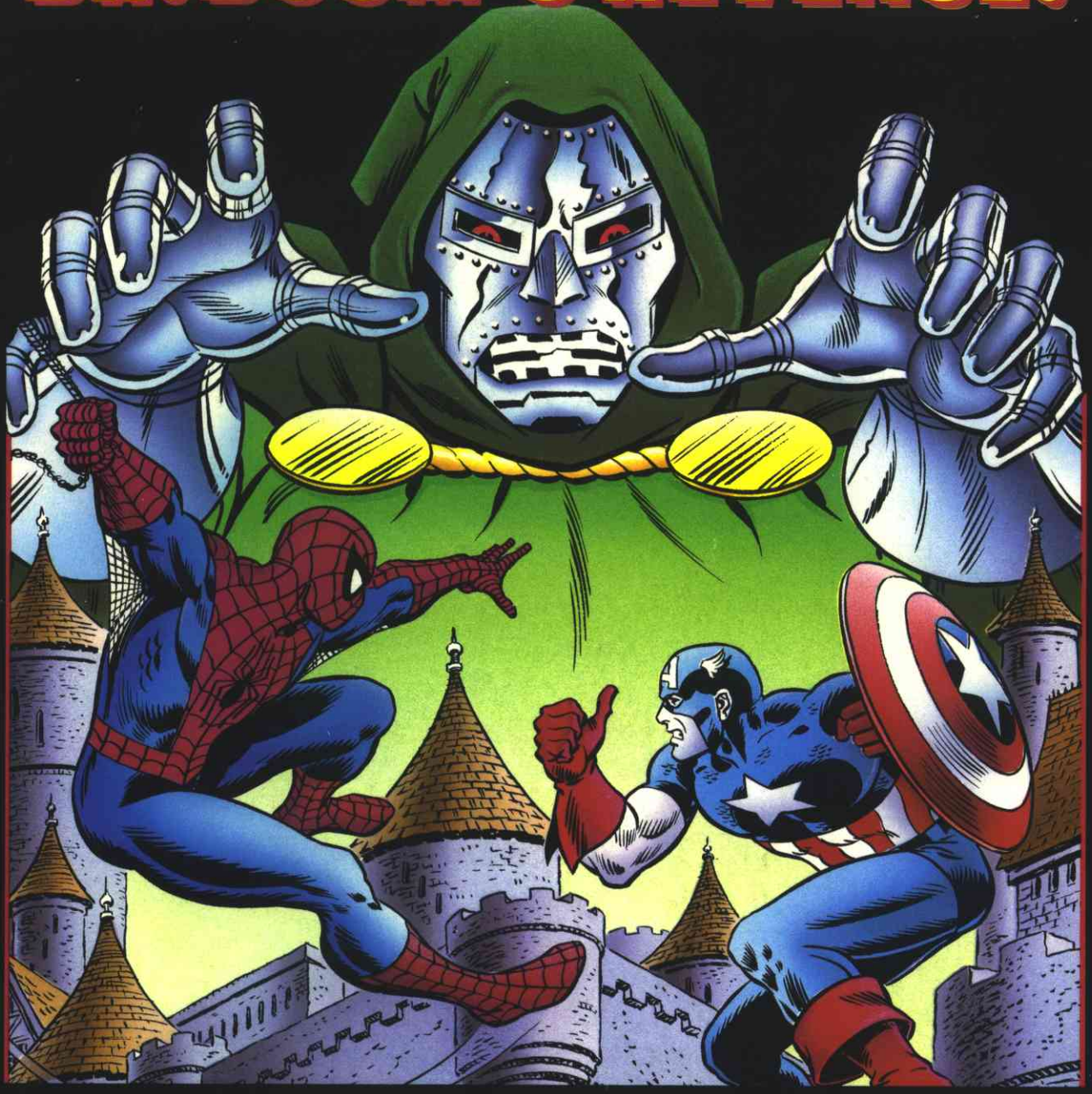
MARVEL COMICS®

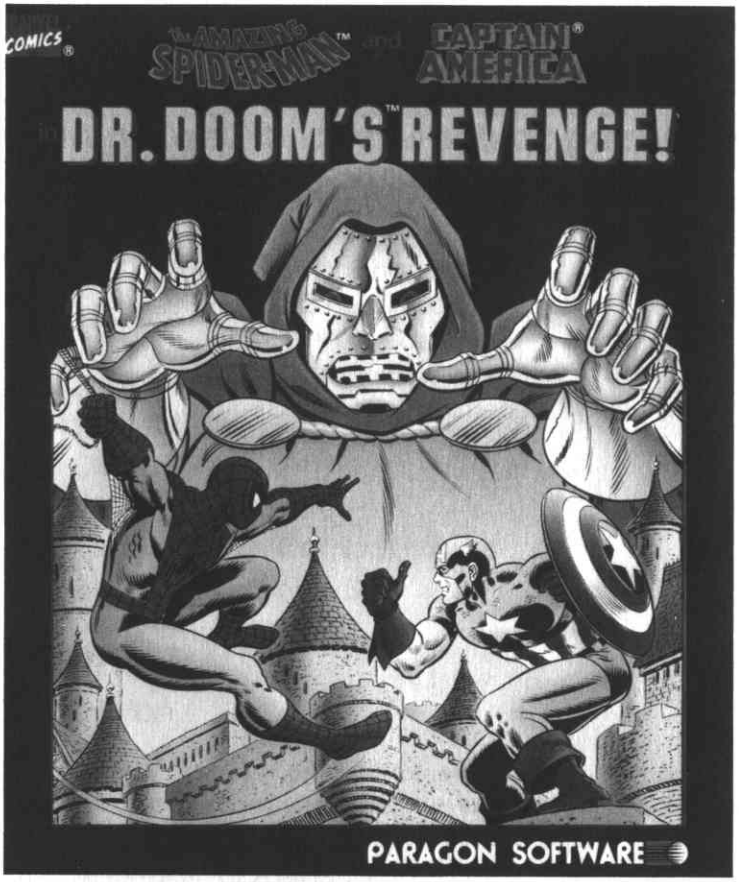
The AMAZING SPIDER-MAN™ and CAPTAIN AMERICA®

in DR. DOOM'S™ REVENGE!



