

SPIDER-MAN

Another
Intense
Action Game
from SEGA!



America's Super Hero, the amazing Spider-Man, is in serious trouble. Kingpin's out to destroy New York, and he's gathered an army of villains: Dr. Octopus, The Hobgoblin, Venom, Electro, The Lizard and The Sandman!

Spidey's up against electric bats among the high-power lines, alien entities on skyscraper roofs, and mutant reptiles in the sewers.

But Spider-Man swings from buildings, rafters, girders, boxes and anything else he can find. He punches and kicks, and then wraps his foes up neatly with a barrage of web bolts. He's the toughest American hero.

Patents: U.S. Nos. 4,442,496/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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SEGA
GENESIS
16-BIT CARTRIDGE

WANTED
DEAD OR ALIVE



**BONANZA
BROTHERS™**

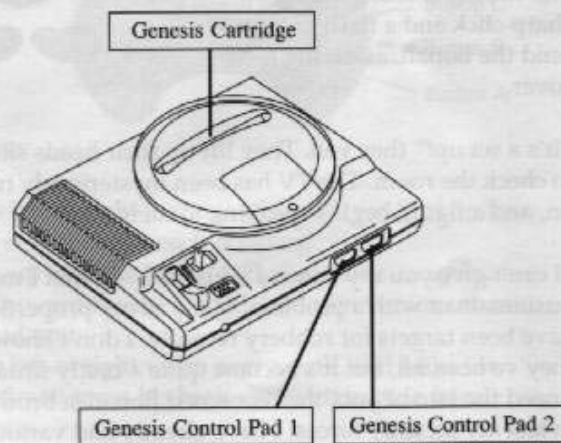
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Bonanza Bros.* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. 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 again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Note: *Bonanza Bros.* is for one or two players.



Stop! Thief!



The Bonanza Bros., Mike and Spike, two of the most famous investigators around, get a strange phone call one day. The caller doesn't reveal his name— he only asks the Bonanzas to meet him, at a

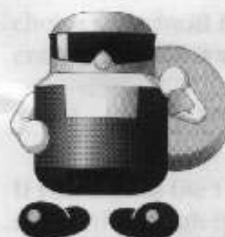
special time and place. They hesitate at first, but the caller's last words stick in their minds. "I'm certain that this will prove to be a very lucrative partnership..."

Mike and Spike arrive at the boarded-up front of what used to be a grocery store. "He said we should go on in," says Mike, and in they go, wondering just what's going on.

"Yo! Anybody here?" shouts Spike into the darkness. Suddenly a sharp click and a flash of light send the Bonanzas diving for cover.

"It's a set up!" they yell. They lift up their heads slowly to check the room. The TV has been mysteriously turned on, and a figure begins speaking to them.

"I can't give you my name. I'll just tell you that I'm a businessman with a problem. Many of my properties have been targets for robbery recently. I don't know why they've been hit, but it's become quite a costly situation. I need the two of you, the renowned Bonanza Brothers, to test my security forces. I have already had various



items— money, papers, and the like— placed randomly in ten of my establishments. Your job is to retrieve every single item. If you succeed, the reward will make Fort Knox look like pocket change. Good luck..."

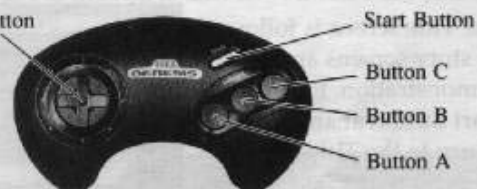
The figure fades out, and the Bonanzas stare at a screen full of static. "Ya think this guy's on the up an' up?" Mike asks his brother.

"I tell ya what," Spike replies, "we're sure gonna find out!"

Take Control!

Learn which buttons prompt the functions you'll rely on during play.

Directional Button
(D-Button)



D-Button:

- Press left or right to move Mike (Player 1) or Spike (Player 2) through each building.
- Press up to make Mike (or Spike) move away from you (toward the back wall), or down to move them toward you.
- Press left or right when near a wall, and Mike (or Spike) will press his back against it to hide from enemies.

- When Mike (or Spike) is standing in front of a staircase, press left or right and they will climb or descend.

