

## Introduction

1

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, Machete, 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!**



TM

## Getting Started

2

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.

## Combat Moves

3

### 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-Heros 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.

## Combat Moves

4

### 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

## Combat Moves

5

Close distance from opponent:

- High Attack: Jaw-crusher Blow
- Midsection Attack: Rib-breaker strike
- Low Attack: Crippling Low Kick

Mid-distance from opponent:

- High Attack: Black Widow Tomahawk Kick
- Midsection Attack: Lunging "Spidey" Kick
- Low Attack: Whirling Low Web Shot

Far distance from opponent:

- High Attack: Dynamic High Web Shot
- Midsection Attack: Dynamic High Web Shot
- Low Attack: Whirling Low Web Shot

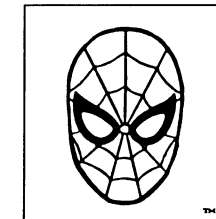
### Opponents and Obstacles

Each Super-Villain has his own unique combat moves and your success depends upon defending against these attacks:

Batroc	Leaping Jump Side Kick
Boomerang	Detonating "Shattering" Heave
Dr. Doom	Optical Laser Blasters
Electro	Electrifying Lightning Bolt Hurl
Robotic Gorilla	Atomic Pledriver
Grey Gargoyle	Stone Casting Right Hand...Beware!
Hobgoblin	Exploding Pumpkin Bomb Toss
Machete	Slashing Saw Blade Pitch
Eduardo Lobo	Severing Claw Thrust
Oddball	Plunging Acrobatic Grenade Drop
Rattan	"Noggin Knocker" Stick Bash
Rhino	The Impaling Freight Train Thrust

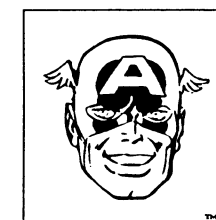
Dr. Doom has also created several robot troops and devices to guard his vast complex, as well as clever obstacles planned for anyone foolish enough to invade his fortress. Always be on the lookout!

## Spider-Man



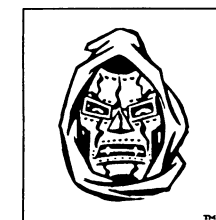
**Real Name:** Peter Parker  
**Occupation:** Freelance photographer, Adventurer  
**Legal Status:** U.S. citizen, no criminal record  
**Place of Birth:** New York City  
**Height:** 5' 10"  
**Weight:** 165 lbs  
**Eyes:** Hazel  
**Hair:** Brown  
**Strength Level:** Can lift 10 tons  
**Weapons:** Web shooters worn on his wrists

## Captain America



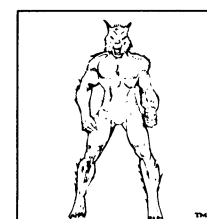
**Real Name:** Steve Rogers  
**Occupation:** Freelance artist, crimefighter  
**Legal Status:** U.S. citizen, no criminal record  
**Place of Birth:** New York City  
**Height:** 6' 3"  
**Weight:** 240 lbs  
**Eyes:** Blue  
**Hair:** Blonde  
**Strength Level:** Can press over 600 pounds  
**Weapons:** Indestructible adamantium shield

## Doctor Doom



**Real Name:** Victor Von Doom  
**Occupation:** Monarch  
**Legal Status:** King of Latveria  
**Place of Birth:** Gypsy camp outside Doomstadt  
**Height:** 6' 2" (with armour 6' 7")  
**Weight:** 225 lbs (with armour 415 lbs)  
**Eyes:** Brown  
**Hair:** Brown  
**Strength Level:** Can lift approx 2 tons  
**Weapons:** Nuclear powered suit of armour

## Eduardo Lobo



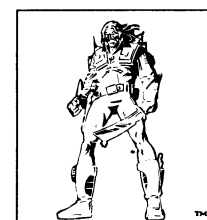
**Real Name:** Eduardo Lobo  
**Occupation:** Professional criminal  
**Legal Status:** Mexican citizen, no criminal record  
**Place of Birth:** Unidentified village in Mexico  
**Height:** 6' 2"  
**Weight:** 200 lbs  
**Eyes:** Brown (as werewolf, red)  
**Hair:** Black (as werewolf, grey)  
**Strength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