SUPER-HERO HANDBOOK

EmuMovies



SUPER-HERO HANDBOOK

Game Design by:
Mark E. Seremet

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

Artwork by:
Ann Gruss, Jim Boyd, Jane Yeager

Original Music Composed by:
Ad Lib Inc.

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

Packaged and Marketed by:
Medalist International
A Division of MicroProse Software, Inc.

The Amazing Spider-Man and Captain America in Dr. Doom's Revenge

Paragon Software
600 Rugh St.
Greensburg, PA 15601
technical support: 412 838-1173
general office: 412 838-1166

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.

Copyright © 1989 Marvel Entertainment Group, Inc. All Rights Reserved.

The Amazing Spider-Man and Captain America in Dr. Doom's Revenge is produced under license from the Marvel Entertainment Group, Inc.

TABLE OF CONTENTS

4 Introduction

6 Background

7 Game Play

7 Recommended Order of Play
7 Getting Started
7 The Object of the Game
9 Game Play Modes
10 Cap and Spidey's Combat Moves
11 Opponents and Obstacles

12 Biographies

12 Spider-Man
13 Captain America
14 Doctor Doom
15 Eduaro Lobo and Grey Gargoyle
16 Machete and Boomerang
17 Oddball and Rattan
18 Electro and Hobgoblin
19 Rhino and Batroc

20 History of Marvel Comics

INTRODUCTION

Dear Mighty Marvel Computer Whiz:

Zoom back in time, in your imagination, to the early days of World War II. America needed a hero to inspire us in the fight against Nazi tyranny — and it got one! His name was Steve Rogers, but the world knew him as the star-spangled sentinel of liberty, Captain America!

Now, rocket ahead twenty-two years to 1963, when a shy high-school student was bitten by a radioactive spider. His name was Peter Parker, but he gained world-wide fame as the wall-crawling, web-swinging, wise-cracking Amazing Spider-Man!

Since those early days, these death-defying national icons, Captain America and Spider-Man, have become two of the most exciting and admired superheroes of all.

Comicbooks have evolved rapidly during the last fifty years, from the comicbook itself, to cartoons, television series, full-length motion pictures, and finally to entertainment software for the home computer. At the same time, the audience for the comicbook heroes has grown by leaps and bounds. Just think, when Captain America first appeared in the late '30s, computers didn't even exist! Even in the early '60s, when Spidey exploded upon the scene, computers as we know them were still in their infancy!

But the times they are a'changin'! Today, in the high-tech world of 1989, the computer has become an indispensible tool for education, finance, communication, correspondence, and of course — entertainment. The entertainment software industry is burgeoning as new and more innovative concepts are created daily, and more and more computers are introduced into the home.

Always on the cutting edge of the future, mighty Marvel Comics is proud to join this new, exciting field of entertainment software with SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE, a challenging and sophisticated new game developed by Paragon Software Corporation.

Just think! An original Marvel comicbook sets the stage for the incredible adventure to follow. The game itself becomes an interactive comicbook, continuing where the original illustrated saga ends! So instead of just reading a comicbook panel, you can control the fate of Spidey and Cap as they face some of the most spine-tingling, challenging arcade sequences ever created!

You will help your two colorful Super-Heroes in their life-and-death struggle against some of the most powerful and destructive Super-

Villains of all, including Batroc, Machete, The Hobgoblin, Oddball and other equally fearsome foes!

You'll discover full-screen color graphics, lightning-fast animation and awesomely realistic sound as you face one of the most challenging and thrill-packed games ever created.

Best of all, with the development of this first interactive comicbook adventure, the entire Super-Hero concept has taken a giant step forward. Just imagine battling shoulder-to-shoulder with Spidey and Cap as you actually participate in adventures that, up till now, you were only able to read about!

So, dare to accept the challenge of a lifetime and join forces with your bullpen buddies and Paragon Software as we prepare to take the Marvel Comics Universe into the Twenty-First Century! Think of the wonderment that lies ahead!

Excelsior!

Stan Lee

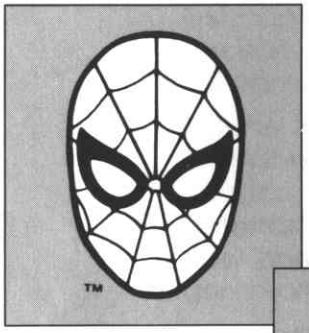
BACKGROUND

(Please read the comic book that came packaged with your game for a detailed plot and background information for the game.)

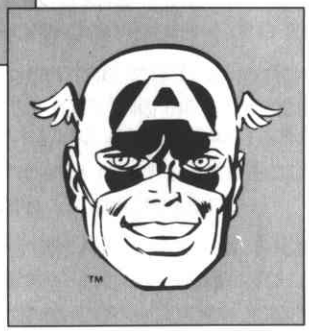


The sinister Dr. Victor Von Doom, monarch of Latveria, has masterminded and executed the theft of a U.S. nuclear missile. Doom plans to launch the warhead at New York City if the United States does not surrender and become a colony of Latveria. The President and his cabinet, realizing the imminent catastrophe 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!

