

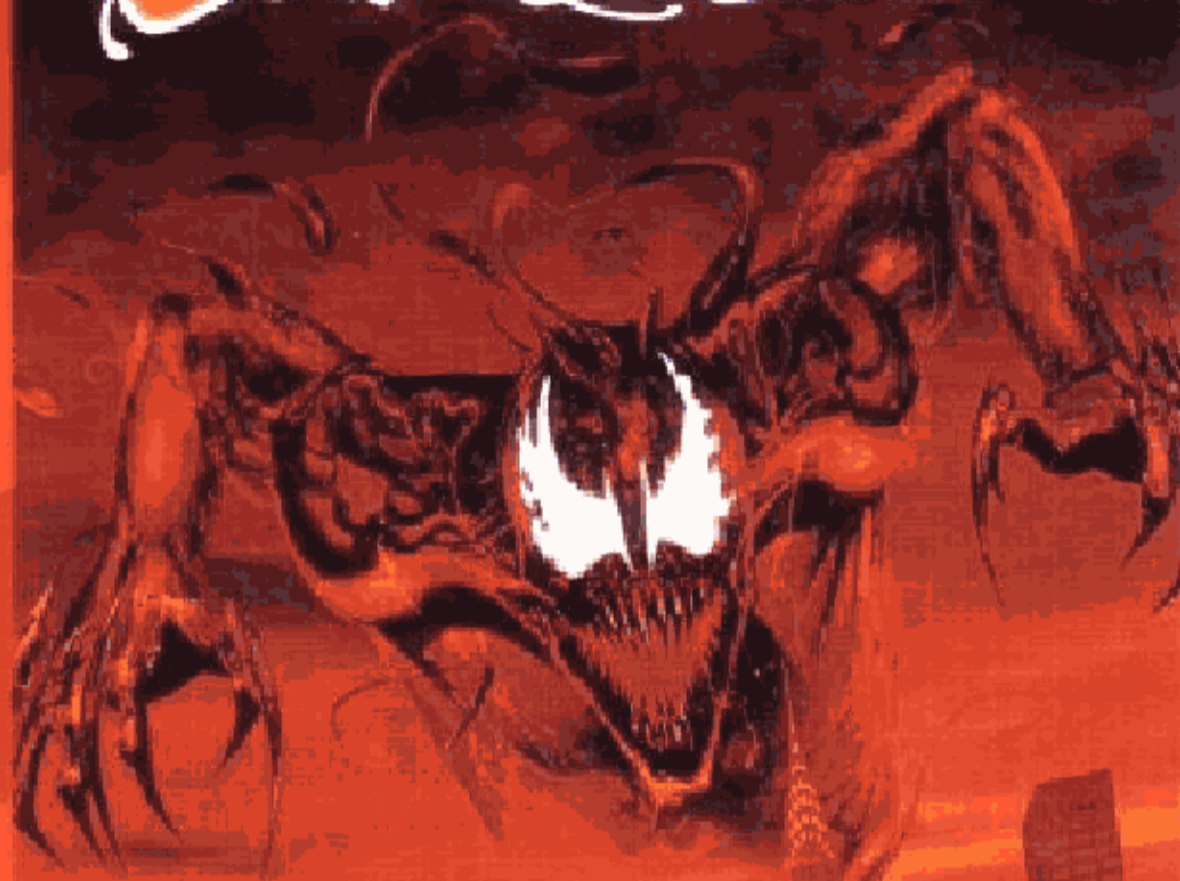
SEGA

SPIDER-MAN®

VENOM™



MAXIMUM CARNAGE™



INSTRUCTION BOOKLET

Acclaim

entertainment, inc.

LICENSED BY

SEGA ENTERPRISES, LTD. FOR PLAY ON THE
SEGA GENESIS™ SYSTEM.

SEGA
GENESIS





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- The Sega™ Genesis™ Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it 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 to 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.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENTS

Carnage™ Unleashed!	2
Get Ready To Paint The Town Red	3
Basic Web-Slinging	4
Team Spider-Man®	6
Maximum Carnage™: Stages 1-5	10
Strange Bedfellows	12
Maximum Carnage™: Stages 6-9	13
Black Cat™ Gets Practical	15
Maximum Carnage™: Stages 10-16	16
The Word From The Streets: Horror	18
Maximum Carnage™: Stages 17-24	19
Maximum Carnage™: Stages 25+	20
A Few Tips	21

CARNAGE™ UNLEASHED!

