

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



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™ GAME GEAR™ SYSTEM.

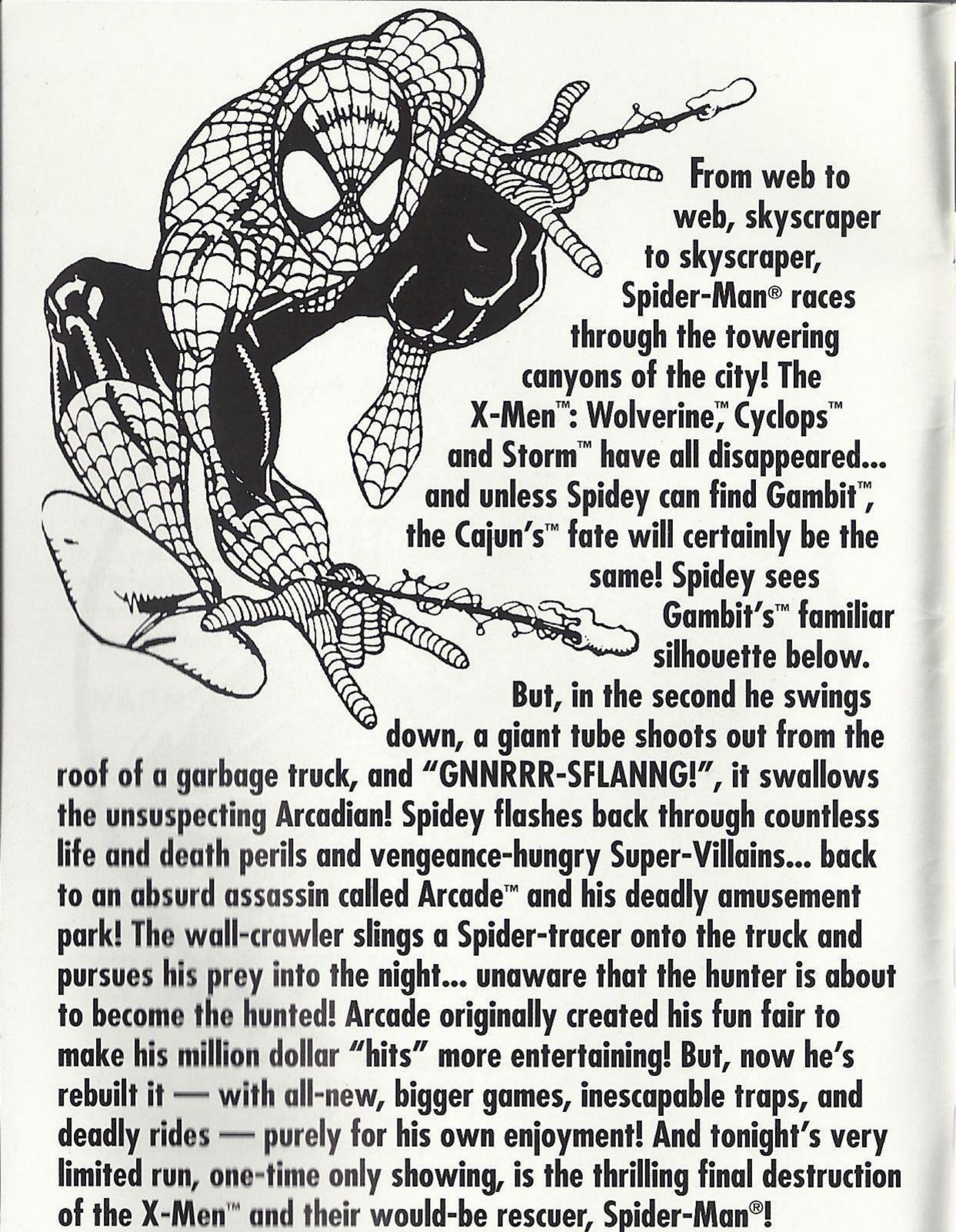
HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega[™] Game Gear[™] 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: 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 previously 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.

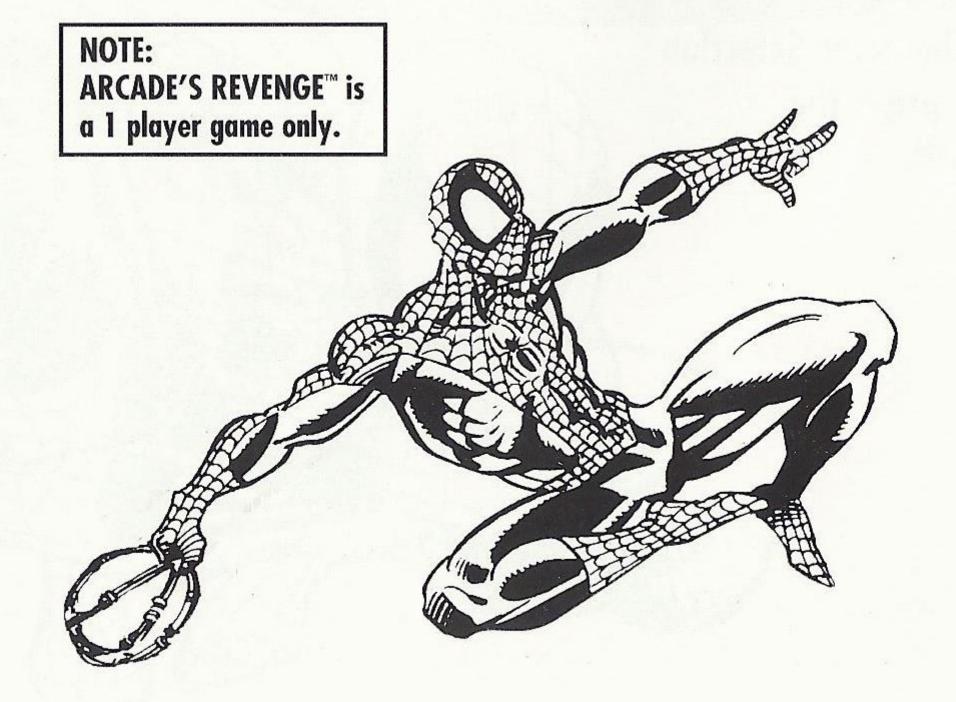




GETTING READY... FOR MUTANT MANIA!

LOADING

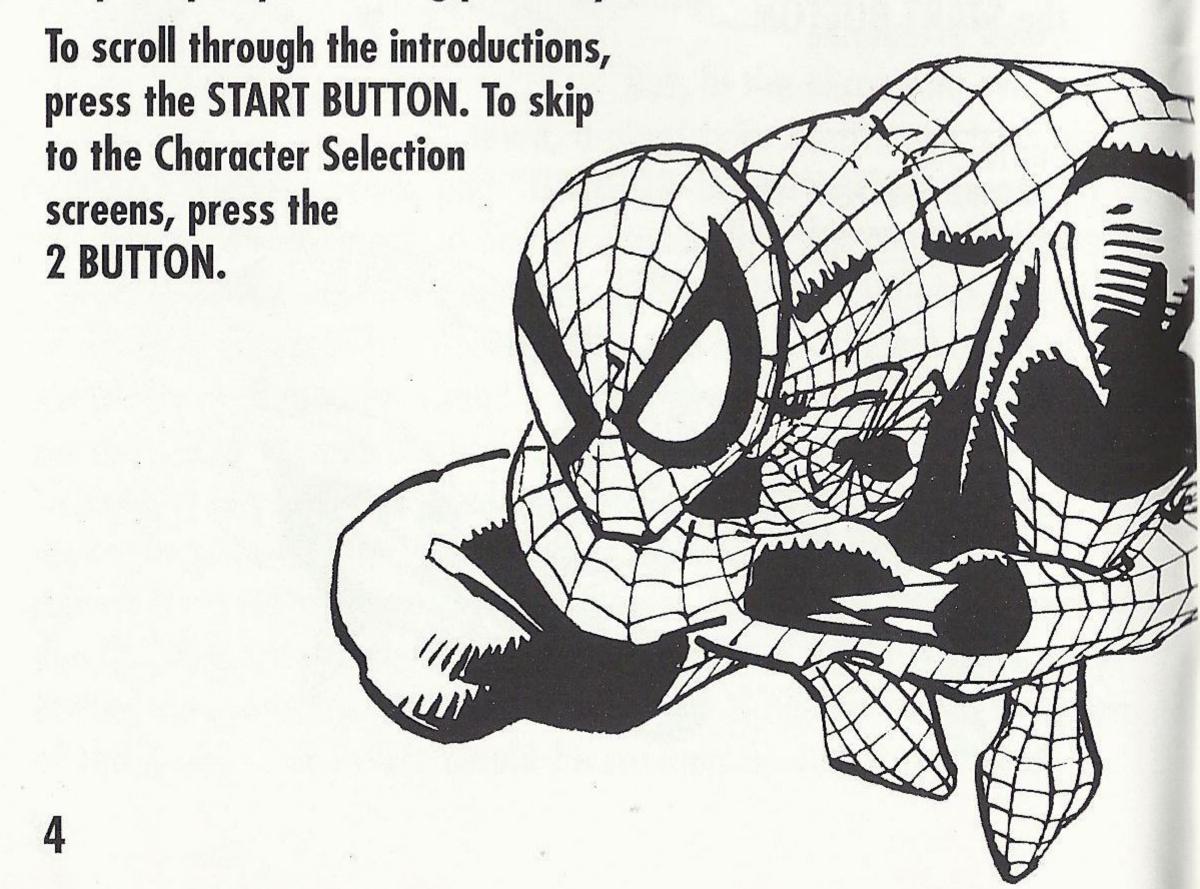
- 1. Make sure the power switch is OFF.
- 2. Insert the ARCADE'S REVENGE™ game cartridge as described in your SEGA™ GAME GEAR™ INSTRUCTION MANUAL.
- 3. Turn the power switch ON.
 You will then see the ARCADE'S REVENGE™ title screens, and the High Scores screen. To reach the story screen, press the START BUTTON. To scroll through the story, press the START BUTTON again. To jump to the action, press the START BUTTON.