GAME PLAY

Recommended Order of Play

For maximum enjoyment of "Dr. Doom's Revenge," take advantage of all the materials provided with the game.

1. Read the comic book which came packaged with your game. It outlines the background plot and sets the stage for your exciting mission.
2. Read this game play manual thoroughly. It provides useful information concerning the play of the game and will familiarize you with the various Marvel characters you will encounter on your adventure.
3. Review the user reference card for specific loading instructions and actual keyboard/joystick commands.
4. Load your game, let your imagination run wild, and take on an adventure designed to bring out the Super-Hero in you!!!

Getting Started

Before you can embark on your journey to seize the sinister Dr. Doom and save New York City, you must follow the specific loading instructions for your personal computer that appear on the Reference Card. The Reference Card also contains all of the keyboard and joystick commands and game play options for your particular computer.

When the game boots up, you will be asked a series of questions pertaining to game play areas such as joystick and graphic options as well as what difficulty mode you wish to play (Beginner, Hero, Super-Hero).

In addition, a question concerning a Super-Villain in the game is displayed. You will need to read the Biographies of Key Characters section of the manual to answer the question and proceed to the Title Screen.

The Object of the Game

Spider-Man and Captain America in Dr. Doom's Revenge is, in essence, a live interactive comic book adventure where the game player assumes the identities of both Spider-Man and Captain America as they battle their way through the castle complex of the evil Dr. Doom. The game begins where the actual comic book saga ends. Spidey sets out to prevent the launch of the missile, while Cap journeys toward Doom's inner sanctum in an effort to seize the evil monarch.

At the beginning of the game, a comic page, similar to the ones in the actual comic book, appears on the computer screen. This first

comic page follows the adventures of Captain America. You will notice that an icon in the shape of Captain America's hand is pointing on the first comic panel. After reading the panel press any key or press the joystick button. Captain America's hand will move toward the second comic panel. You will notice that Cap's hand changes to a halt or stop motion. When the hand is in this position, you are thrust *into* the comic book panel. Here, you must control the actions of Captain America, and face whatever opponents or obstacles that stand in his way in exciting, fast paced arcade challenges.



After the arcade challenge has been successfully completed, the scene fades back to the comic book page where Cap's pointing finger progresses to the next panel and another arcade challenge awaits. After the entire Captain America comic page is completed, a new comic page following the adventures of Spider-Man appears. Once again, Spidey's pointing finger leads you through the arcade challenges of the comic page. When Spidey's page has been successfully completed, a new Captain America page appears with all new opponents, obstacles and challenges. The Captain America and Spider-Man computer comic pages alternate until the Super-Heroes have successfully seized Doom and thwarted the launch of the missile, or met with ultimate defeat.

Remember, when Spidey and Cap's hands are pointing on a comic panel, it means that this panel can simply be read before progressing forward. However, if the hand is in a halt or stop position, you must press any key to enter the panel, control that particular Super-Hero and face the arcade challenges that await.

The arcade challenges vary greatly. You may find yourself battling Doom's robots or fearsome henchmen including Rhino, Batroc, Oddball, The Hobgoblin and more. Traps, hazards and obstacles will also be present. These unique obstacle challenges require strategy, alertness and quick thinking to survive. Be on the lookout at all times! Doom is a devious mastermind with many tricks and surprises up his sleeve. You never know what you'll come across, or who you will encounter in Doom's castle complex.

Below the arcade sequences you will notice a graphic representation of Spidey or Cap's character as well as their opponent or obstacle. A health bar appears below each graphic picture. This health bar indicates the amount of health for Spidey or Cap and the particular

The Object of the Game (continued)

opponent or obstacle being faced. The health bar will decrease with each blow of damage scored. When the health bar runs out, Cap and Spidey will be unable to continue and the mission will end with Doom victorious. Likewise, when an opponent's health bar runs out, they will be defeated, apprehended and helpless.



To emerge victorious on your mission, you will have to successfully lead Spidey to the missile silo where he must prevent the launch of the deadly warhead. In addition, you must guide Cap to Doom's private quarters where he must defeat and apprehend the King of Latveria.

You may find it enjoyable to play the game with a friend. One person could take the role of Captain America while the other assumes the identity of Spider-Man. Each person would play a full page before passing control over to the other.

Game Play Modes:

At the beginning of the game, the player chooses one of three progressive skill levels. If the player is fortunate enough to succeed at one level, he can progress to a more difficult skill level for a whole new challenge! The three skill levels are:

A) Beginner
B) Hero
C) Super-Hero

The Beginner mode is the easiest of the three. It features less ferocious attacks from opponents and easier obstacles. Less damage is caused from combat and fewer objects are thrown at the player's character. During the Hero and Super-Hero mode, game play becomes progressively more difficult, with faster and more damaging attacks by foes, and more deadly objects hurled. In addition, obstacles encountered will be far more difficult and will require more strategy and quick thinking to survive.

A warning to those who attempt the Super-Hero mode — you may indeed need superhuman powers to succeed on this level! Take our word for it ... it's a killer!

Cap and Spidey's Combat Moves

Spider-Man and Captain America's combat moves are different and unique. Combat moves are determined by the distance Spidey and Cap are from an opponent or obstacle. 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

Some moves are consistent no matter what distance you remain from your foe. Combat moves are executed using a convenient and simple user interface. Your Hero's combat moves are listed below (see reference card for specific keyboard and joystick controls):

Captain America

From all distances:

- Walk Left
- Walk Right
- Vertical Leap
- Duck
- Forward Leap
- Backward Somersault
- Turn Around/Change Directions

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

The Amazing Spider-Man

From all distances:

- Walk Left
- Walk Right
- Vertical Leap
- Duck
- Backward "Spidey" Flip
- Forward "Spidey" Flip
- Turn Around/Change Direction

The Amazing Spider-Man (continued)

Close distance from opponent:

- High Attack: Jawcrusher 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

Captain America and Spider-Man face a wide variety of opponents, obstacles and hazards. Their opponents are some of the most treacherous and feared Super-Villains of all time. Each opponent has his own unique combat moves, specialized weapons, and fighting style. This list shows each opponent's most devastating combat move or weapon. Success depends upon defending against these attacks.