When Cletus Kasady was sealed away in Ravencroft, a maximum-security institution for the criminally insane, society thought it was safe.

Society was wrong.

Because the alien presence that symbiotically inhabits Kasady's body is alive and thriving. It had been biding its time, and now it's ready to unleash ultimate insanity upon the world. Kasady has been transformed, and mass destruction is imminent.



Carnage™ lives.

As if one lunatic isn't enough, prepare yourself: Carnage™ has found a soulmate in Shriek™, another Ravencroft inmate with an equally insatiable hunger for slaughter.

Wait... there's more: As they blaze a trail of mayhem through Manhattan, Carnage™ and Shriek™ find others who share their hunger for horror: Doppelganger™, Demogoblin™, and Carnion™. Random chaos and maximum mayhem are their goals, they're getting all they want--and more!

Spider-Man® and Venom™ know the frightening truth: Carnage™ must be stopped, or he will continue until the city has been decimated!

Too many innocent citizens have been lost already. It's up to you to stop Carnage™ and his crew --and you must stop him NOW!

GET READY TO PAINT THE TOWN RED

Spider-Man® possesses the proportionate strength of a spider as a result of being bitten by a radioactive arachnid. Though armed with super powers and wondrous web-shooters, Spidey makes a point of being fully prepared before hitting the streets to face any super-villains. So get ready.

LOADING

1. Make sure the power switch is OFF.
2. Insert your MAXIMUM CARNAGE™ Game Cartridge as described in your Genesis System® manual.
3. Turn the power switch ON. When you see the MAXIMUM CARNAGE™ title screen, press any button on your controller. You will then be presented with a series of screens filling you in on the background of the MAXIMUM CARNAGE™ story. To scroll through the comic screens, press the A BUTTON. To start the game, press the START BUTTON.



BASIC WEB-SLINGING

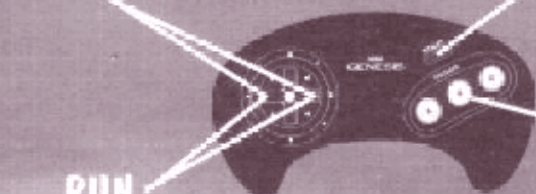
Your campaign to stop Carnage™, and the rest of his mob will take you through 25+ levels of action! In order to survive and prevail, you'll need to master the basics of wall-crawling and web-slinging:

NOTE: Where different, controls for 6 Button Arcade Pad appear in parentheses.

BASIC CONTROLS:

WALK
LEFT OR RIGHT

PAUSE/RESUME



JUMP

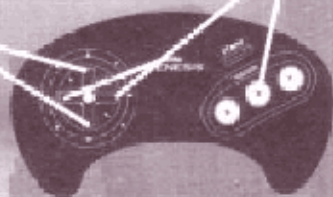
RUN

PRESS TWICE IN SUCCESSION

SOMERSAULT OR BACK-FLIP

PRESS THE B BUTTON AND THE LEFT OR RIGHT D-PAD ARROW SIMULTANEOUSLY

WALK
(IN OR OUT OF SCREEN)
PRESS UP OR DOWN



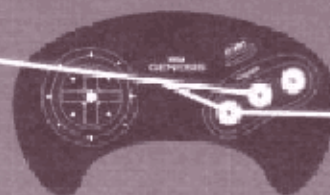
PICK UP

(AN ENEMY OR OBJECT)

WALK NEXT TO IT AND PRESS THE D-PAD UP. WHILE YOU HAVE THE PERSON OR OBJECT ABOVE YOUR HEAD, YOU CAN THROW BY PRESSING THE A BUTTON. AND YOU CAN SPIN AN ENEMY BY PRESSING THE B AND C BUTTONS RAPIDLY IN SUCCESSION.

SCISSOR KICK

PRESS THE A BUTTON THEN THE B BUTTON IN QUICK SUCCESSION



PUNCH
PRESS THE A BUTTON

WEB CONTROLS:

PULL AN ENEMY TOWARD YOU.

PRESS THE C BUTTON AND THE LEFT OR RIGHT D-PAD ARROW.