SPIDEY TO THE RESCUE!

Spidey's tracer leads him to the perimeter of Arcade's bizarre complex. The way in is wide open... but the webslinger's Spider-Sense warns of a less than hospitable welcome! A security system guards every inch of the entrance and the only way around it is to touch each of the Security Eyes in the order they flash. Use your Spider-Sense to guide you and bagging them will be a snap.

Make it all the way inside and a Super-Hero surprise party is waiting just for you!

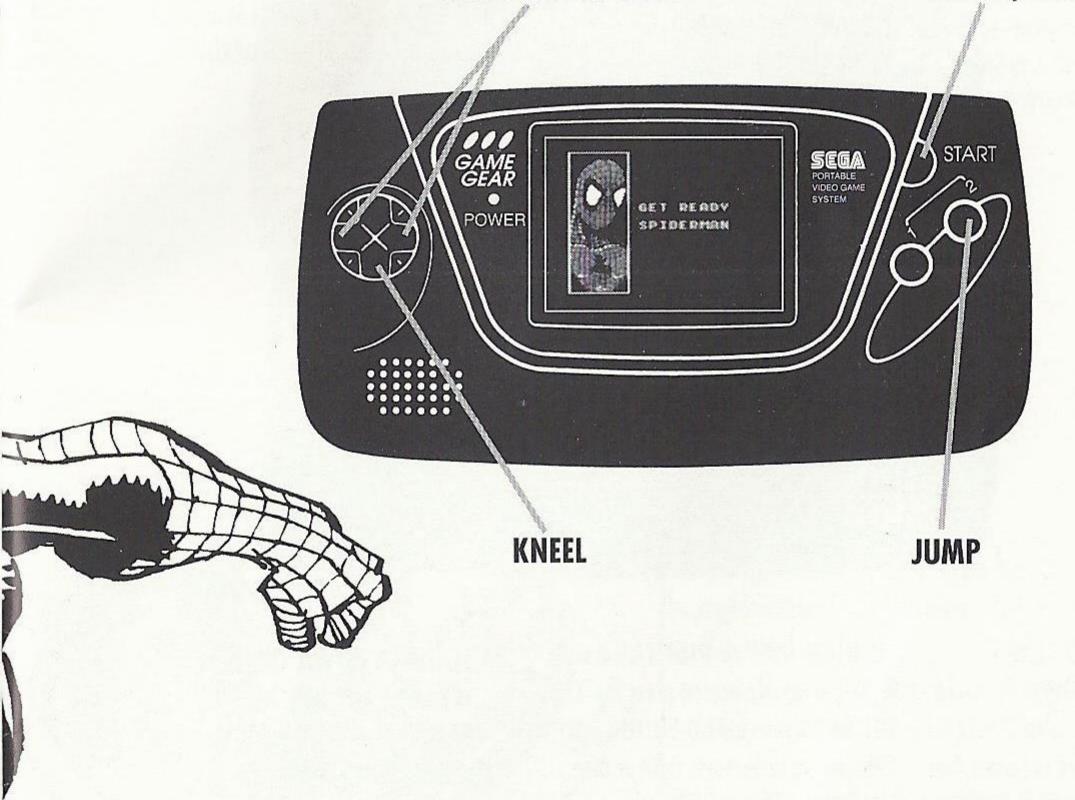


SPIDEY'S CONTROLS

BASIC MOVES

MOVE LEFT or RIGHT

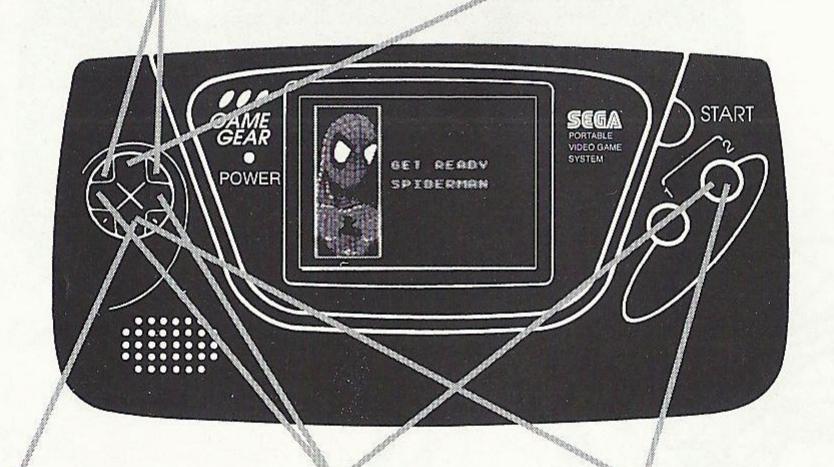
PAUSE/RESUME



CLIMBING MOVES

TO GRIP ONTO A WALL (or ANY SCALEABLE OBJECT) while in the air—either swinging, falling, or jumping—press the LEFT D-BUTTON ARROW if the wall is to Spidey's left or the RIGHT D-BUTTON ARROW if the wall is to Spidey's right.

TO CLIMB UP A WALL (or ANY SCALEABLE OBJECT), press the UP D-BUTTON ARROW.



TO CLIMB
DOWN A WALL
(or ANY SCALEABLE
OBJECT) press the
DOWN D-BUTTON
ARROW.

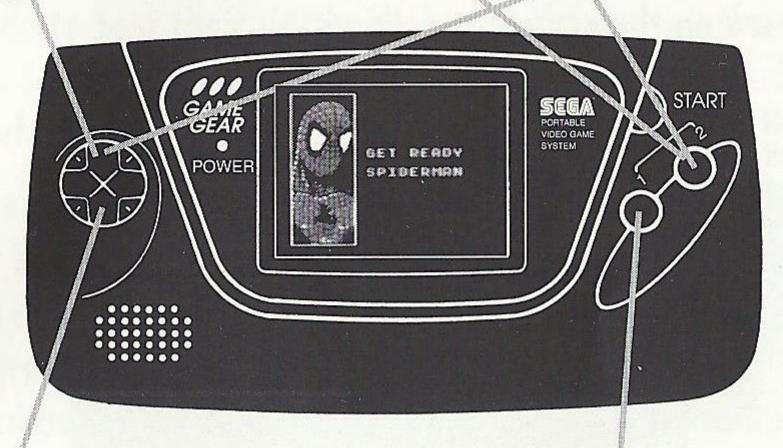
TO JUMP LEFT or RIGHT off a wall (or any scaleable object) press the 2 BUTTON plus the LEFT D-BUTTON ARROW if the wall is to Spidey's right or the RIGHT D-BUTTON ARROW if the wall is to Spidey's left.

TO JUMP DOWN OFF A WALL (or ANY SCALEABLE OBJECT) press the 2 BUTTON plus the DOWN D-BUTTON ARROW.

WEB SLINGING CONTROLS

SWING SHORTER and HIGHER ON A WEB. JUMP OFF A WEB

THROW A SWINGING WEB by pressing the UP D-BUTTON ARROW angled in the direction you're swinging and the 2 BUTTON simultaneously.



SWING LONGER and LOWER ON A WEB





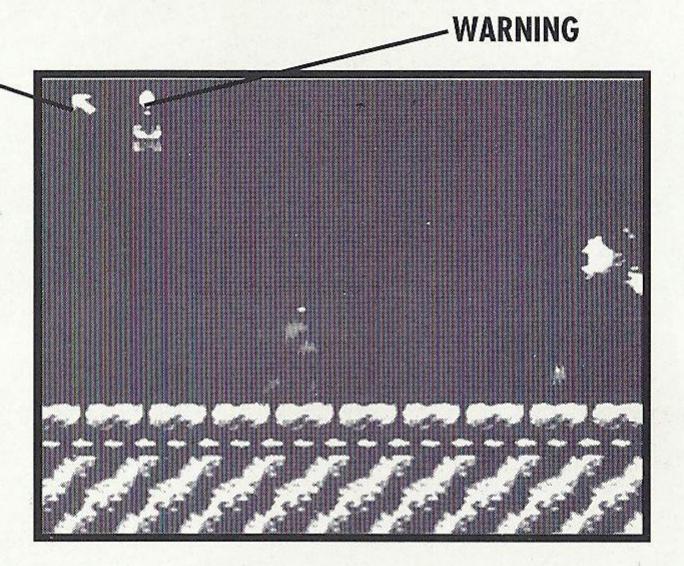
NOTE:

- While climbing, the web bolts automatically fire away from the wall.
- If Spidey swings into a wall, while still on his web, he will automatically grip onto the wall.