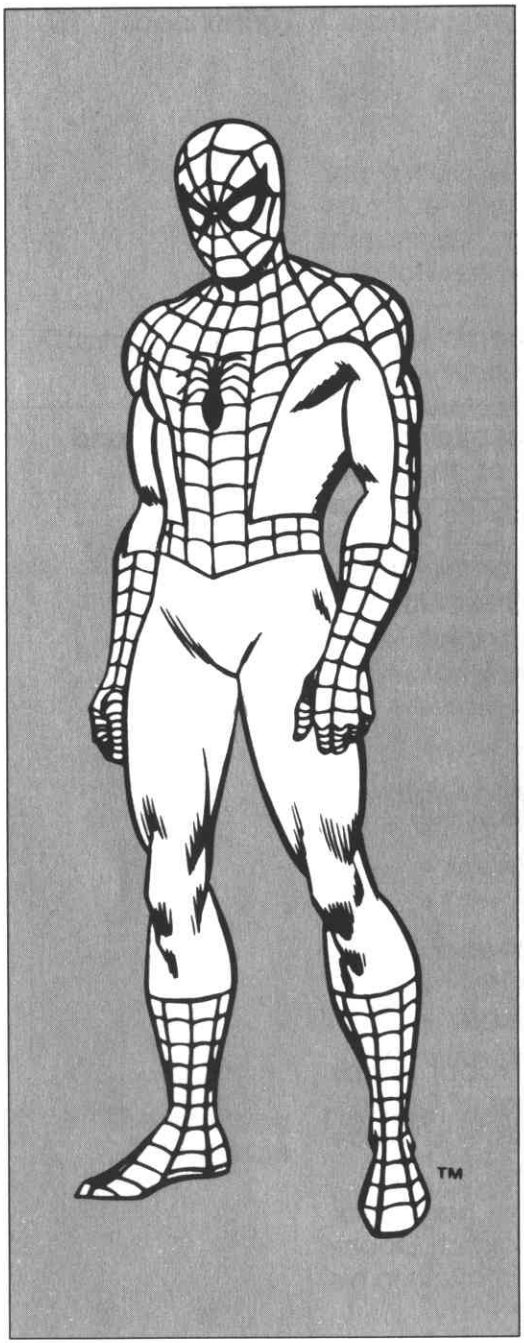
- Batroc - Leaping Jump Side Kick
- Boomerang - Detonating "Shatterang" Heave
- Dr. Doom - Optical Laser Blasters
- Electro - Electrifying Lightning Bolt Hurl
- Robotic Gorilla - Atomic Piledriver
- Grey Gargoyle - Stone Casting Right Hand...Beware!!
- Hobgoblin - Exploding Pumpkin Bomb Toss
- Machete - 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

Doom, a master of robotics, has also created several robot troops and robotic devices to guard his vast complex. Beware of Doom's robot guards who are armed with destructive laser blasts. You will be sure to encounter a number of them on your adventure!

Also, Doom has clever obstacles planned for anyone heroic (or foolish) enough to invade his fortress. Always be on the lookout! Doom is a twisted criminal mastermind with many tricks and gimmicks in his grab bag of evil! It's time to embark on your perilous journey.

GOOD LUCK Would-Be Super-Hero!

SPIDER-MAN



Real Name: Peter Parker

Occupation: Freelance Photographer, Adventurer

Legal Status: Citizen of the U.S. with no criminal record

Place of Birth: New York City

Height: 5'10"

Weight: 165 lbs.

Eyes: Hazel

Hair: Brown

Strength Level: Superhuman strength. Can lift 10 tons.

Superhuman Powers: Spider-Man possesses superhuman strength and equilibrium. He can cause parts of his body to stick to most surfaces. Spider-Man also possesses a subconscious premonitional danger warning called the "spider-sense."

Weapons: Web shooters worn on his wrists.

History: Peter Parker, alias The Amazing Spider-Man was orphaned at the age of six when his parents were killed in a plane crash overseas. He was raised by his aunt and uncle, Ben and May Parker, in Forrest Hills, New York. The shy and introverted Parker was a bright honors student, but a social outcast. One evening Parker was bitten by a massively irradiated house spider at a public exhibition demonstrating the safe handling of nuclear laboratory waste materials. Parker left the exhibition and soon discovered he had superhuman "spider" abilities that could be directly traced to the spider bite.

The young Parker saw his newfound abilities as a method to become rich and famous. He showcased his new powers at a highly publicized wrestling challenge match where, as a masked grappler, he easily upset the mighty and undefeated wrestler. A television talent agent took notice of Peter at the match and offered him a segment as a stunt performer on a network variety show. Parker accepted the offer, designed a spectacular costume, invented a web shooting device, and took on the identity of The Amazing Spider-Man for his television debut. His first television appearance was marked with great success and The Amazing Spider-Man became an instant media sensation. A new show business career was underway for Peter Parker! Just after the conclusion of the television show, a burglar being pursued by a security guard ran by Parker, who failed to stop him from escaping. When queried by the security guard, Parker arrogantly stated that he was a "star" and it wasn't his job to chase criminals.