FIRE SWINGING LINE

PRESS UP+C BUTTON (Y BUTTON ON 6-BUTTON ARCADE PAD)

FIRE WEB BOLT
(TAP C BUTTON)

SHIELD

(HOLD C BUTTON)

WHILE WALL-CRAWLING:

CLIMB



FIRE WEB PELLET

JUMP AWAY FROM THE WALL

FIRE LINE WEB

(Z BUTTON ON 6-BUTTON ARCADE PAD)

WHILE WEB-SWINGING:

CLIMB



SWING

RELEASE WEB

FIRE WEB

USE YOUR SPIDER-SENSE!

If danger is imminent, you'll notice your Spider-Sense tingling! An arrow in the background of the screen will tell you in which direction you ought to move in order to stay out of trouble.

SUPER HERO™ ICONS



BLACK CAT: Felicia Harding was Daddy's little girl. So much so, that when she discovered her father was an infamous cat burglar, she decided to follow in his footsteps. Steps that led her to cross Spider-Man's™ path and give up her life of crime. Today she often fights alongside the Web-Slinger in hopes of making a name for herself and stepping out of the shadows of her past as a cat burglar.



CAPTAIN AMERICA: When Steve Rogers drank the Super Soldier Formula and was bombarded by Vita-Rays, he was transformed from a frail youth into the living legend of World War II. He spent years in suspended animation and fights today to make the American Dream a reality. But Captain America™ is more than a symbol of what the common man might accomplish, he is a standard by which all other heroes are held accountable.



CLOAK™ and DAGGER: Tyrone Johnson was attracted to Tandy Bowen from the moment he laid his eyes on her. It was this attraction to the beautiful runaway that led them into the hands of a band of pharmaceutical criminals. Criminals who injected the two with an experimental drug which engulfed Tyrone in a blanket of darkness and made him one with the shadows of the night. A drug which Tandy discovered gave her the power to use light as a weapon to purge the darkness out of men's souls. Now, Tyrone and Tandy battle the evil of darkness and light as Cloak™ and Dagger™.



DEATHLOK: Michael Collins had an operation. But rather than bring him health, it turned his life into a waking nightmare. Now he struggles to accept that he will never be more than a cybernetic patchwork man. Now Collins fights to prove that the man he was still exists in the heart and soul of the being called Deathlok™. He won't kill, but he won't turn a cybernetic cheek, either.



FIRESTAR: Angelica Jones is a mutant with the power to project microwave energy. She is also a member of the New Warriors, a team of teen Super Heroes™ sworn to change the world. The near loss of Angelica's father and the incarceration of her boyfriend has made her less merciful than a name like Angelica would suggest.



IRONFIST™: When Danny Rand concentrates and draws on the training and disciplines of the years he spent as a follower of Lei Kung the Thunderer in the mythic city of M'uan-Y'un, he draws on the power and title of "Iron Fist." When he does so, his fists are energized and he becomes a one-man force of the martial arts--what he hits, he destroys. He's been an ally of Power Man™, Namor™ and the uncanny X-Men™ in the fight for peace.



MORBIUS: Years ago, Dr. Michael Morbius™ learned that he was very ill. His only chance for survival was a new experimental drug. When the miracle drug mixed with his bloodstream it transformed the doctor into the terror known as Morbius™, the Living Vampire. By day, he feverishly searches for a cure. By night, he preys on those who would prey on the innocent.



SPIDER-MAN™: When Peter Parker was accidentally bitten by a radioactive spider, he discovered he had acquired the proportionate strength of an arachnid and the ability to climb walls just as easily as he could walk. After the loss of his uncle, Parker also learned that with the great power must also come great responsibility. Now as the amazing Spider-Man™, Parker fights to defend New York from those who would prey on the innocent.



VENOM: Spider-Man™ created his own personal nightmare when he spurned the alien symbiote that was, for a time, his costume. Now welded to Eddie Brock, an ex-reporter with a personal vendetta against Peter Parker, Venom™ is Spider-Man's™ greatest enemy... and greatest responsibility. Only one being exists that Venom™ hates more than Parker--an enemy that is indeed part of Venom™ itself...a creature called Carnage™.



MAXIMUM CARNAGE: STAGES 1-5

Hey, Spider-Man®--listen up! The worst nightmare the world has known since Jack the Ripper kept London sleepless is on the loose again and you've got to stop him!