SPIDEY ON THE SCREEN

Spidey's game play information and Spider-Sense appears on the screen as follows:

DIRECTION INDICATOR



NOTE:

The Spidey icon in the top left hand corner of the screen and the Spider-Sense Warning only flash when Spidey is near a Security Eye or facing an immediate threat. The Direction Indicator then points out where the Eye is located or where the danger will come from. Your remaining energy will be displayed when you get hit.



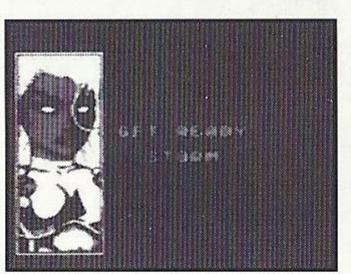
CHARACTER SELECTION... FROM THE ARACHNID TO THE X-MEN!

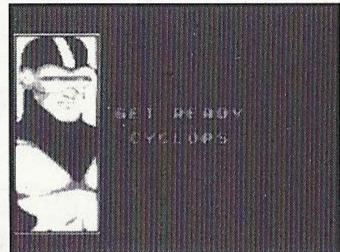
Arcade challenges each of his unwilling guests with two events tailor made to test their particular strengths and weaknesses. However, to even have a hope of escape, all five Super-Heroes must survive both his or her two events.

You may select any character in any order, but, each character can only progress to his or her second event once they have successfully completed their first.

- To scroll through the Character Selection screens, press the 1 or 2 BUTTON.
- To select a character, press the START BUTTON.

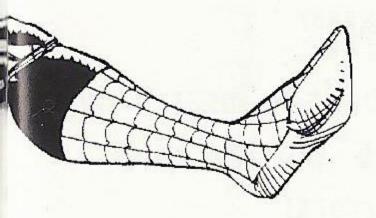












NOTE:

A crossed progress circle on any character selection screen indicates that one event has been successfully completed. Once both events are completed for any one character, his or her screen no longer appears.

LIFE IS CHEAP... WITH ARCADE™ IN CONTROL!

Your Super-Heroes begin with four lives between all of them. Thus, for example, if you lose three lives as Spidey—and fail to obtain any bonus lives—you only have one life left to get the rest of the X-Men through the game.



NOTE:

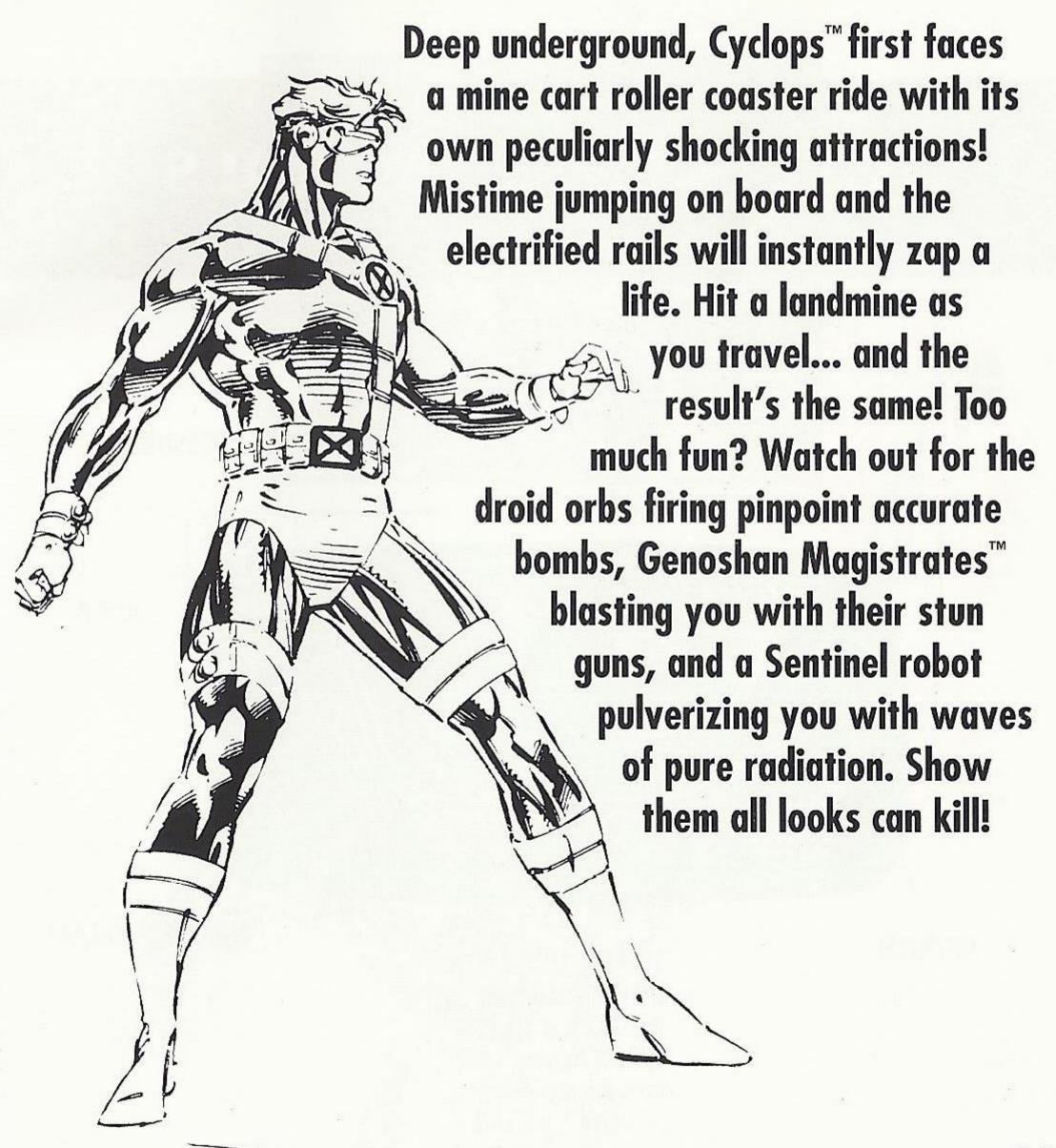
The number of lives remaining will occasionally be displayed on each of the Super-Hero game play screens. The energy remaining will be displayed whenever you get hit, temporarily replacing the score.

"LET THE GAMES BEGIN!"

From giant size buzz saws and steel spiked pinballs to laser-firing Super-Villians and bomb dropping droids, Arcade™ has turned all the fun of the fair into the ultimate house of horrors!

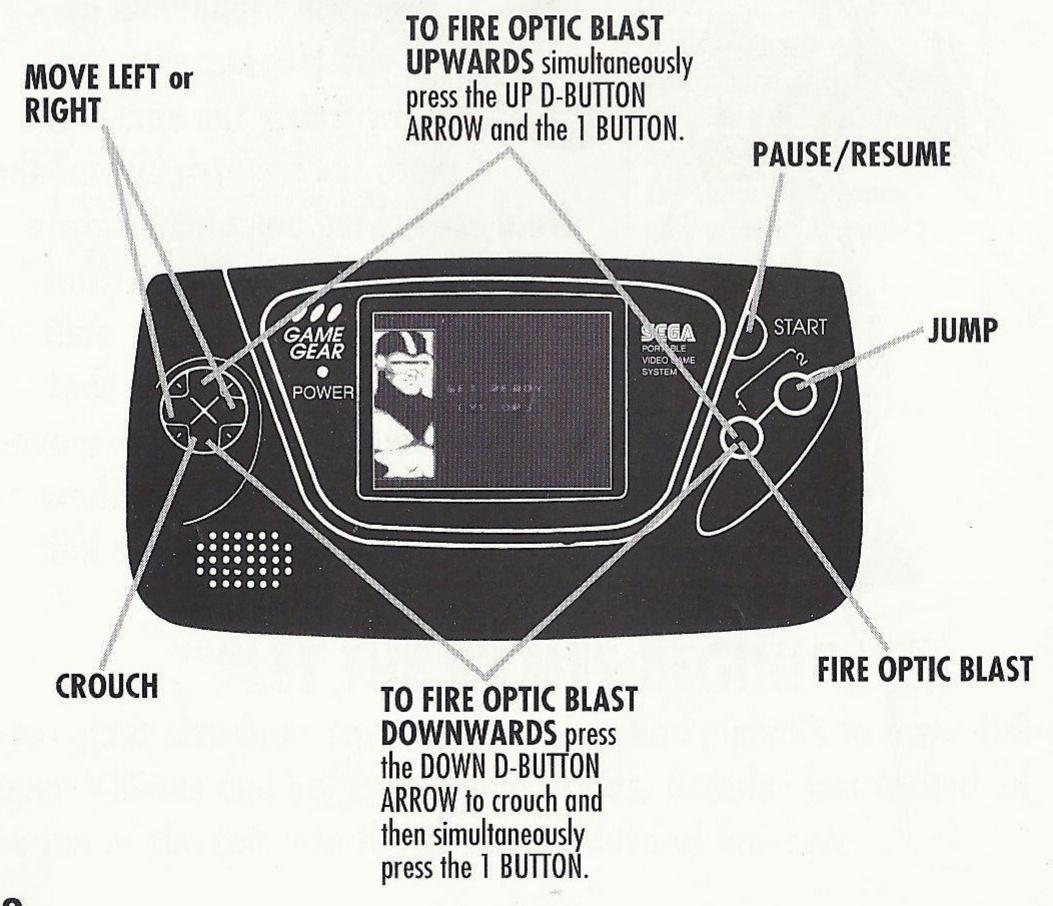
CYCLOPSTM

"THE RIDE OF YOUR LIFE!"



