

SPIDER-MAN

QUESTPROBETM
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with art by
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IS THIS ONE
OF MYSTERIO'STM
ILLUSIONS--

--OR AM I
SEEING TWO
OF HIM?

ADVENTURE INSTRUCTIONS

Type a two word command when the computer asks "WHAT SHALL I DO?" The first word must be a verb. The second word will indicate a direction or an object. For example, if you are in a dark room and the computer says "IT'S DARK IN HERE, I CAN'T SEE. WHAT SHALL I DO?" If you are carrying a torch, you can light it by typing: "LIGHT TORCH" [RETURN]. (If you make a typing error, use the left arrow key to correct it.)

If the computer can't perform or doesn't understand a command, it will say "I CAN'T DO THAT" or "I DON'T UNDERSTAND". If this happens, reword your command. Make a verb out of the action. For example, instead of "GO SWIMMING", type: "SWIM". Most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type: "GET OX". Usually you can only do things to objects that are either visible or that you are carrying.

The following are some of the verbs you might find useful: CLIMB; EXAMINE; LEAVE; MOVE; QUIT; SAY; DROP; GO; LIGHT; PULL; READ; TAKE; ENTER; HELP; LOOK; PUSH; SAVE; WEAR.

COMMANDS

"C" - On/off lowercase. (Apple only)

"Z" - Graphics mode on/off: Turning the graphics display off speeds up play. You may wish to move through familiar territory without graphics. Type: "Z" again to restore graphics.

[RETURN] - Review text window: Valuable clues are often presented in the text window, so use this command often. Press [RETURN] again or type any command to return graphics to video display.

"N, S, E, W, U, D" - Directional Commands: To speed up play, type: "N", "S", "E", "W", "U", "D" instead of the commands "GO NORTH", "GO UP", etc.

"I" - Inventory: Because you often carry several objects with you, it is easy to forget which ones you dropped and which ones you are still carrying.

"SAVE GAME": Save your game and return to it later at the place you left off. Type: "SAVE GAME" when asked "WHAT SHALL I DO?" You will be prompted to insert a data disk and specify the area (A-D) in which to save the game. You can save a game in Area A and a friend's game in Area C. Up to four adventures in various stages of completion may be saved.

"QUIT": To end a game, type: "QUIT". If you intend to continue the game later, be sure you have saved it before using this command.

Before any game is started, you are asked if you wish to recall a saved game. If you do, type: "YES", specify the area you saved the game in, and the adventure will resume where you left off.

"HELP": If you get stuck, try: "HELP". You might get assistance depending on what you are carrying, where you are, etc.

Spider-Man™

GAME CLUES

1. Climb ceilings. Check the crib.
2. There are two formulas that you need to make your web fluid.
3. One formula is hidden in a painting frame.
4. Give calcium chloride to LIZARD™, search DOC™, then take him with you.
5. Use your web to get the BIO-GEM™.
6. Lower the thermostat to change HYDROMAN™ to ice.
7. You'll have to shoot your web at the fan until the speed is reduced to 50.
8. To get to the basement, go down five times after entering fan.
9. You'll need to go to the computer room to reset and run the computer.
10. You need eighteen gems to win the game.

ENTERTAINMENT SERIES

QUESTPROBE featuring Spider-Man

The QUESTPROBE Series licensed from Marvel comics, brings your favorite comic characters to life on your computer screen. This comic book on disk allows you to actually become **Spider-Man**.



While on your quest, great interactive graphics allow you to search in different rooms, attack creatures, and journey to different lands in order to solve the different mysteries. In the **Spider-Man** Adventure you must prove to the Chief Examiner that you can utilize the powers of **Spider-Man**. Your objective is twofold: to unlock the riddle of the Chief Examiner and...to survive!

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