and insert your copy of *The Amazing Spider-Man* game disk at the Workbench prompt. (If you have an A 1000 you should insert your Kickstart disk first.) After a few moments the loading sequence will appear. If you wish to continue with the game before the loading music has completed, press the space bar or fire button.

For details about hard disk installation look at the `read.me` file on the game disk. To do this, boot with your normal Workbench disk, insert the game disk, double click on the SPIDEY disk icon, then double click on the icon labelled `read.me`. If you are uncertain about this you should consult your Amiga manual.

Atari ST

The Amazing Spider-Man will run on any Atari ST or STE system with single or double-sided disk drives, a minimum of 512k RAM and a color monitor. The game requires a joystick inserted into port 1.

a) Hard Disk Installation

If you are working from a hard disk, create a folder on your hard disk (call it whatever you wish) and open a window containing this new folder. Put the master game disk in a disk drive and then drag the disk drive icon into this new folder.



b) Playing the game (Atari ST)

If you wish to play from:

floppy drive A, put the game disk into drive A and switch on your ST.

floppy drive B, switch on your ST without a disk in drive A. When the desktop appears, double click on the drive B icon. Locate the file LOADER.PRG and double click on it. (To avoid the loading sequence you may click on SPIDEY.TOS instead.)

hard disk, boot your ST and hard disk in the usual manner. Then open a window containing the folder where you placed the Amazing Spider-Man disk. Double click on LOADER.PRG (for the full game) or SPIDEY.TOS (to bypass the loading sequence.)

Commodore 64

The Amazing Spider-Man on the C-64 and 128 can be controlled either with a joystick in port 1 or from the keyboard.

Place your disk into your drive and type LOAD " * ", 8, 1. The title screen will appear and the game will load.

Once the game has loaded, you can either go directly to the game or press the letter O to go to the options screen. At the options screen you can change the joystick port, toggle sound effects or re-define the keyboard to differ from the default keyboard described in Section 4 below.

2. Game Protection Information

After the game has loaded you will be asked a few questions about certain Marvel characters. Just type in the correct answer and press the return key. You will find all the information you need at the end of this manual.

3. Joystick Controls

The control of Spider-Man is very simple. If he is on a surface such as a floor, a platform, a wall or a ceiling, Spider-Man will move along that surface in response to your cursor or joystick direction. If there is no surface to move up, then Spidey will jump when the up direction is pressed. If there is no surface to move down, then Spidey will crouch when the down direction is pressed.

To fire a web, press the fire key or button, and indicate the direction of fire by simultaneously pressing a direction (there are eight possible directions available — up, down, left, right and any diagonal.) Spidey has an inexhaustible supply of webs, but cannot fire a web while he is crouching.

4. Keyboard Controls

On the Amiga and Atari ST, the game runs almost entirely with joystick control. The only keyboard controls for the Amiga and Atari ST are:

Action	Key
Pause	H
Quit	Esc

On the IBM-PC and C-64, the game runs with keyboard or joystick. Keyboard controls for these machines are:

Action	Key
Move Spider-Man right	Cursor Right
Move Spider-Man left	Cursor Left
Move Spider-Man up	Cursor Up
Make Spider-Man jump	Cursor Up
Move Spider-Man down	Cursor Down
Make Spider-Man crouch	Cursor Down
Fire a web	Space Bar
Pause	H
Quit	PC: Esc; C-64: Run/Stop



4. How to play The Amazing Spider-Man

Each location of the Rockwell Film Studios consists of walls, platforms, traps, switches and adversaries. You will make significant progress only if you can locate those switches which are necessary to proceed, and if you avoid the traps. Your goal is to locate Mysterio's lair in the executive offices. To get there you will make your way through many rooms, most of which are parts of film studio sets specially laid out by Mysterio to make your task of locating Mary Jane even harder.

Switches initially affect only the action in your present room, but as you go farther into the Studio some affect other rooms as well. Activating a switch can cause a platform, door or surface to move, change or disappear. At the start, switches will look quite obvious. Later on, however, some of the switches are invisible, so you will need to keep your wits about you. Spider-Man can activate a switch by walking on top of it, walking past it (if it is an infra-red switch), or firing a web directly at it. You will find webs very useful for switches which are difficult for Spider-Man to reach.

Traps include elevators, closing doors, electrified floors and spikes. If Spider-Man gets caught in a trap his health value will decrease; you will have to act quickly if you are to save him. Many traps are activated by switches, so keep a close lookout around you.

Surfaces have been coated with a chemical compound developed specially by Mysterio to prevent Spider-Man and his webs from sticking to them. Other special "surfaces" are merely holographs of walls, floors and ceilings. Fortunately, there are also normal surfaces which Mysterio just didn't have enough chemical compound or holographic projectors to cover!

Normal	Spidey can climb on, walk across, web onto and jump onto these without difficulty.
Slippery	Spidey cannot climb onto or change direction when on these.
Magnetic	Webs will not stick to these.
Illusory	Walk through on contact — so Spidey can't climb onto, walk across, web onto or jump onto these.