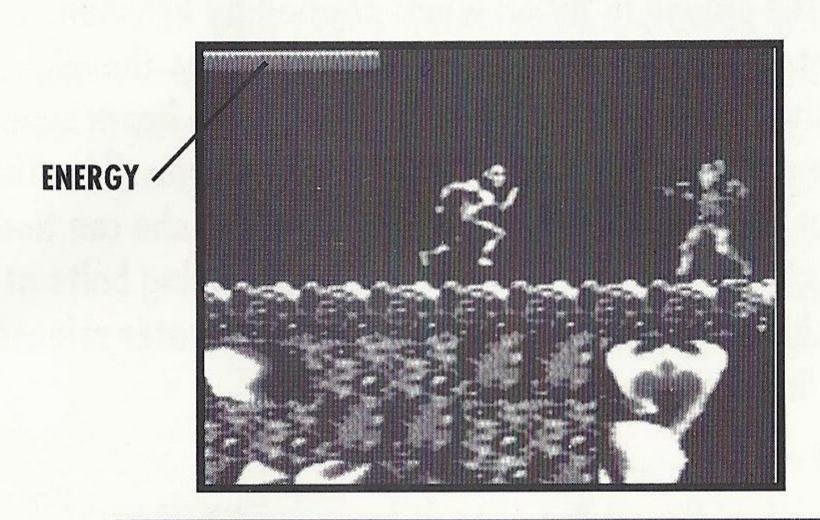
Survive the white-knuckle stuff of round one and get ready to face more spawn of the five-story high automaton Master Mold! Obsessed by his desire to rid the planet of mutants, this deadly wrecking machine has launched a war, sending his sentinel progeny to destroy mutantkind wherever on the globe they may be. Can this high-tech bag of bolts really exterminate the X-Men™?

CYCLOPS'TM CONTROLS



CYCLOPSTM ON THE SCREEN

The game play information for Cyclops™ appears on the screen as follows:



NOTE: The energy bar flashes when you get the Power Blast pick-up.



STORM

"WATER TORTURE"

Storm[™] has the power to fly on winds created by her own weather controlling mutant abilities. Unfortunately, though, Arcade — always one step ahead of the game — has trapped Storm[™] in an underwater maze where flying is impossible. The only way out is to raise the level of the water so she can find the ceiling exit. To do this, Storm[™] must fire lightning bolts at the underwater hatches that block her way and the water release valves that lie throughout the tank.

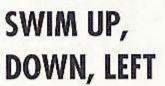
HATCH 007500

However, while destroying the locks and valves, Storm™ must also maintain her air supply (displayed as an energy bar), either by surfacing or by swimming through the air bubbles randomly released underwater.

The metallic squids, sea mines, piranha, and harpoon firing scuba divers will try to knock more than the wind out of you. Defeat single enemies with your Lightning Bolts, crowds with—if you have them—Lightning Storms. These devastating pick-ups fire streaks of energy simultaneously in every direction, destroying everything within close range. For defense, blast open the

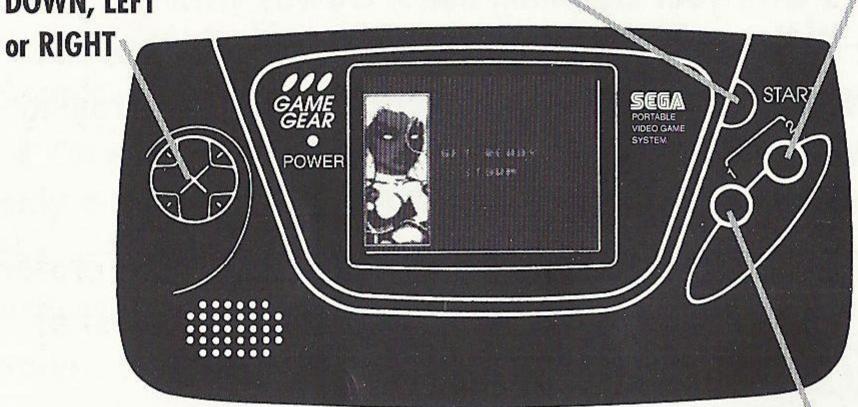
oysters. A pearl is in each of them that, once touched, gives you a whirlwind able to protect you as you fire away at the deadliest of maritime terrors. Escape the first maze and "The Mistress of the Storm" is still in deep water. But, find and smash the glass **⊅** spheres of Arcade's™ hydro electric plant... and you can finally breathe easy!

STORM'S CONTROLS



PAUSE / RESUME

RELEASE LIGHTNING STORM/ **CREATE WHIRLWIND**



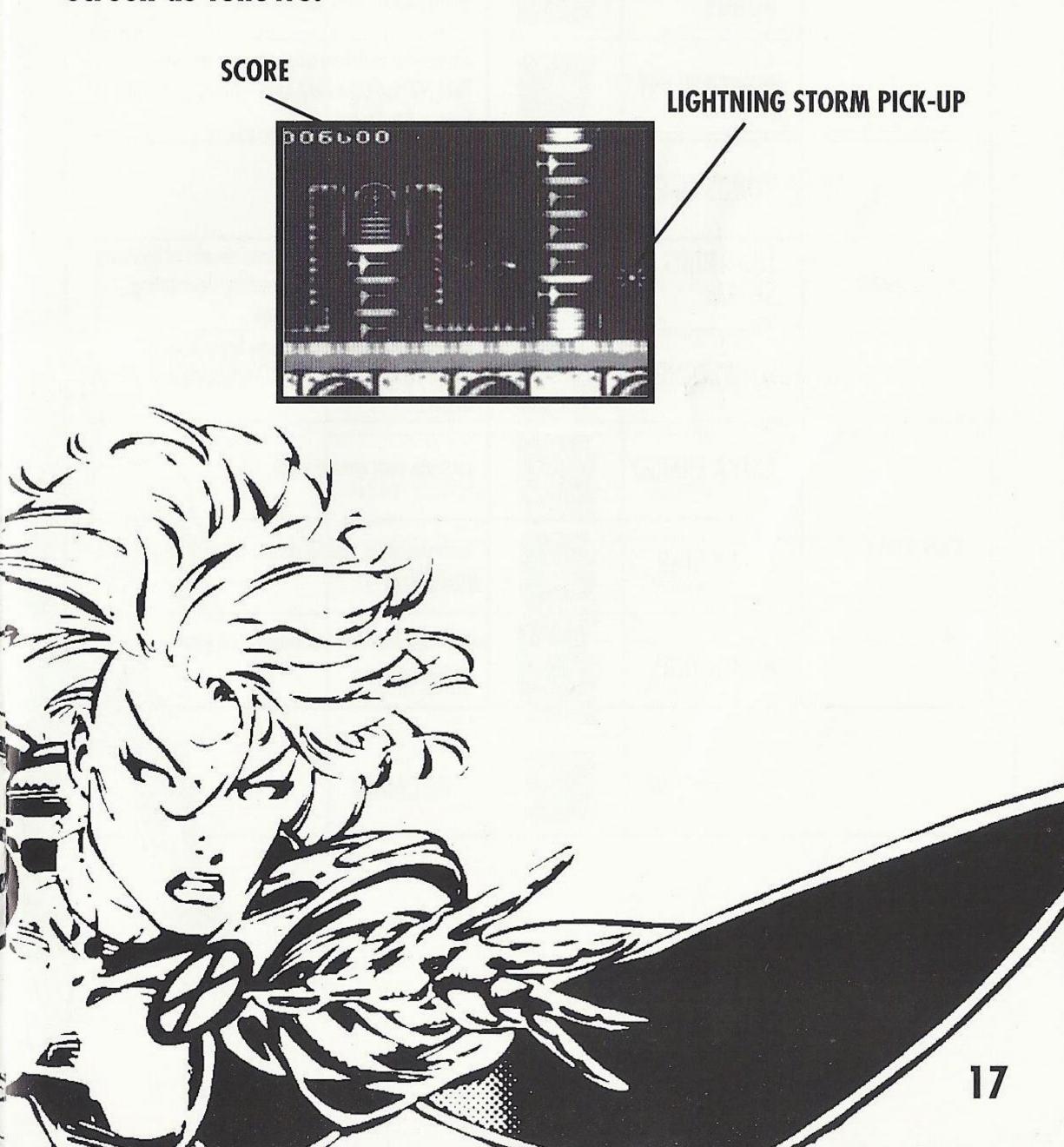
FIRE LIGHTNING BOLTS

NOTE:

