

90680
5+

SPIDER-MAN 3

HIGH-RISE
HYSTERIA
MULTI-SCREEN LCD VIDEO GAME

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 2 "AAA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

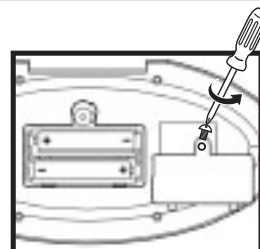


Fig. 1

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 5.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the ON button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case press the ON button.

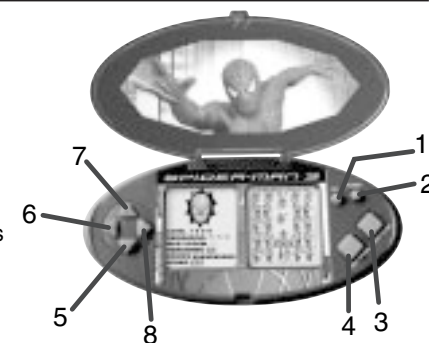
CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

BUTTON DESCRIPTION

1. **ON** - Turns the game on and resets game
2. **SOUND** - Turns sound on or off
3. **WEB SLING** - Sling webs at The Sandman's henchmen
4. **WEB STORM** - Sling webs down every ladder at once
5. **DOWN ARROW** - Swing down to defuse and collect the bombs
6. **LEFT ARROW** - Moves Spider-Man left
7. **UP ARROW** - Swing up to the web lines after collecting the bombs
8. **RIGHT ARROW** - Moves Spider-Man right



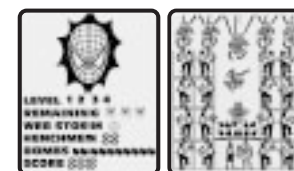
OBJECT

The Sandman's henchmen have kidnapped Mary Jane and are holding her hostage in a secret room rigged with explosives. Help Spider-Man web the bad guys and defuse the bombs to save MJ!

GAME PLAY

- Push the **ON** button to turn the product on and begin the game. Music will play.
- You may push the **SOUND** button at any time during the game to turn the sound on or off.
- Spider-Man hangs upside down from one of five web lines at the top of the screen. Use the **LEFT ARROW** and **RIGHT ARROW** buttons to move Spider-Man from web line to web line.
- **Collect the Bombs:** Mary Jane is at the bottom of the screen trapped under a floorboard covered with bombs. When Spider-Man is in the center of the screen, push the **DOWN ARROW** button to drop down and collect one bomb at a time. Then, push the **UP ARROW** button to swing back up to the top of the screen.
- **Capture the Henchmen:** The Sandman's henchmen climb up 4 ladders toward Spider-Man, who must capture them before they reach the tops of the ladders. Push the **WEB SLING** button to shoot webs down the ladders at the approaching henchmen to capture them. In order to capture them, you must position Spider-Man on the web line directly over the henchman you wish to hit.
- **Web Storm Feature:** Use the Web Storm feature when there are too many henchmen onscreen and not enough time to capture them all without losing a chance. Push the **WEB STORM** button and webs will shoot down all four ladders, capturing the top henchman on each ladder. This feature can only be used once per level.
- **Stats Screen:** The left LCD screen keeps track of your stats and **Spidey Sense**, which is represented by Spider-Man's face. When the face begins to blink, it is a warning that at least one of The Sandman's henchmen is about to get to the top of the ladder and you had better capture him immediately. The stats screen also keeps track of the current level, how many chances you have remaining, whether or not you have used the Web Storm feature on the current level, how many henchmen you have captured, how many bombs you have collected and your score.
- The player has 3 chances per game. If one of The Sandman's henchmen reaches the top of a ladder, Spider-Man will lose one chance.
- There are 4 levels. Music will play when you have completed a level. The game will become more difficult as you advance to new levels.
- The game will turn off automatically after 30 seconds of inactivity.

SCREEN



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