Random chaos, destruction and mayhem are rampant through the city, the hallmark of that symbiotic psychopath Carnage™. Beware, he's not alone in wreaking havoc! Shriek™ and her sonic blasts are aiding him. Remember that six-armed Doppelganger™ from the Infinity Wars? He's along for the ride, too. He's getting restless... and hungry!

Spidey, it's up to you. It's time to hit the streets and flush out Carnage™ and his band of psychotic maniacs.



NEW YORK STREET

Right off the bat, Spidey tackles the streets of New York City. It feels good to be swinging from the rooftops, and Spidey finds himself dealing with some petty criminals, but it's bigger game he's after.

THE CLIMB

Watch out: Spider-Sense is tingling as Spidey climbs that building! It's Shriek™, and she's after him with those sonic blasts of hers! Not to mention that six-armed menace, Doppelganger™!



THE ROOFTOP

Here on the rooftop, two-plus-one equals danger as Spidey takes on Shriek™ and Doppelganger™ together! It's starting to become clear that their double-dose of disaster is just the tip of the iceberg of terror that's about to chill this city.



ALLEYWAY

Back in the alley, outside the hall, a gang of thugs has targeted Spidey as their next victim (as if he hasn't had enough problems already today!). Hang in there, help is on the way!!



THE HALL

Inside the hall, Spidey finally comes face to face with the maniac he prayed he would never see again. Carnage™ is enjoying the sight of Spidey struggling against Shriek™ and Doppelganger™, but he's about to receive some help from a very unlikely source.





CENTRAL PARK

Venom™, meanwhile, is contending with a two-on-one situation in Central Park. As Venom™ battles Doppelganger™ and Shriek™, Carnage™ laughs with delight.

NEW YORK STREETS 2

Back on the streets, Spidey encounters a new gang of thugs under Carnage's™ influence. Tough town! This time, the usual complement are joined by some umbrella toting baddies set to end his reign.



BLACK CAT™ GETS PRACTICAL

Although breaking and entering is against Spider-Man's® better nature, things are getting out of hand. Not only are Carnage™, Shriek™ and Doppelganger™ running roughshod over the city, but normal citizens are banding together, and a mob mentality is taking over. Pretty soon, it's gonna be riot time out there!

That's why when the Black Cat™ proposed he break into Four Freedom Plaza (the headquarters of The Fantastic Four) to steal Reed Richards' Sonic Gun, Spidey didn't think it was such a bad idea.

The Sonic Gun saved Spidey's hide during his original encounter with the alien symbiote, so it will probably work on Carnage™ as well. You can bet Shriek™ will have a hard time with it, too. Desperate times call for desperate measures, and the streets are getting more desperate by the minute!



MAXIMUM CARNAGE™: STAGES 10-16



Don't linger long on the street, because Demogoblin™, Shriek™, and Doppelganger™ are tearing The Deep, a popular nightclub, to shreds!

Once that crisis is ended, Spidey and Venom™ then team up to negotiate the maze of hallways inside Fantastic Four Headquarters, in a desperate search for Reed Richards' Sonic Gun. Watch out for the FF's floating security robots; they can cause Spidey trouble.

Once Spidey reaches the room in which the Sonic Gun is kept, Spidey'll find that the security defenses are tighter than ever, with a giant robotic watchdog sniffing™ out would-be intruders!

The campaign against Carnage™ and his gang continues on the rooftops. Either you or Venom™ must tackle the fearsome five-some of Carnage™, Shriek™, Doppelganger™, Demogoblin™, and Carrion™!



Carnage™ and his gang have fled the rooftops in favor of Prospect Park. For Spidey to leave the park, he must keep half his energy. But he'll have to work his way through a gang of crazed citizens before he can get to the super villains!



THE WORD FROM THE STREETS: HORROR

The entire city has gone mad! It's horrible! Ever since that nut Carnage™ has been loose, the whole town's just gone crazy!

Look around! Every bloodthirsty lunatic has come crawling out from under his rock to menace the streets. It's a nightmare as these people and many new ones affected by Carnage's™ spell slowly tear the city apart. It's horrible! It's a mob scene! It's a riot!

If Spider-Man® can't do something, there's nothing anybody can do. The city is doomed! So swing into action and stop the madness!!!



MAXIMUM CARNAGE™: STAGES 17-24

The police are doing what they can, but the mob on the street is out of control, and it's up to Spider-Man® to help the officers of the law gain some control over the riot.