- If you do not press ANY CONTROL PAD ARROW, Storm automatically floats.
- You can only fire a Lightning Storm or release a

STORM ON THE SCREEN

The game play information for Storm appears on the screen as follows:



SUPER - HERO PICKUPS

CHARACTER	PICK-UP	S	EFFECT
*	EXTRA ENERGY		Increases your energy level.
CYCLOPS TM	ENERGY BONUS		Completely replenishes your energy. Note: To get the energy bonus blast the mine cart
	POWER BLAST		Allows you to defeat any with a single optic blast.NOTE: Power blast lasts for as long as your Energy Bar flashes.
	BONUS LIFE		Adds 1 life.
STORM™	LIGHTNING STORM		Gives you the power to release streaks of lightning simultaneously in every direction, devastating everything within close range.
	WHIRLWIND		Defends you from any attack. Note: To find the pearls containing the WHIRLWIND pick-ups, blast the oysters.
	EXTRA ENERGY		Increase your energy level.
GAMBIT	LUCKY STAR	*	Each star gives you 50 points. Every 100 stars add 1 bonus life.
	BALL BONUS		Rolls the doomball backwards and gives you 250 points.

TO GET ANY PICK-UP (EXCEPT CYCLOPS'™ ENERGY BONUS), TOUCH IT.

CHARACTER	R PICK-UP		EFFECT
GAMBIT™ (CONTINUED)	BONUS "B"	8	Gives you half of your original energy, plus 5000 points.
	DIAMOND		500 points
WOLVERINE™	BONUS LIFE		Adds 1 life.
	EXTRA ENERGY		Increases your energy level.
SPIDER-MAN®	BONUS LIFE		Adds 1 life.
	EXTRA ENERGY		Increases your energy level.
	GREY SPIDER		50 points.
	BLUE SPIDER		100 points.
	RED SPIDER		500 points.
	DIAMOND	4	100 points.

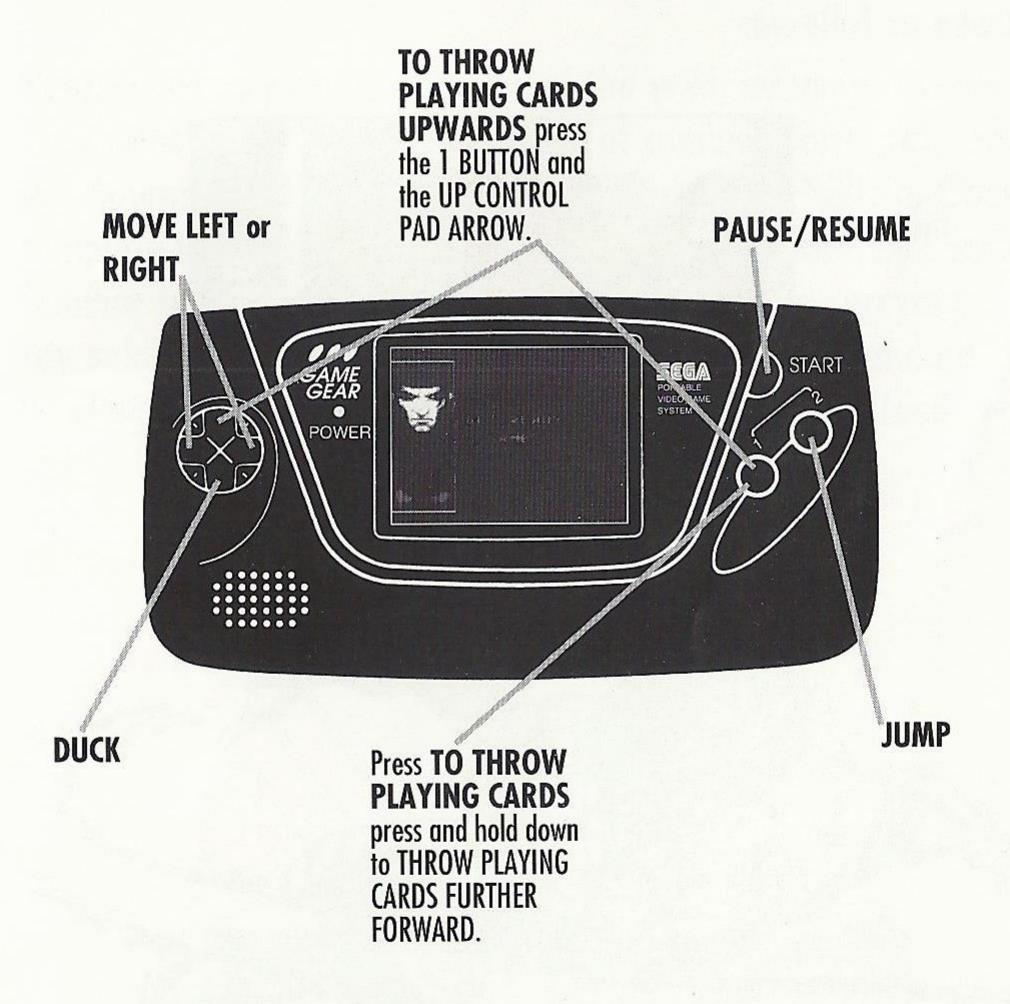
GAMBITTM

"CHECKMATE!"

Gambit's™ made to measure ordeals place him in his own worst nightmare. First, he runs up against—or, more likely, will get run over by—an unstoppable, super-sized, steel-spiked doomball. Outpacing it will be no easy task even for a Super-Hero with Gambit's™ renowned agility. Add cunningly created chess pieces, from grenade throwing knights to rocket powered queens, and the Cajun charmer's in danger of becoming southern fried! Reach round two... and things really start cookin'! Is the roof coming down or is the floor coming up? Get caught in the wrong place at the wrong time and you won't even have time to whistle Dixie. Make it to the top and you'll come face to face with the worst of bad sports, the Black Queen.™ She can press 1500 lbs., has absolute control over inorganic matter, and has lived over two millennia by sucking the life force out of humans like a psychic vampire!

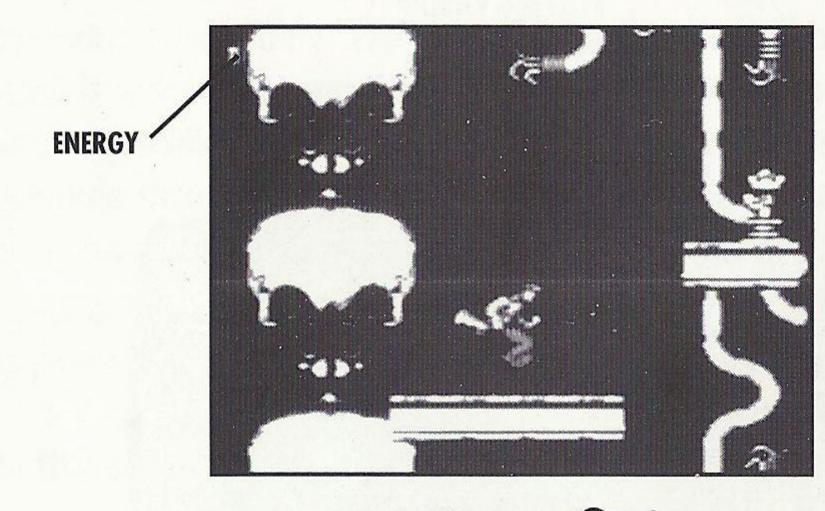
However, "mes amis", you don't survive the streets of the Big Easy without an ace up your sleeve. Gambit™ may not always have dealt from the top, but so long as he has the mutant ability to charge everyday objects with kinetic energy, he's an X-Man you can bet on to win. Armed with his explosive playing cards—including two jokers that are definitely "wild"— the Louisianan's luck is sure to save him in a game with the highest stakes... his life!

GAMBIT'S" CONTROLS



GAMBIT ON THE SCREEN

Gambit's™ game play information appears on the screen as follows:





WOLVERINE

"LAUGH 'TIL YOU DROP!"