Start Button

- Press to start the game.
- Press to pause the action; press again to resume play.
- Press to keep playing when the word "Continue" appears (see page 9 for more information).

Buttons A, B, and C

- Press Button A or C to jump.
- Press Button B to fire your stun gun or open a door.

Note: You can change the functions of these buttons on the Options screen (see page 6).

Getting Started

The Title screen is followed by story screens and a demonstration. Press the Start Button at any time to return to the Title screen. Press Start again to see the Mode Select screen.



Mode Select Screen

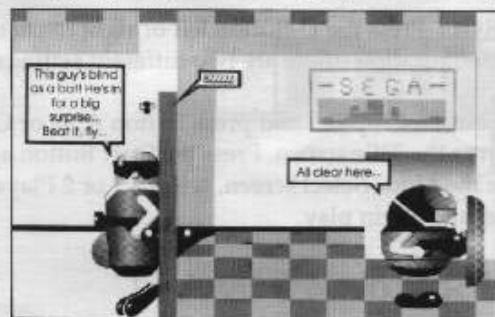


To select a one or two-player game, or to see the Options screen, move the marker to your

choice with the D-Button and press the Start Button to enter your selection.

1 Player/2 Player Game

If you choose the 1 Player game, you guide Mike (tall, red suit) through the establishments looking for items. In the 2 Player game, the second player controls Spike



(short, blue suit). Search every area of the building for items. Then get to the exit as fast as you can once you've collected them all.

Options Screen

Here you can set the difficulty level of game play, the number of Players (chances), and the functions of Buttons A, B and C on your Control Pad. You can also listen to any of the sound effects used in the game.

OPTIONS	
DIFFICULTY	EASY
PLAYERS	07
SOUND TEST	21
CONTROL	A+C JUMP
	B SHOT
EXIT	

Press the D-Button up or down to highlight an option. Then press it left or right to see your choices.

DIFFICULTY: Select an Easy, Normal, or Hard game.

PLAYER: Select the value of 1 Credit. You can choose to start with 3, 5 or 7 Players per Credit.

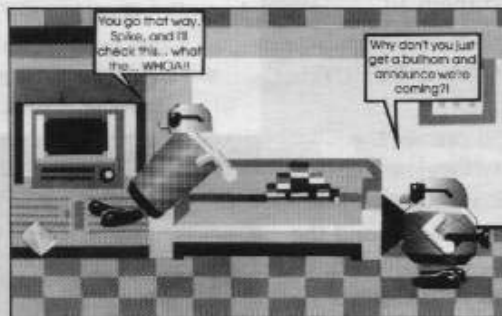
SOUND TEST: Select a number between zero and forty-four by pressing the D-Button left or right. Then press Button A, B or C to hear the sound.

CONTROL: Press the D-Button left or right to change the configuration (there are two different settings).

EXIT: Select this option and press Button A, B, or C to return to the Title screen. Press the Start Button again to see the Mode Select screen, select a 1 or 2 Player Game, and begin play.

By Hook or By Crook!

The Bonanzas have been hired to check up on a rich businessman's security teams. Guide Mike (and/or

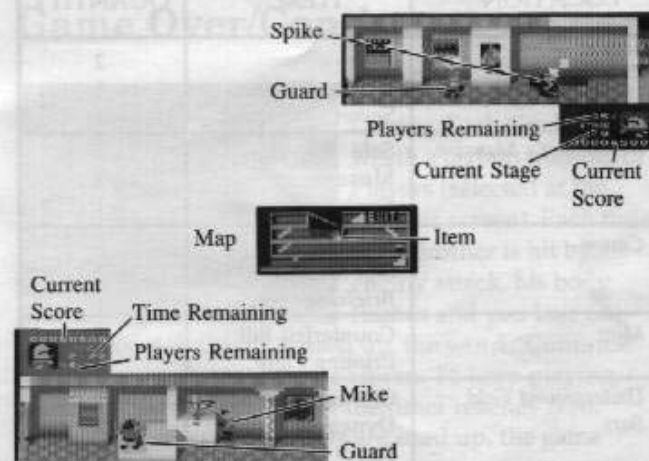


Spike) through each building, using the D-Button to move about. Jump over obstacles. Watch for rakes or empty cans lying about— the guards aren't very tidy! Grab the flashing objects and carry them out to the exit. Shoot enemies with your stun gun every chance you get.