Sadly, a few days later, Peter's beloved Uncle Ben was murdered by an intruder in his home. A distraught Peter, as Spider-Man, tracked down and easily captured the murderer. To his shock and horror, Peter recognized the killer as the same man he failed to stop at the television studio. Filled with guilt and remorse, Peter Parker decided to use his special powers to fight crime. He currently earns a living for himself and his Aunt May as a freelance photographer for a large metropolitan newspaper, The Daily Bugle.

CAPTAIN AMERICA

Real Name: Steve Rogers

Occupation: Freelance artist, crimefighter

Legal Status: Citizen of the U.S. with no criminal record

Place of Birth: New York City

Height: 6'3"

Weight: 240 lbs.

Eyes: Blue

Hair: Blond

Strength Level: Although not superhuman, Captain America is as strong as a human can be. He can press over 600 pounds.

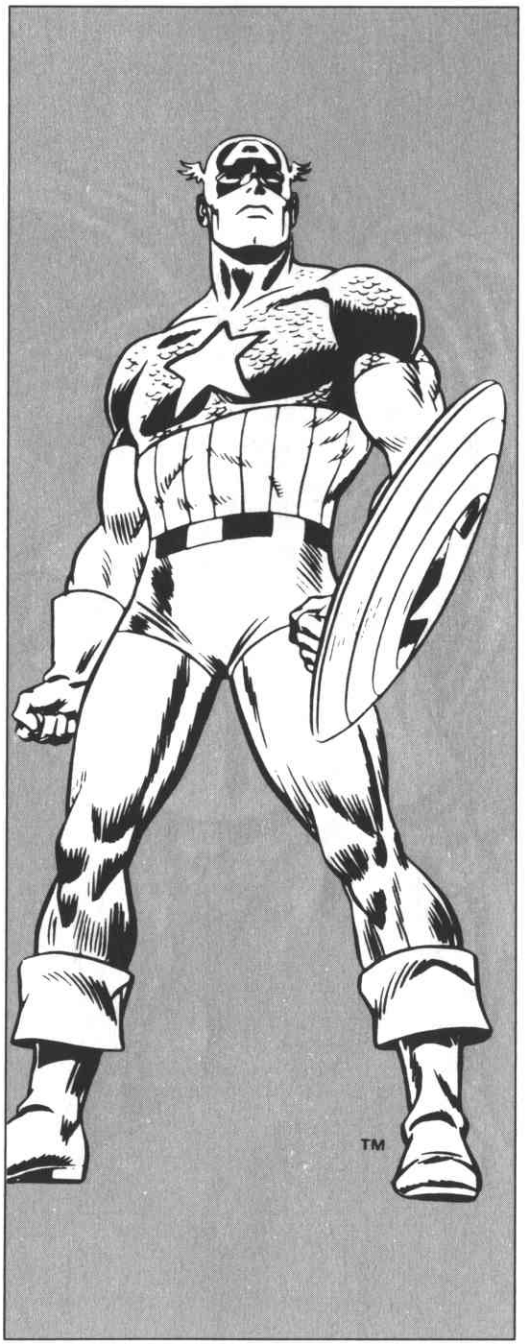
Known Superhuman Powers: None. However, he has speed, strength, agility, endurance, and reaction time superior to that of any normal man. He is also a master of many forms of hand-to-hand combat.

Weapons: Indestructible, impenetrable adamantium shield with astounding aerodynamic properties.

History: Steve Rogers was born during the great depression and grew up a frail and underdeveloped youth in a poor family. Angered by the Nazi effort in Europe, Rogers enlisted in the army but was rejected due to his weak and frail physique. Overhearing his pleas to be accepted, a high ranking General offered Rogers the opportunity to take part in a special experiment...Operation Rebirth. Rogers agreed and was taken to a laboratory in Washington, D.C. There, he was administered the Super-Soldier formula and exposed to "vita-rays."

Rogers emerged from the "vita-ray" chamber with the perfect human body. A Nazi spy, who witnessed the astounding transformation, murdered the creator of the formula before he had the opportunity to write down the components, thereby leaving Rogers the sole beneficiary of the formula.

Rogers was trained extensively by the government in hand-to-hand combat, gymnastics, and military strategy. He was presented with a red, white, and blue uniform and hailed as Captain America. All during the war, he served as both a symbol of freedom and America's most efficient Special Agent.



DOCTOR DOOM



Real Name: Victor Von Doom

Occupation: Monarch

Legal Status: King of Latveria

Place of Birth: Gypsy camp outside of Haasenstadt (now Doomstadt), Latveria

Height: 6' 2" (with armor 6'7")

Weight: 225 lbs. (with armor 415 lbs.)

Eyes: Brown

Hair: Brown

Strength Level: Without his armor, Doom possesses the strength of a normal man of his age, height, and build who engages in regular exercise. Doom's armored suit contains an electric endo-skeleton which enables Doom to lift approximately two tons.

Superhuman Powers: When armored, Doom has superhuman strength. In addition, Doom can physically transfer his consciousness into the body of another human being, and transfer his victim's consciousness into his own body in exchange. Doom is also one of the Earth's greatest scientific geniuses in fields such as robotics, trans-Einsteinian physics, genetic engineering and weapons technology. Also, Doom has a limited degree of mystical knowledge and is able to utilize objects of occult power.

Weapons: Nuclear-powered, micro-computer enhanced suit of iron armor with various built-in weapons. Doom has also created an army of semi-humanoid robots who guard his castle complex.

History: Victor Von Doom was born to Werner Von Doom, a gypsy healer, and Cynthia Von Doom, an accused witch. While still a child, both of his parents died under strange circumstances, and Doom vowed to make the entire world pay for the loss of his parents.