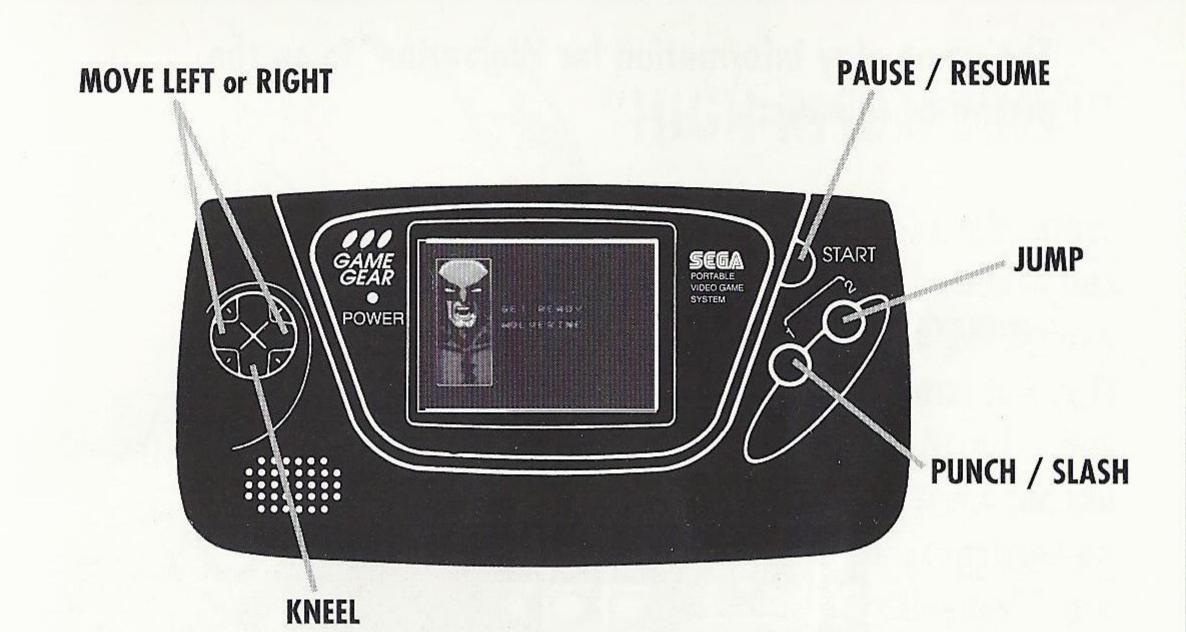
Happy-go-lucky circus clowns and the wild, adamantium clawed Wolverine™ form the most unlikely of combinations. But, make the clowns robot replicas of the slapstick Super-Villain, Obnoxio, complete with acid filled custard pies, and Wolverine's™ back on familiar turf: a battle to stay alive! Add bayonet carrying toy soldiers, machine gun firing Jack-in-the-Boxes, and exploding building blocks... and you've got a fun house guaranteed

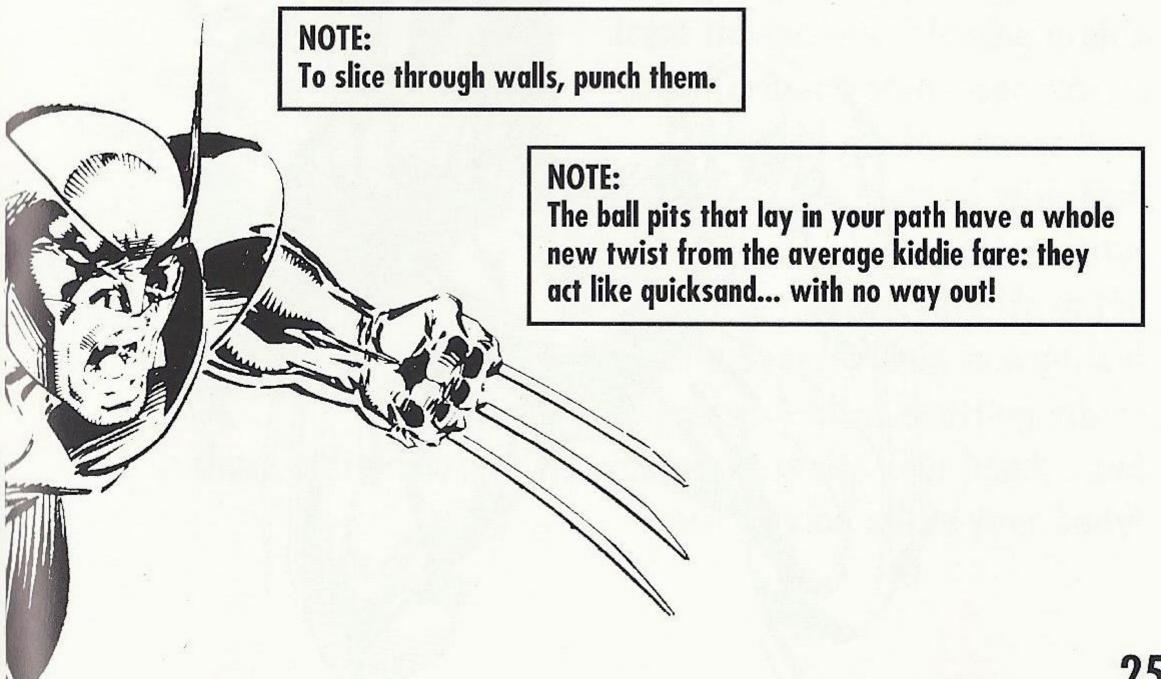


Keep going up and eventually you'll find the end of everybody's troubles... Apocalypse™! The closest you've ever come to this joker was a robot double and that was nearly enough! Maybe this is just another copy, but it's accurate down to the last detail, including Apocalypse's™ psionically controlled costume with its pure power, super-extending punch! So, quit grouching over missing the original, and nail this sucker!

Survive the Apocalypse and your troubles get no smaller as you head for a face-off with the massive Juggernaut™. Even adamantium won't make a dent in this tin topped giant. Get hit three times or let him pass you and this show's over. Your only chance is to slash the ropes supporting the anvils and 1 ton weights hanging overhead, either to slow Juggernaut™ down or to crush his helmet. Hit him enough and he may be weak enough to attack. But take care! Making a move too soon will cost you dearly! Time it right... this metal head won't even be good for scrap!

