

The sinister Dr. Victor Von Doom, monarch of Latveria, has masterminded and executed the theft of a U.S. nuclear missile. Doom plans to launch the warhead at New York City if the United States does not surrender and become a colony of Latveria. The president and his cabinet, realising the imminent catastrophe ahead, call upon the aid of Captain America and The Amazing Spider-Man to thwart Doom's twisted plot of revenge. Spidey and Cap set out for Latveria to stop the launch of the warhead and apprehend the evil Dr. Doom.

Only the most skilled and powerful Super-Heroes could survive such a test. Doom has recruited some of the mightiest and most dangerous Super-Villains of all time to guard the castle complex.

Batroc, Machele, Rattan, Boomerang, Oddball, Grey Gargoyle, Eduardo Lobo, Electro and Rhino have all become pawns in Doom's immoral scheme. Upon arriving at the castle complex, Spidey sets out to stop the launch of the missile while Cap plans to battle and apprehend Dr. Doom.

YOU must become a Super-Hero and assume the identities of both Spider-Man and Captain America as they face the treacherous villains, hidden traps and deadly obstacles contained in Dr. Doom's mysterious fortress.

You'll need fast reflexes and quick decision-making skills to succeed on your journey. In the numerous arcade-style challenges contained within the on-screen comicbook pages, you control the destiny of Spidey and Cap and the fate of New York City.

Can you thwart the launch of the missile and save New York City from destruction? Can you seize Dr. Doom and banish him forever to a life of imprisonment? Can you display the skill and character needed to become a true Super-Hero?

Prepare to find out in:

SPIDER-MAN and CAPTAIN AMERICA in DR. DOOM'S REVENGE!

Before you can embark on your journey to seize the sinister Dr. Doom and save New York City, you must follow the specific loading sequence for your computer shown below. When the game has loaded, a series of options are displayed from which you may select the game difficulty (Beginner, Hero or Super-Hero). In addition, a series of questions will be asked about the Key Characters, so you will need to read the biographies which appear later in the manual. Once all the questions have been answered correctly you will proceed to the game play.

Loading The Game

Commodore 64/128

Place the tape into the cassette unit and ensure that it is rewound. To load the game press SHIFT and RUN/STOP at the same time, and then press PLAY on the cassette unit. The game will then load, with a title screen appearing after a short delay. Since the game is multi-load, keep the tape in the cassette unit throughout the game and follow the on-screen prompts.

Spectrum 48K/+2/+3

Place the tape in your cassette recorder and ensure that it is rewound. Type LOAD "Doom" and press PLAY on your cassette recorder. If you are using an external cassette recorder ensure that the TONE and VOLUME levels are set correctly. When the game has loaded, please ensure you stop your cassette recorder. Since the game is multi-load, keep the cassette in your cassette recorder throughout the game and follow the on-screen prompts. If you are using a joystick, press fire when requested, otherwise you must define which keys you wish to use.

Amstrad 464/664/6128

Place the tape in your cassette recorder and ensure that it is rewound. Type RUN "Doom" and press PLAY on your cassette recorder. If you are using an external cassette recorder ensure that the TONE and VOLUME levels are set correctly. When the game has loaded, please ensure you stop your cassette recorder. Since the game is multi-load, keep the cassette in your cassette recorder throughout the game and follow the on-screen prompts. If you are using a joystick, press fire when requested, otherwise you must define which keys you wish to use.

Spidey and Cap's Combat Moves

Spider-Man and Captain America's combat moves are different and unique. Combat moves are determined by the distance your Super-Heroes are from their opponent or obstacle. Movement forward and backward, as well as the jump and duck moves remain constant no matter what distance Spidey and Cap are from their foe or hazard.

These distances are:

A)	Close to an opponent or obstacle
B)	Mid-distance from an opponent or obstacle
C)	Far-distance from an opponent or obstacle

The chart below shows the joystick positions corresponding to these moves and the table on page 4 shows how close, mid and far distances relate to Spidey's and Cap's unique moves.

Move	Joystick Position
Jump Up	Up
Duck	Down (The character will continue to duck)
Walk Left	Left
Walk Right	Right
Flip Left	Upper Left Corner
Flip Right	Upper Right Corner
Turn Around/Change Direction	Bottom Corners
High Attack	Button+Upper Positions
Midsection Attack	Button+Left or Right
Low Attack	Button+Bottom Positions

When Spider-Man performs a forward flip, pushing the joystick UP will make him cling to the wall. He will remain in this position until you pull the joystick DOWN. This allows for a very useful defensive technique during battles.