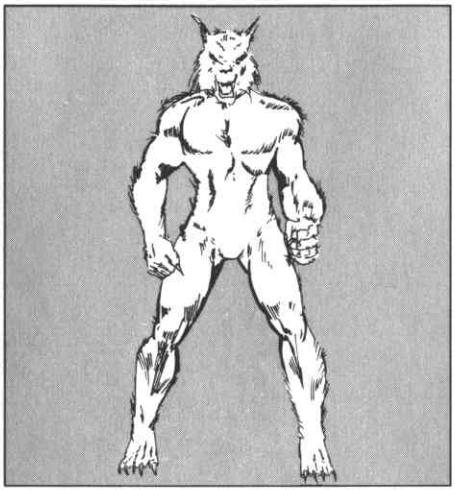
As a young man, Doom discovered a chest, left to him by his mother, which contained herbs, medicines, and objects said to have mystic powers. During this time, Doom began developing his powerful scientific abilities. For several years , he traveled the countryside peddling clever devices and potions to the gullible.

The Dean of Science at State University in the United States learned of Doom's extensive knowledge and offered him a full scholarship. There, Doom met Reed Richards, another brilliant science student who became his intense rival. An explosion in the science lab scarred Doom's face, and he bitterly blamed Richards for the accident. Richards, the founding member of The Fantastic Four, remains an archenemy of Doom today.

Doom left the University and traveled to Tibet where he studied Oriental sorcery with a sect of monks who assisted Doom in creating a suit of armor and a metal mask. As the armored Dr. Doom, he planned to conquer the world. In an urgent rush to begin his quest for world domination, Doom donned his new mask before it had completely cooled, thereby disfiguring his entire face.

He left Tibet and returned to Latveria where he toppled the existing monarchy and established himself as dictator. Doom remains in Latveria today where he plans his hell-bent ambitions of global command.

EDUARDO LOBO



Real Name: Eduardo Lobo

Occupation: Professional Criminal, leader of criminal organization

Legal Status: Citizen of Mexico; no known criminal record

Place of Birth: An unidentified village in Mexico

Height: 6' 2"

Weight: 200 lbs.

Eyes: Brown (as werewolf, red)

Hair: Black (as werewolf, grey)

Strength Level: Eduardo normally possesses the strength of a man of his age, height, and build who exercises regularly. In werewolf form, Lobo possesses superhuman strength, enabling him to lift (press) ten tons.

Superhuman Powers: Eduardo Lobo is able to transform himself into a humanoid wolf under a full moon. He reverts to human form at dawn. As a werewolf, Lobo possesses superhuman strength, agility, night sight, hearing and smelling ability. Unfortunately, his intelligence is reduced to that of a wolf, dominated by animalistic bloodlust.

Weapons: Razor sharp claws

History: Eduardo and his brother Carlos grew up in a poor Mexican village. They resorted to stealing in order to survive. At 17, Eduardo fell in love with Bonita, a high-born young girl whose brothers tried to stop the romance. In a fit of rage, Eduardo transformed into a werewolf and killed the brothers. Unfortunately, in his uncontrollable frenzy, he also killed Bonita. Deeply distressed, Eduardo and his brother, also a werewolf, left Mexico and started a criminal organization based in New York City.

GREY GARGOYLE



Real Name: Paul Pierre Duval

Occupation: Former chemist, now professional criminal

Legal Status: Citizen of France with a criminal record

Place of Birth: Fontainebleau, France

Height: 5'11"

Weight: 175 lbs. (as stone, 750 lbs.)

Eyes: Blue

Hair: Brown

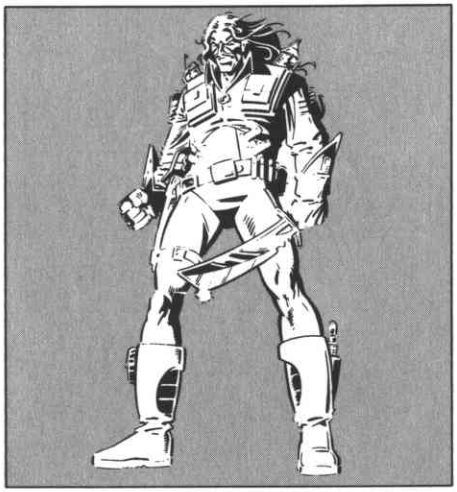
Strength Level: The Grey Gargoyle possesses superhuman strength when fully transformed to stone. He is able to press 11 tons. Normally, he has the strength of a typical man of his age, height, and build who engages in regular exercise.

Superhuman Powers: The Grey Gargoyle possesses the ability to transform the substance of any organic or inorganic object to an immovable, granite-like rock substance by touching it with his permanently transformed right hand. His transformations last an hour, after which the objects return to their normal state.

History: Paul Duval was a young chemist in Paris when he accidentally spilled a potion contaminated by some unknown organic substance on his right hand. To his surprise, his hand turned to stone, but was still capable of movement. He soon learned he could transform his entire body to stone while still retaining his reflexes and movement. Further, he discovered that everything he touched with his right hand turned to immovable stone. Taking the name Grey Gargoyle, he decided to use this power for personal gain and became a master thief.

SPIDER-MAN'S VILLAINS

MACHETE



Real Name: Ferdinand Lopez

Occupation: Former revolutionary, now mercenary

Legal Status: Citizen of San Diablo with no criminal record

Place of Birth: San Diablo

Height: 6' 2"

Weight: 200 lbs.

