90630

PENNY ARCADE LCD

SPIDER-MAN 3

BELL TOWER BRAWL
COLOR LCD VIDEO GAME

OPERATING INSTRUCTIONS

BATTERY INSTALLATION
• Unscrew the battery cover with a Phillips screwdriver.
• Insert 3 "AA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
• Replace the cover.

Fig. 1

SAFETY BATTERY USAGE
• Different types of batteries or new and used batteries are not to be mixed.
• Non-rechargeable batteries are not to be recharged.
• Rechargeable batteries are to be removed from the toy before being charged.
• Rechargeable batteries are only to be charged under adult supervision.
• Only batteries of the same or equivalent type as recommended are to be used.
• Batteries are to be inserted with the correct polarity.
• Exhausted batteries are to be removed from the toy.
• The supply terminals are not to be short-circuited.
• Do not dispose the batteries in fire, batteries may leak or explode.
• Batteries should be replaced by an adult.
• Please keep details for future reference.
• Alkaline batteries are recommended.

CAUTION
• Adults should replace batteries.
• Not suitable for children under 5.
• May contain small parts.
• Do not dispose of batteries in fire; batteries may explode or leak.
• This product contains glass, which may cause injury if broken.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or experienced radio/TV technician for help.

CARING FOR YOUR DEVICE
• If the display becomes dim or malfunctions, replace the batteries.
• After replacing batteries, activate the pinhole RESET button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
• In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, RESET the game by activating the pinhole RESET button located on the back of the product.

RESET button

BUTTON DESCRIPTION

1. **COIN SLOT** – Drop any penny into the slot to turn on the unit.
2. **ON/OFF** – Turns the unit on or off.
3. **SOUND ( )** – Turns the sound on or off.
4. **JUMP** – Starts a new game and makes Spider-Man jump over Venom's webs.
5. **WEB** – Starts a new game and shoots a powerful Web Shot at the bell.
6. **JOYSTICK** – Moves Spider-Man left and right across the ground, up and down the walls, and to swing across the gargoyles.

OBJECTIVE
Venom has kidnapped Gwen Stacy and only Spider-Man has the brains and brawn necessary to defeat the symbiote! Web sling along gargoyles to reach the top of the bell tower, and then get ready for the final duel with Venom!
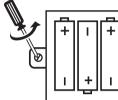
GAME PLAY
• Drop any penny into the coin slot to turn on the unit! You can also press the **ON/OFF** button to turn the unit on. Music will play.
• You may press the **SOUND** button at any time during the game to turn the sound on or off.
• Press the **JUMP** or **WEB** button to start a new game.
• Spider-Man begins the game at the bottom left-hand side of the screen. You must help Spider-Man climb up the walls and swing across the gargoyles to rescue Gwen Stacy. Use the Joystick to move left or right along the ground, swing across the gargoyles and to climb up and down the walls.
• Venom is holding Gwen Stacy hostage at the top of the screen. While Spider-Man attempts to reach the bell tower, Venom will shoot powerful Web Shots to make the roof crumble and stop Spider-Man. Press the Joystick to avoid the falling rubble.
• When Spider-Man reaches the bell tower, Venom will close off the opening and "SHOOT THE BELL" will appear onscreen. Push the **WEB** button to shoot powerful Web Shots at the bell to create sonic blasts that will weaken the symbiote.
• Watch out for Venom's webs! Press the **JUMP** button to avoid them.
• Each time a sonic blast hits Venom, his health meter will decrease by one. Deplete his health to zero to completely weaken the symbiote and defeat him!
• Climb the walls to the bell tower and hit Venom with sonic blasts to earn points. Each wall Spider-Man climbs will earn you 5 points, while depleting Venom's health with sonic blasts earns you 10 points!
• Defeat Venom to rescue Gwen Stacy and advance to harder levels. You will earn a 15-point bonus plus a special surprise each time you save Gwen!
• You begin the game with 3 chances. If the falling rubble or Venom's webs hit Spider-Man, you will lose a chance. If you lose all of your chances, the game is over.
• **Extra Chances:** For every 100 points you earn, you will receive a bonus chance. You can earn up to a maximum of 9 extra chances in reserve.
• Press the **ON/OFF** button to turn off the game, or the game will turn off automatically after 45 seconds of inactivity.
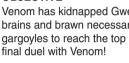
SCREEN

Product specifications and colors may vary.

Questions? Comments?
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