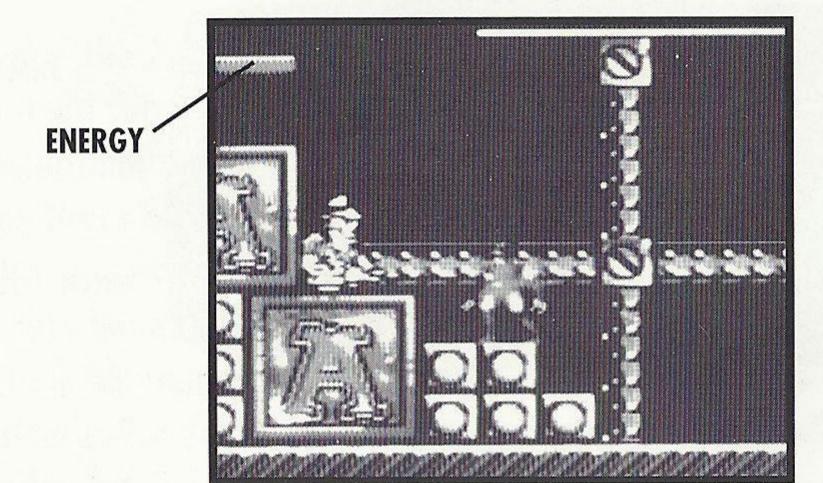
WOLVERINE'S TM CONTROLS





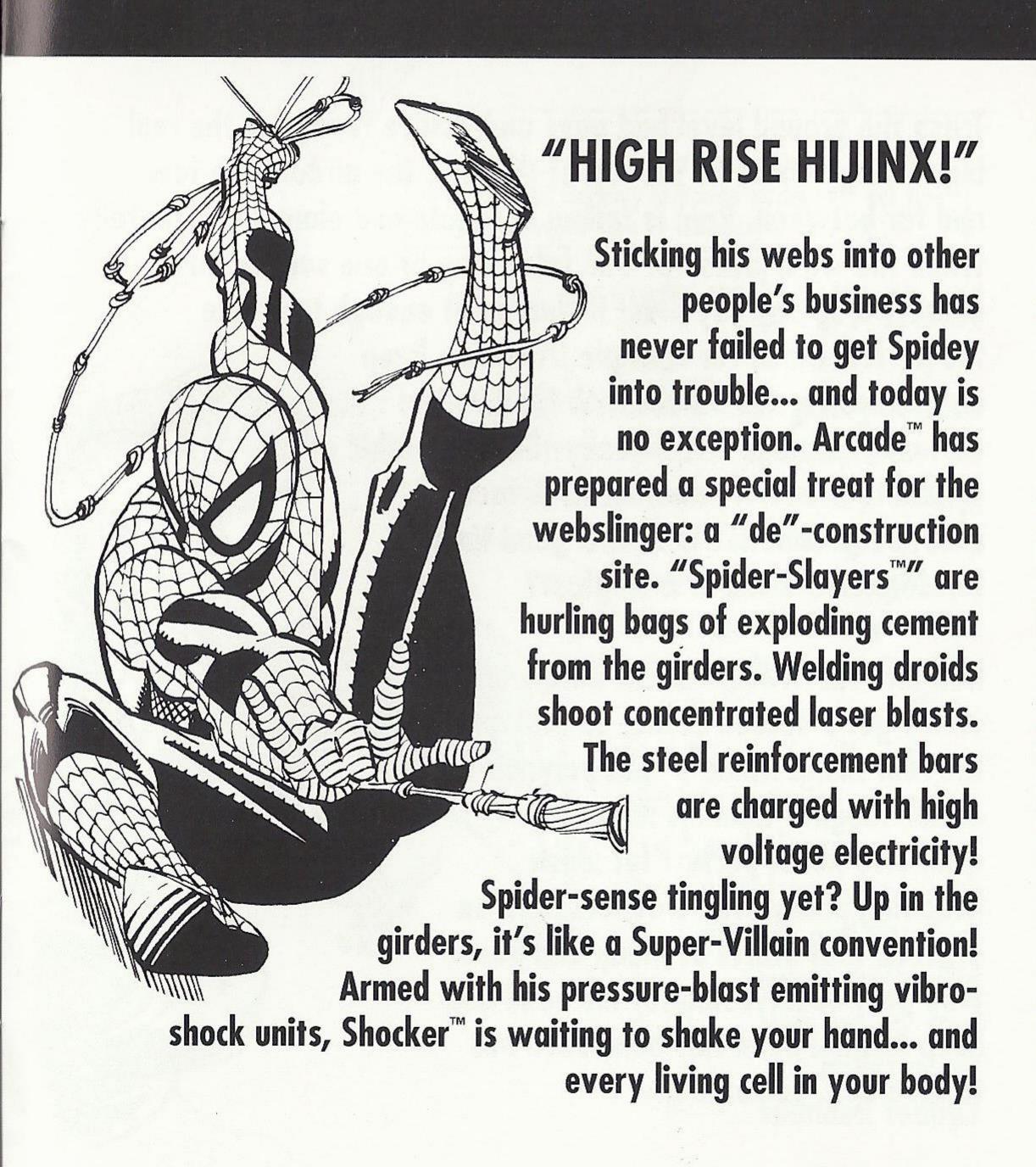
WOLVERINETM ON THE SCREEN

The game play information for Wolverine[™] is on the screen as follows:





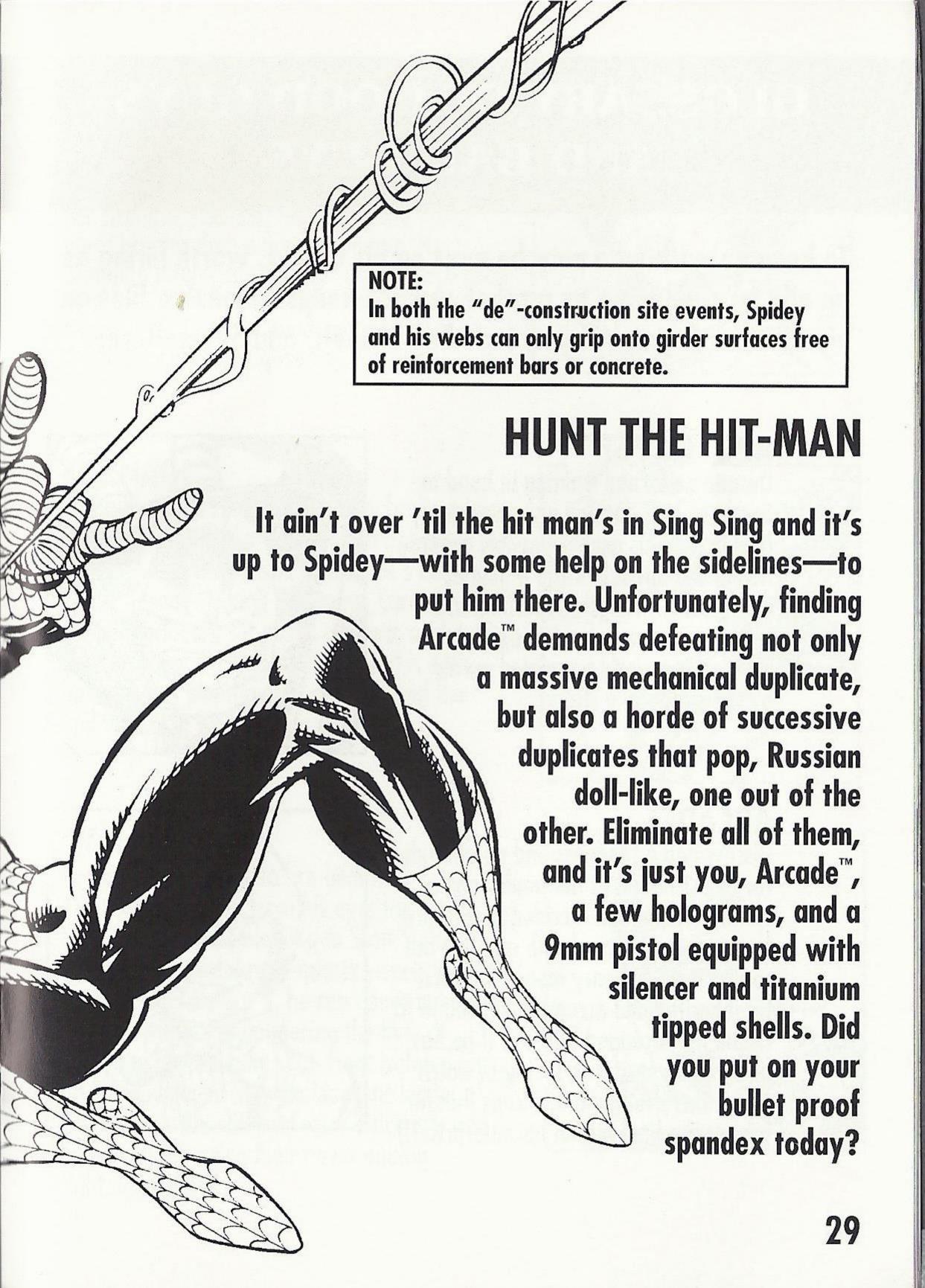
SPIDER-MAN®



Defeat the Shocker, and you realize that the party is just beginning. N'Astirh, the demon ruler of Limbo has come for a visit, and he has a plasma-ball with your name on it. Talk about your gate-crasher!

Trash the ground level bad guys and you're ready for the real high flying action! At the top of the site, the girders are few and far between. Rain is falling in sheets and almost horizontally when the wind picks up. One false step or one sudden gust and it's a Spidey sky dive! If that's not enough to create the perfect mood for multiple fractures, keep an eye out for the villain with the liveliest costume, Carnage™! Is it really the sociopathic symbiote or merely another of Arcade's™ robotic recreations? Is now a good time for detective work or a slugfest?

Run into the wildlife down below and you won't get a second chance to find out if he's the real thing! Rhino's™ got polymer bodyarmor tougher than his namesake's skin, two horns perfect for shish kebabing pesky wall crawlers, and an attitude that starts at mean and goes way past deadly! Aim for his head and keep hitting! Even this numbskull has to give up... sometime!



GLOSSARY OF GOOD GUYS AND BAD GUYS

To keep up with who may be next on his hit list, worth hiring as an ally, or recreating as a robot, Arcade keeps extensive files on his favorite Super-Villains, including himself, and Super-Heroes.

APOCALYPSE™

Despite no formal training in hand to hand combat, this evil visionary rarely fails to hold his own—possibly because he has the intelligence of a genius, incalculable strength, superhuman reflexes, and metahuman agility! His goal is a world populated purely by the genetically strong.



ARCADE™

Discovering a fondness and an aptitude for assassination at the tender age of twenty-one, Arcade decided to turn pro. However, soon bored with carrying out contracts by ordinary means, he used his inherited and accumulated wealth to create his deranged fun fair. If he has one weakness, it is so loving to watch his victims struggle in his traps that he forgets the final aim of his enterprise!!!



BLACK QUEEN™

If she had a resume, her occupations would include sorceress, priestess, and self-styled goddess. Despite her age — somewhere between two and three thousand years old — her strength, stamina, and speed are many times greater than a normal woman. Her complete psionic control over inanimate objects, membership in the most infamous of mutant clubs, and a taste for mind control makes her the unsurpassed queen of mean!



CARNAGE™

When the alien symbiote, Venom, broke Eddie Brock out of jail, the creature left behind a spawn, which then fused with Eddie's cellmate Cletus Kasady. Taking the name, Carnage, the former sociopath set out to create a world of total disorder. To help him achieve his ends, he possesses phenomenal strength and the ability to turn his skin into solid darts.



CYCLOPS™

The awesome ability to fire beams of devastating energy from his eyes has been both a curse and a blessing to Scott Summers. Without the special ruby-quartz visors designed for him by Professor X, he can never open his eyes without endangering the lives of everyone around him. Yet, from isolated loner, he has developed into the idealistic leader of the X-Men's Blue Strike Force, efficiently and effectively directing their never ending fight against evil.



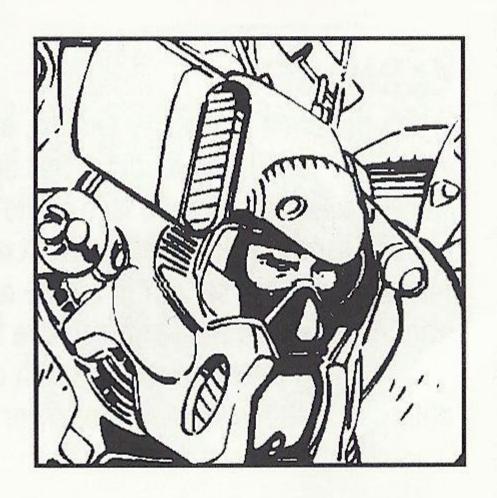
GAMBIT™

The cunning Cajun, Remy LaBeau, has speed that defies description and a smile to warm the fiercest heart. When that doesn't cut it, he also has the power to energize objects and fry any target loco enough to get in his way! A former member of New Orleans' Thieves Guild, Gambit now uses his abilities to protect mutant and non-mutant alike.