Eyes: Blue

Hair: Black

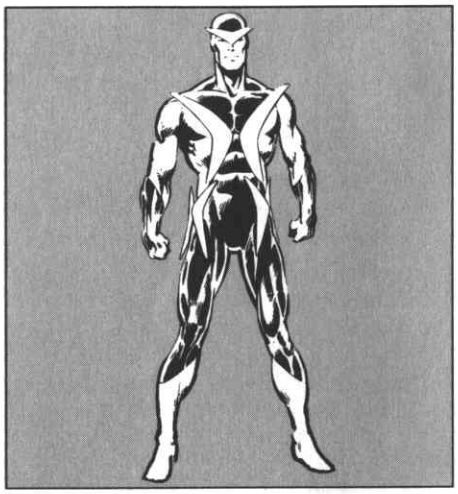
Strength Level: That of an athlete of his age, height, and build.

Superhuman Powers: None

Weapons: Machete carries two 3-foot machetes, saw blades, and numerous throwing knives.

History: As a revolutionary in the small South American Republic of San Diablo, Machete became a master of blades, knives and machetes. He became a mercenary to help finance the revolution in his home country. Machete is able to fling saw blades over great distances with deadly accuracy as easily as he wields two machetes in hand-to-hand combat. Spider-Man and Machete have crossed paths on many occasions.

BOOMERANG



Real Name: Fred Myers

Occupation: Ex-baseball pitcher, now freelance assassin

Legal status: Naturalized U.S. Citizen with a criminal record

Place of Birth: Alice Springs, Northern Territory, Australia

Height: 5' 11"

Weight: 175 lbs.

Eyes: Brown

Hair: Brown

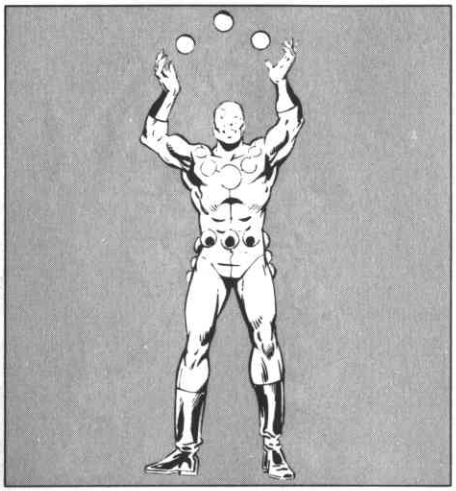
Strength Level: Boomerang possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Superhuman Powers: None, but possesses a deadly accurate throwing arm.

Weapons: Boomerang's main weapons are his boomerangs, which he wears on his costume. These boomerangs are often rigged with special gimmicks. Some of these deadly boomerangs are called *shatterangs, gasarangs, razorangs, screamerangs,* and *bladerangs.*

History: Born in Australia but raised in America, Myers' greatest love during adolescence was baseball, and he developed an extraordinary pitching arm. In his early twenties, Myers became a professional baseball player. Suspended during his first season for accepting bribes, and feeling bitter and angry, he accepted a position with the Secret Empire, a subversive criminal organization. He trained as a special operative, taking the code-name Boomerang. He decided to become a freelance assassin by exploiting his pitching ability with deadly boomerangs.

ODDBALL



Real Name: Elton Healey

Occupation: Professional juggler turned criminal

Legal Status: Citizen of the U.S. with a criminal record

Place of Birth: Reno, Nevada

Height: 5' 11"

Weight: 195 lbs.

Eyes: Green

Hair: Black

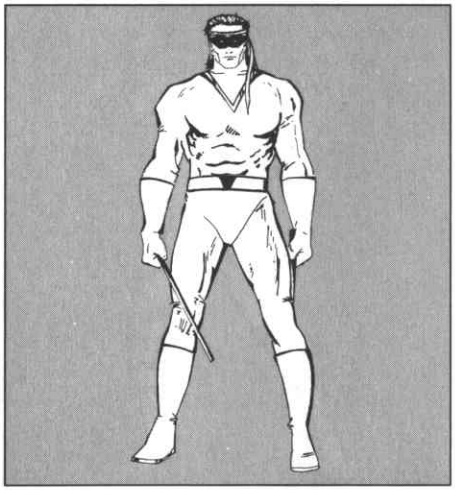
Strength Level: That of an athlete of his age, height, and build.

Superhuman Powers: None

Weapons: Exploding balls, fire balls, ice balls, reproducing balls

History: Oddball is a master juggler with a deadly accurate throwing arm. The balls he juggles are often filled with deadly substances such as gas and fire. He is also highly agile and fast and can defend himself ably in hand-to-hand combat.

RATTAN



Real Name: Bud Cable

Occupation: Former CIA agent, now a mercenary

Legal Status: Citizen of the U.S. with a criminal record

Place of Birth: Mount Pleasant, Pennsylvania

Height: 6'

Weight: 195 lbs.

Eyes: Brown

Hair: Black

Strength Level: Rattan possesses the strength of a normal man of his age, height, and build who engages in intensive exercise.

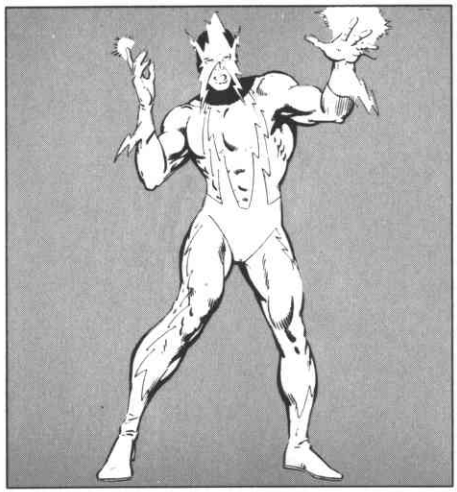
Superhuman Powers: None

Weapons: Escrima (oriental fighting sticks)

History: Bud Cable was born and raised in a small western Pennsylvania town. By the age of seventeen, Cable was a recognized martial arts expert with a third degree black belt in Goju Ryu karate and Escrima (oriental stick fighting). Cable was recruited by the CIA as a special agent and assigned dangerous missions in exotic locations throughout the world. On one such mission a high ranking CIA operative was murdered by a communist spy. Cable was falsely accused of the murder and convicted as a communist agent. While serving his 90 year jail sentence, Cable found himself on latrine duty. There, he broke a mop over his knee and began forcing his way past dozens of guards using his martial arts skills and escrima technique. After successfully escaping, he donned a disguise and became Rattan, freelance mercenary, assassin, and enemy of American justice.