Meanwhile, Venom™ is being held hostage by Carnage™ at the Statue of Liberty. Carnage™ has gained control of Reed Richards' Sonic Gun, but Venom™ can break free if he can reach the gun.



Back on the rooftops of the city, Spidey finds himself battling Shriek™ among the riot-torn streets of Manhattan. Is it because Carnage's™ chaos is taking root, or is it that Spidey and Venom™ are making headway in their campaign to stop the villains? Whatever the case, Shriek™ is battling with more ferocity than ever!

Back on the streets, Shriek™ has been joined by Demagoblin™, Doppelganger™, and Carrion™. The battle has reached a new level of intensity, and the villains are double-teaming at every opportunity!

MAXIMUM CARNAGE™: STAGES 25+

The army of crazed citizens continues to grow, and they've taken to the streets. It's up to you to decide whether Spider-Man® or Venom™ will lead the battle here. Either way, it's a rough one: Even after you manage to dispatch the furious mob on the streets, Carnage™, Shriek™, Doppelganger™, and Carrion™ are attacking you two at a time!



Finally, Spidey and Venom™ get to team up and take on Carnage™!

In addition to fast and deadly combat moves like punches and kicks, Carnage™ can attack with deadly extensions of his symbiotically evil alien costume. What makes Carnage™ even more difficult to defeat is the fact

that he has incredible regenerative powers. If you're going to attack, do so fast and often!

Indeed, there's no time to waste. The city lies in ruins. Citizens are rioting. The super villains have the upper hand. The only thing standing between sanity and destruction is your team of heroes.

Defeat Carnage™, and the city will be saved. Fail to stop him, and... the consequences are too horrible to imagine!

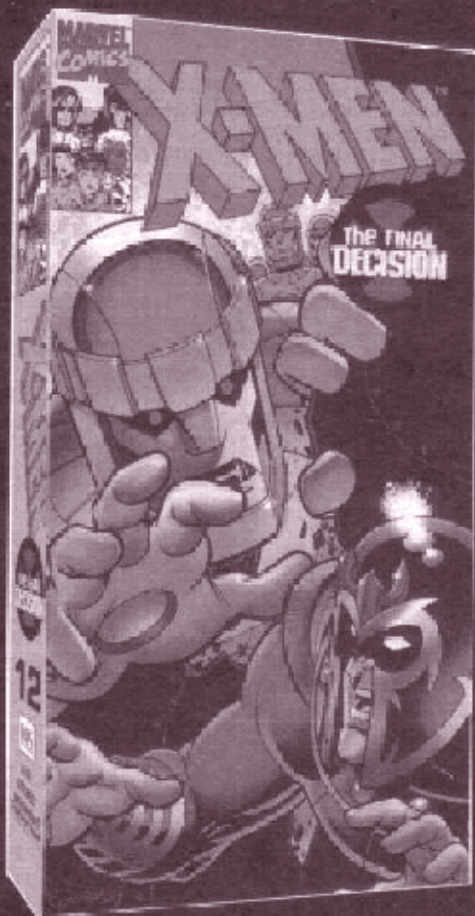
A FEW TIPS...

Sonic blasts take a lot out of Shriek™, and she needs a few seconds to charge back up right after a blast. But you'll be flat on your back in pain and unable to do anything about it unless you avoid them!

When you see Doppelganger™ scrambling along on all six limbs, he's invincible. You might as well just try to keep out of his way--if you can!

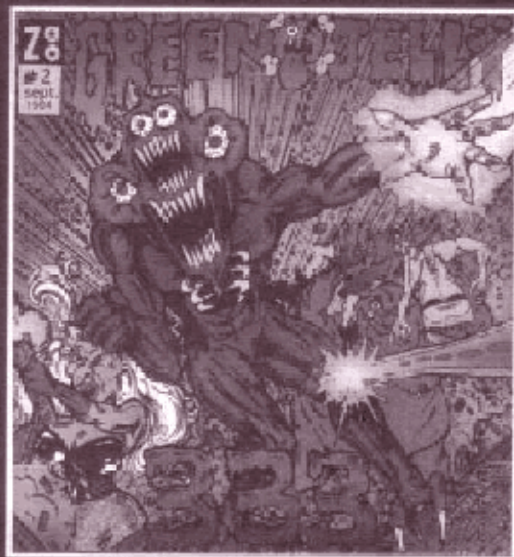


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PAINT THE TOWN ^{WELL} A READ



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MAXIMUM CARNAGE™

READING DRIVE

Every Marvel® Comics Super Hero™ knows a strong mind is just as important as a strong body, and reading Marvel® comic books or any book, is a great place to start. Acclaim® and Marvel® are joining together to encourage you to "Maximize" your brain power and, as a reward for reading four books of your choice, you'll receive an "I Painted the Town ^{WELL} A Read" certificate, specially designed by a Marvel® artist.