## Grey Gargoyle



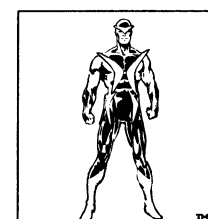
**Real Name:** Paul Pierre Duval  
**Occupation:** Former chemist, now a professional criminal  
**Legal Status:** French citizen with a criminal record  
**Place of Birth:** Fontainebleau, France  
**Height:** 5' 11"  
**Weight:** 175 lbs (as stone, 750 lbs)  
**Eyes:** Blue  
**Hair:** Brown  
**Strength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

## Machete



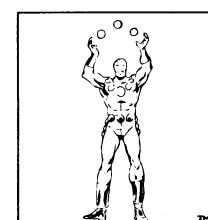
**Real Name:** Ferdinand Lopez  
**Occupation:** Former revolutionary, now mercenary  
**Legal Status:** Citizen of San Diablo, no record  
**Place of Birth:** San Diablo  
**Height:** 6' 2"  
**Weight:** 200 lbs  
**Eyes:** Blue  
**Hair:** Black  
**Strength Level:** That of an athlete  
**Weapons:**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

## Boomerang



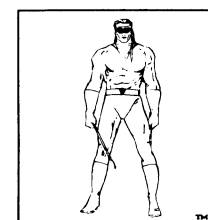
**Real Name:** Fred Myers  
**Occupation:** Ex-baseball pitcher, now assassin  
**Legal Status:** Naturalised U.S. citizen with a record  
**Place of Birth:** Alice Springs, Northern Australia  
**Height:** 5' 11"  
**Weight:** 175 lbs  
**Eyes:** Brown  
**Hair:** Brown  
**Strength Level:** That of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



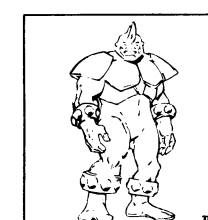
**Real Name:** Maxwell Dillon  
**Occupation:** Former lineman for Con Ed  
**Legal Status:** U.S. citizen with a criminal record  
**Place of Birth:** Endicott, New York  
**Height:** 5' 11"  
**Weight:** 165 lbs  
**Eyes:** Blue  
**Hair:** Red-Brown  
**Strength Level:** That of a normal fit man 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

## Hobgoblin



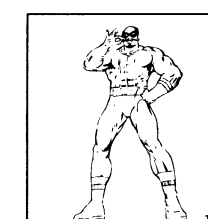
**Real Name:** Unknown  
**Occupation:** Professional criminal  
**Legal Status:** Unknown  
**Place of Birth:** Unknown  
**Height:** Unknown  
**Weight:** Unknown  
**Eyes:** Unknown **Hair:** Unknown  
**Transport:** Goblin Glider  
**Strength Level:** Can press 10 tons  
**Weapons:** Smoke and gas 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, Machete, Batroc, Rhino, Hobgoblin, Boomerang, Oddball, Grey Gargoyle, Mysterio, 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.

Game Designed by: Mark E. Seremet

Programmed by: Mark E. Seremet, Thomas J. Holmes, Andrew L. Miller

Spectrum & Amstrad Versions Programmed by: Bedrock

Artwork by: Ann Gruss, Jim Boyd, Jane Yeager

Spectrum & Amstrad Graphics by: Kevin Ayre

Original Music Composed by: Ad. Lib. Inc.

Manual by: F.J. Lennon, Mike Harrison and Gary T. Almes

UK, German, French and Italian

Manual Designed and Typeset by: Antony J. Bond, Empire Software, UK

Copyright © and ™ 1989 Marvel Entertainment Group, Inc.

The user of SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE shall be entitled to use the product for his or her own use, but shall not be entitled to sell or transfer reproductions of the software or manual to other parties in any way, nor to rent or lease the product to others without the prior written consent of Paragon Software Corporation.

# DR. DOOM'S REVENGE