GENOSHAN MAGISTRATES™

In an island paradise called Genosha, mutants are slaves to their human overlords. Complete obedience is insured through torture, genetic implants, and, as a measure of last resort, the Genoshan Magistrates. Their methods are unscrupulous. Their word is the law. Their sentence is final!



JUGGERNAUT™

Every family has its black sheep... though rarely are they as outsized as Charles Xavier's nine hundred pound stepbrother, Cain Marko: the Juggernaut! Loathing Xavier for using his psionic powers to discover his hatred of their father, Marko has rarely missed an opportunity to use his massive bulk for revenge on Professor X or his "gifted youngsters."



MASTER MOLD™

Stephen Lang sees one man as being responsible for his "imprisonment" within Master Mold: Scott Summers. Since his fateful transformation, his whole existence is focussed on the aim of destroying Cyclops and all his kind. With his monstrous size and weaponry, his final victory cannot remain far off.



N'ASTIRH[™]

This ruler of the demons of Belasco's Limbo ("Otherplace") has longed in vain to create a kingdom for himself on earth. Black magic is his specialty, but he can also fly and more than hold his own in hand to techno-organic wing combat!



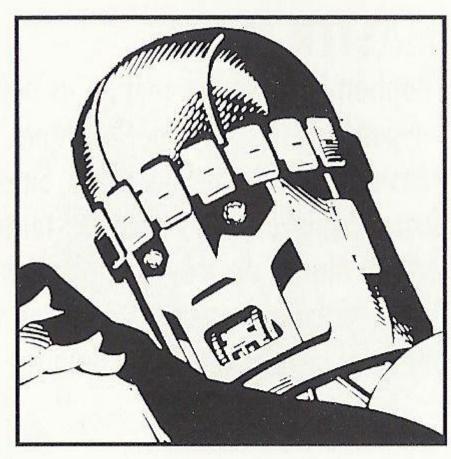
RHINO[™]

Mutagenic chemical and radiation treatments, including gamma ray bombardment, provided superhuman abilities. A team of scientists created the distinctive damage absorbing costume. The result: a colossal Super-Villain with a nasty reputation for always attacking problems... head on!



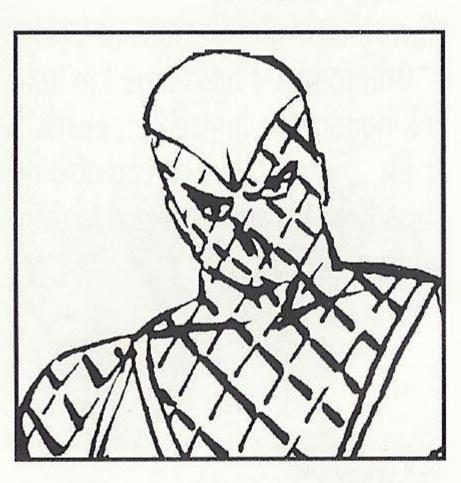
SENTINELSTM

The Sentinels were originally the product of a top-secret government agency designed to control the perceived "mutant menace." When the sentinels decided that killing the mutants was the best way to control them, the agency was dispanded and the sentinels dismantled. But certain enemies of mutantkind "acquired" the blueprints and began to construct more sentinels to carry out their search and destroy missions. Free from govern-ment control and with virtually indestructible shielding, the sentinels pose more of a threat now than ever.



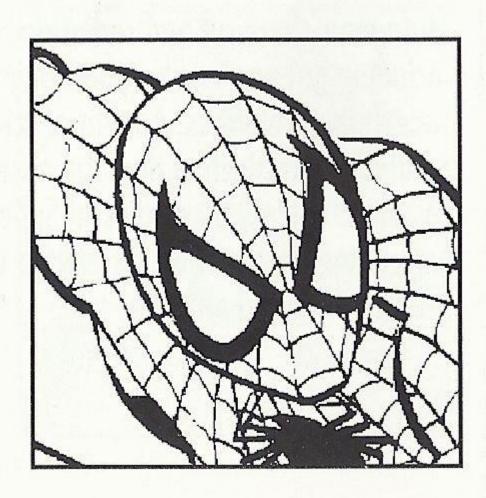
SHOCKER™

Herman Schultz, or "Quilty" in the Web Crawler's parlance, wears a foam lined synthetic costume capable of deflecting the mightiest blows. His vibro shock-units—triggered by a pump-action compressed air mechanism—create a series of rapid succession high-pressure blasts that cause extensive damage to the human body and its internal organs.



SPIDER-MAN®

Bitten by a mega-irradiated spider, Peter Parker gained the proportionate strength and agility of an arachnid, the ability to stick to walls, and his amazing, danger-detecting "spider-sense." Tragically, soon after acquiring his super powers, his lack of action resulted in the loss of his uncle Ben and the hard taught lesson that with great power also comes great responsibility.



STORM™

Between the children of the atom and the elemental forces of nature, stands Ororo Munroe, Storm! Able to control the weather, even to the point of generating awesome bolts of lightning, it remains, nevertheless, her strength of character and understanding that makes her the admired leader of the X-Men's Gold Strike Force.



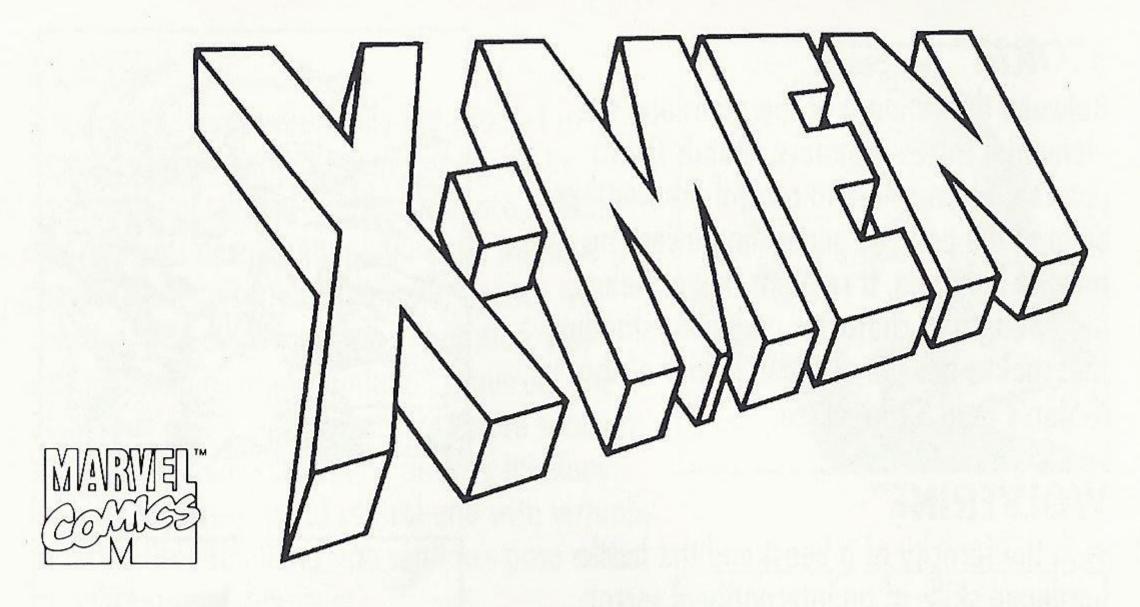
WOLVERINE™

With the ferocity of a beast and the battle hardened skills of an international secret agent, Wolverine is one of the most dangerous men alive. Some time in his murky history, his skeleton was laced with unbreakable adamantium and adamantium claws installed in his forearms. The shock of the experience almost destroyed his mind, but with the help of Professor Xavier and the X-Men, his fighting expertise now exists as a vital, if lethal, tool for the good.



DOOM ON DEMAND

The X-Men™ were created to counteract the threat evil mutants posed to non-mutant humanity. Spider-Man® acts to stop crime, apprehend Super-Villains, and, when necessary, save the planet. But, now together, they team up to take down an adversary whose sole aim is their combined eradication—by the most entertaining means ever created! From a freaked out fun house to a deadly drowning pool, Arcade™ has used his brilliant, if warped, imagination to put the fun into fatal, the delight into danger, and the exciting into extinction. So, remember, it's not whether you win or lose... but whether you come out alive!



n home video

collect



Night Of The Sentinels



Deadly Reunions

the



Enter Magneto



Captive Hearts

entire



Cold Vengeance



Unstoppable Juggernaut

series



Slave Island

PolyGram Video





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(except for the cost of returning the cartridge) is the full extent of our liability.

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This warranty shall not be applicable to the extent that any provision of this warranty is

prohibited by any federal, state or municipal law which cannot be pre-empted.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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