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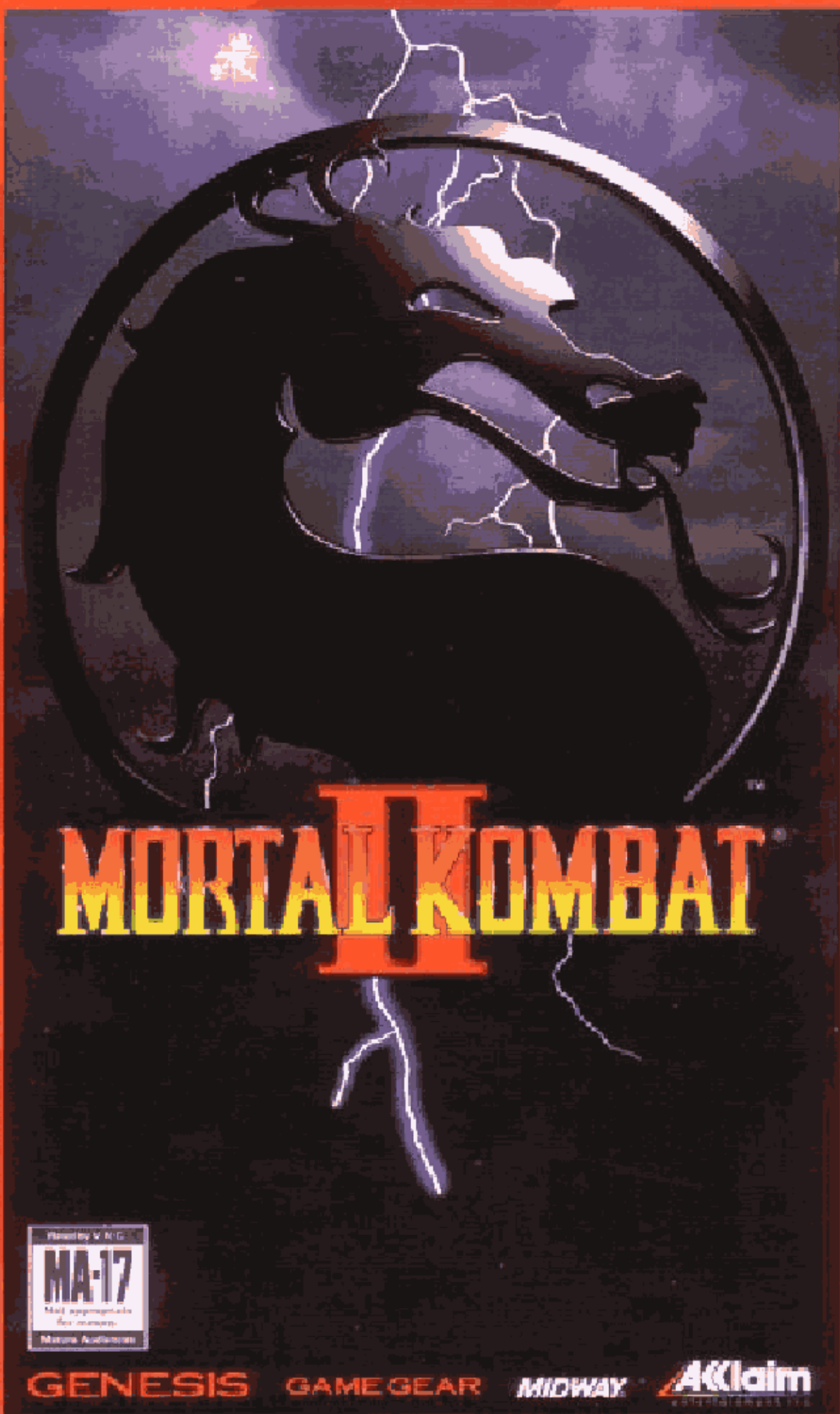
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