The above rules also apply to any other objects coming in contact with these surfaces, whether robots or platforms.

Robots — created by Mysterio — patrol the studios. In addition to the more obvious robots, you might come across clones of Mary Jane, Mysterio and even yourself! Fortunately these robots are not very intelligent, but they can cause damage and confusion, so try to keep out of their way. Normally you can stun a robot by shooting a web at one.

Webs have a number of effects depending on what they hit. If they hit a robot they will stun it briefly and the web-line will disappear. If they hit a switch on a surface, they will activate the switch and the web line will disappear. Spider-Man can also swing on and climb up his webs. To swing on the web, just jump off any surface or platform. To climb up a web, move Spider-Man in the direction of the web. Beware! Webs last only a brief period and can break if they come into contact with other objects. If you are swinging on a web and wish to break it, press the fire button.

Gravity in some rooms has been altered either in direction or strength. As Mysterio has calculated, this will have disconcerting consequences for Spider-Man! (Altered gravity can work to your advantage if you learn to use it correctly).

Health. Spider-Man's health diminishes when he is crushed by moving platforms or guards, or when he contacts spiked or electrified floors, walls or ceilings. Occasionally Mysterio will conjure up gases which either drain Spider-Man of strength or reduce his spider-sense. To prolong Spider-Man's suffering, Mysterio has provided a few "healing areas" where Spider-Man can partially regain his health. If Spider-Man's health falls too low he will die. The next section explains how Spider-Man's health is displayed.

Screen Layout

At the top of the gameplay screen there are a number of displays. The score is displayed as a number, and is a measure of your performance. The small heart next to the horizontal bar beats more quickly as Spider-Man's health deteriorates.

On the Amiga, IBM-PC and ST, the horizontal bar registers the proportion of locations in the film studios which you have visited.

On the C-64, the horizontal bar represents Spider-Man's health.

On the PC, Amiga and Atari ST, the graphic of Spider-Man on the left side of the screen represents Spider-Man's health. More and more of Spidey's skeleton is displayed as his health deteriorates. You must try to ensure that you are not left with a pile of bones!

5. Character Background



SPIDER-MAN

Height: 5'-10" Weight: 165 lbs.
Eyes: Hazel Hair: Brown

As a youth, Peter Parker was an honors student in science.

One evening during high school, he attended a demonstration on handling nuclear waste. During the exhibition, a spider was massively irradiated. The stricken spider fell on Parker's hand, broke his skin with its fangs, and died.

Shortly thereafter, Parker discovered that he was able to stick to walls with his fingertips and that he had incredible balance, reflexes and strength. He also developed an extrasensory ability which warns him of danger by a tingling sensation in the back of his skull. He quickly associated these super-human abilities with the spider bite.

Parker originally planned to launch a career in show business as The Amazing Spider-Man. After his first performance, however, he allowed a burglar to escape, even though he easily could have captured the criminal. A few days later, that same burglar murdered Parker's beloved Uncle Ben. Filled with remorse, Parker realized that he should never shirk the responsibilities his new powers gave him.

Parker began to use his powers to fight crime, and earns a living for himself and his widowed aunt by selling photographs of himself in action.

Peter Parker is married to the former Mary Jane Watson. As of this writing, he has no children.



MYSTERIO

Height: 5'-11" Weight: 175 lbs.
Eyes: Blue Hair: Black

Mysterio began his career as a Hollywood stuntman, but soon became a top special effects designer. To escape the anonymity of his backstage job, he tried acting but had little success. He decided to use his technical knowledge to kill Spider-Man and take his place as a famous crimefighter.

Mysterio planned to discredit Spider-Man by committing crimes in his guise, then gain fame by capturing the real Spider-Man. The attempt failed, Spider-Man defeated him, and Mysterio was arrested for the crimes he committed in his Spider-Man costume. After a brief prison term, Mysterio was paroled and renewed his illegal activities.

Mysterio is also a skilled amateur chemist, hypnotist and magician. He manipulates his victims' senses so that they doubt their own perceptions, impairing their ability to reason and act effectively.

Mysterio prefers to work in enclosed areas (such as a motion picture sound stage) where he is able to manipulate the surroundings through special effects.

MARY JANE WATSON-PARKER

Height: 5'-8" Weight: 120 lbs.
Eyes: Green Hair: Red

Mary Jane is a successful actress, model and dancer. In her youth she developed a fun-loving personality to help her forget the stress she felt over her parents' unhappy marriage. She was reluctant to become involved with Peter Parker because she knew his real identity and did not want a relationship with someone who constantly risked his life.

Mary Jane plays a role in the daytime TV serial *Secret Hospital*.



THE AMAZING SPIDER-MAN

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Amiga and Atari ST Implementations	John Wood
C-64 Implementation	James Smart
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THE AMAZING SPIDER-MAN

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