Captain America

From all distances:

- Walk Left
- Walk Right
- Vertical Leap
- Duck
- Forward Leap
- Backward Somersault
- Turn Around/Change Direction

Close distance from opponent:

- High Attack: Mighty Shield Punch to the head
- Midsection Attack: Mighty Shield Punch to the body
- Low Attack: The Commando Low Kick

Mid-distance from opponent:

- High Attack: Star-Spangled Leaping Kick
- Midsection Attack: The Corporal K.O. Lunging Wallop
- Low Attack: Power-Packed Low Shield Toss

Far distance from opponent:

- High Attack: Destructive Mighty Shield Hurl
- Midsection Attack: Destructive Mighty Shield Hurl
- Low Attack: Power-Packed Low Shield Toss

Spider-Man

From all distances:

- Walk Left
- Walk Right
- Vertical Leap
- Duck
- Backward "Spidey" Flip
- Forward "Spidey" Flip
- Turn Around/Change Direction

Eduardo Lobo



Real Name: Eduardo Lobo
Occupation: Professional criminal
Legal Status: Mexican citizen, no criminal record
Place of Birth: Unidentified village in Mexico
Height: 6' 2"
Weight: 200 lbs
Eyes: Brown (as werewolf, red)
Hair: Black (as werewolf, grey)
Strength Level: Can press 10 tons
Weapons: Razor sharp claws

Grey Gargoyle



Real Name: Paul Pierre Duval
Occupation: Former chemist, now a professional criminal
Legal Status: French citizen with a criminal record
Place of Birth: Fontainebleau, France
Height: 5' 11"
Weight: 175 lbs (as stone, 750 lbs)
Eyes: Blue
Hair: Brown
Strength Level: Can press 11 tons

Machele



Real Name: Ferdinand Lopez
Occupation: Former revolutionary, now mercenary
Legal Status: Citizen of San Diablo, no record
Place of Birth: San Diablo
Height: 6' 2"
Weight: 200 lbs
Eyes: Blue
Hair: Black
Strength Level: That of an athlete
Weapons: Two Three foot machetes, saw blades and throwing knives

Boomerang



Real Name: Fred Myers
Occupation: Ex-baseball pitcher, now assassin
Legal Status: Naturalised U.S. citizen with a record
Place of Birth: Alice Springs, Northern Australia
Height: 5' 11"
Weight: 175 lbs
Eyes: Brown
Hair: Brown
Strength Level: That of a normal fit man
Weapons: Boomerangs rigged with special gimmicks

Oddball



Real Name: Elton Healey
Occupation: Professional juggler turned criminal
Legal Status: U.S. citizen with a criminal record
Place of Birth: Reno, Nevada
Height: 5' 11"
Weight: 195 lbs
Eyes: Green
Hair: Black
Strength Level: That of an athlete
Weapons: Exploding balls, fire balls, ice balls

Rattan



Real Name: Bud Cable
Occupation: Former CIA agent, now a mercenary
Legal Status: U.S. citizen with a criminal record
Place of Birth: Mount Pleasant, Pennsylvania
Height: 6'
Weight: 195 lbs
Eyes: Brown
Hair: Black
Strength Level: That of a normal fit man
Weapons: Escrima (oriental fighting sticks)

Electro



Real Name: Maxwell Dillon
Occupation: Former lineman for Con Ed
Legal Status: U.S. citizen with a criminal record
Place of Birth: Endicott, New York
Height: 5' 11"
Weight: 165 lbs
Eyes: Blue
Hair: Red-Brown
Strength Level: That of a normal fit man
Weapons: Lightning bolts from his fingertips

Hobgoblin



Real Name: Unknown
Occupation: Professional criminal
Legal Status: Unknown
Place of Birth: Unknown
Height: Unknown
Weight: Unknown
Eyes: Unknown
Hair: Unknown
Transport: Goblin Glider
Strength Level: Can press 10 tons
Weapons: Smoke and gas bombs, Goblin Grenade Throwing Bat, Pumpkin Bomb.

Rhino



Real Name: Unknown
Occupation: Professional criminal
Legal Status: U.S. citizen with a criminal record
Place of Birth: Unknown
Height: 6' 5"
Weight: 710 lbs
Eyes: Black
Hair: Brown
Strength Level: Can press 80 tons
Weapons: Artificial rhino-skin uniform which is almost indestructible

Batroc



Real Name: Georges Batroc
Occupation: Mercenary
Legal Status: French citizen with a criminal record
Place of Birth: Marseilles, France
Height: 6'
Weight: 225 lbs
Eyes: Brown
Hair: Black
Strength Level: That of an athlete
Weapons: None

Spider-Man, Captain America, Dr. Doom, Machele, Batroc, Rhino, Hobgoblin, Boomerang, Oddball, Grey Gargoyle, Mystery, Electro, Eduardo Lobo and The Incredible Hulk and all Marvel characters and their distinctive likenesses thereof are Trademarks of the Marvel Entertainment Group, Inc. and are used with permission.

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DR. DOOM'S REVENGE