Some foes have shields that your ammo can't penetrate— wait around a corner and time your assault. Don't let them get the drop on you!

Screen Signals

Use the screen indicators to keep track of how you're doing.



While keeping your attention on the main game screen, take an occasional glance at the Map to see how many treasures remain. The Map also tells you how to get to the exit. (You can't pause the game to check the Map, because the word "Pause" appears in the Map window.)

The flashing objects on the Map are the items that you have to pick up. Each time you get hit by an enemy attack, you drop all of your items and lose one Player. Be sure to pick up the goods before continuing.

The Map also shows you where to find the exit. It is a bit tricky in some buildings, so look closely before taking off. When you arrive at the exit (at the top of the building), the Bonanza Blimp lifts you to safety. So far, so good!

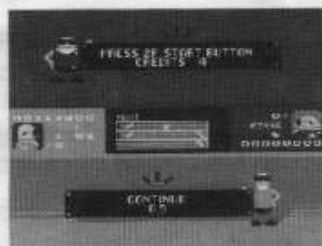
Hidden Items

LOCATION	ITEM	QUANTITY
Company	Safe	2
	Floppy Disk	1
	Secret Document	1
Millionaire's Mansion	Safe	2
	Money	2
	Stock Certificate	1
Casino	Videotape	2
	Slot Machine	1
	Briefcase	1
Mint	Counterfeit Bill	3
	Printing Plate	3
Underground Gold Bars	Contraband Pistol	1
	Dynamite	2
	Bomb	1
Jewelry Store	Laser Crystal	2
	Secret Crystal	1
	Gold Bar	2
Laboratory	Chemical	2
	High-tech Machine	2
	Secret Machine	2
Deluxe Liner	Box	1
	Contraband Pistol	2
Art Museum	Oil Paintings	6
Pyramid	Secret Document	2
	Microcassette	2
	Floppy Disk	3
	Roll of Film	3

Know the Score

You get points for each enemy you wallop. Each piece of evidence you pick up is worth 5,000 points. If you accumulate 200,000 points before the guards wipe out all your Players, you get an extra Player. Any time remaining after you've cleared a stage earns you points as well.

Game Over/Continue



You begin the game with 4 Credits. Each Credit is worth a certain number of Players (selected at the Options screen). Each time your Brother is hit by an enemy attack, his body flashes and you lose one

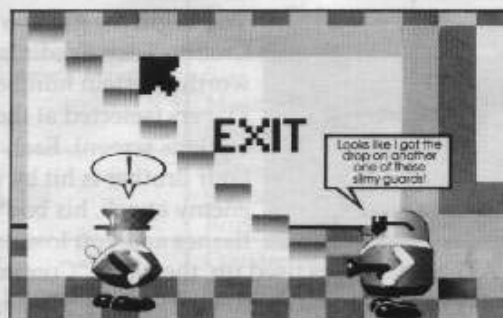
Player. As each Credit is used up, the word "Continue" appears on your Main Game screen. To keep playing, press the Start Button before the timer reaches zero. When all Players and Credits are used up, the game ends.

Free as a Bird!

- Some enemy guards carry shields, so be sure to hide until they show their backsides. Attack from the rear!
- If an enemy is waiting just on the other side of a door that you want to go through, open it quickly and flatten him like a pancake!
- If a guard is standing just at the bottom or top of a staircase, stay on the stairs until he moves. You'll

know you've been made when you see the "!" mark appear above his head. If you're on the steps, he may not see you.

- When faced with several enemies at once, move to the front or back of the area. They don't move as quickly as you, and this is a good way to avoid their attacks!
- There is usually more than one way to get around the area you're playing. If one way is crowded with enemies, try another route. It may be free of guards!
- The puppies may be cute, but their bite is much worse than their bark. Zap them and get out of there!



Name			
Score			
Success?	YES / NO	YES / NO	YES / NO

Name			
Score			
Success?	YES / NO	YES / NO	YES / NO

Handling the Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for use with the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

For game play assistance, please call 1 (415) 871-GAME.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety 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 the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 Genesis 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 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

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.