CAPTAIN AMERICA'S VILLAINS

ELECTRO



Real Name: Maxwell Dillon

Occupation: Former lineman for Con Ed, now professional criminal

Legal Status: Citizen of the U.S. with a criminal record

Place of Birth: Endicott, New York

Height: 5' 11"

Weight: 165 lbs.

Eyes: Blue

Hair: Red-brown

Strength Level: Electro possesses the normal human strength of a man of his age, height, and build who engages in regular exercise.

Superhuman Powers: Electro possesses the superhuman ability to bodily generate electrostatic energy at a rate of about 1000 volts per minute, up to his maximum storage capacity of 100,000 volts.

Weapons: Lightning bolts from his fingertips

History: Maxwell Dillon was a high-wire lineman for New York's major electrical power company. While holding power lines that were still connected to their spool, he was struck by lightning. The magnetic field that resulted from the lightning caused mutagenic changes in Dillon's nervous system. Dillon was transformed into a living electrical capacitor, powered by the rhythmic muscle contractions that normally regulate body temperature. Donning a colorful disguise, Dillon took the name Electro and set out to use his powers for his own personal gain.

HOBGOBLIN



Real Name: Unknown

Occupation: Professional criminal

Legal Status: Unknown

Place of Birth: Unknown

Height: Unknown

Weight: Unknown

Eyes: Unknown

Hair: Unknown

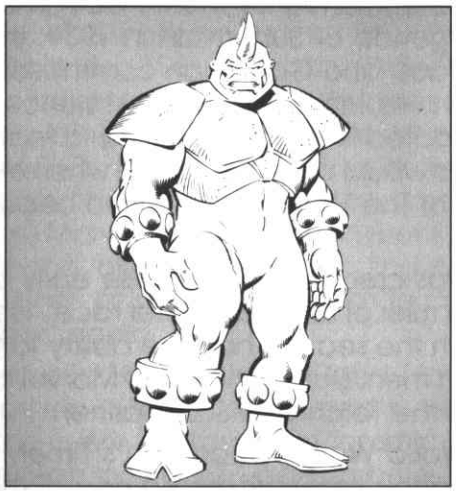
Strength Level: By utilizing chemical methods, the Hobgoblin has been able to gain superhuman strength that is believed to equal that of Spider-Man who can press 10 tons.

Weapons: Smoke and gas bombs, Goblin-Grenade, Throwing Bat, Pumpkin Bomb.

Transportation: The Hobgoblin rides a one man "goblin glider" capable of great maneuverability.

History: The Hobgoblin, whose identity is a complete mystery, is a ruthless criminal and foe of Spider-Man. The Hobgoblin's most dangerous weapons are his pumpkin bombs.

RHINO



Real Name: Unknown

Occupation: Professional Criminal

Legal Status: Citizen of the U.S. with a criminal record

Place of Birth: Unknown

Height: 6' 5"

Weight: 710 lbs.

Eyes: Black

Hair: Brown

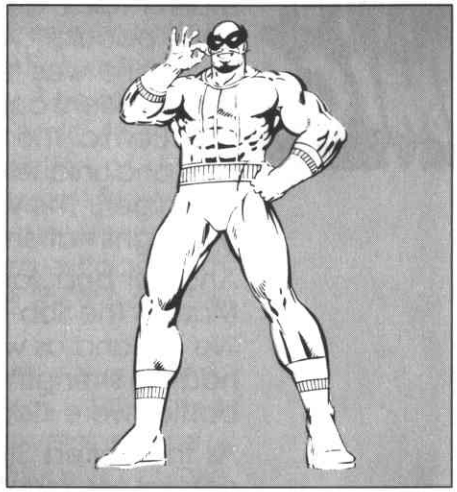
Strength Level: Possesses superhuman strength, pressing nearly 80 tons.

Superhuman Powers: Rhino possesses superhuman strength, speed, endurance, and a high degree of imperviousness to physical damage.

Weapons: Thick, polymer mat uniform similar to rhino skin. This uniform is nearly indestructible and can withstand one ton explosions and temperature extremes between -50 and 1000 degrees without cracking or melting. Horns on the top of his costume are able to dent two-inch thick plate steel.

History: The Rhino was a small time thug who worked various jobs for professional criminals. He was later hired by two foreign spies and subjected to months of chemical and radiation treatment that brought him superhuman strength and made him a dangerous assassin. A team of specialists developed a material of extraordinary toughness, like that of rhinoceros hide, and developed a skin-tight body suit which was permanently fused to his body. Rhino is currently one of the most powerful mercenaries in the world.

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 of his age, height, and build.

Superhuman Abilities: None

Weapons: None

History: Batroc, The Leaper, trained himself in savate, a French form of foot-boxing, while in the French Foreign Legion. He later became a costumed mercenary for hire. He has had numerous battles with his archrival Captain America.

HISTORY OF MARVEL COMICS



The history of Marvel Comics can be traced back to the 1930s when Marvel Tales, a pulp magazine published by Martin Goodman, was quite popular. With the emergence of Superman in 1939, the pulp magazine was thrown into chaos, and Goodman commissioned an independent comic studio, Funnies, Inc., to develop a science-fiction style comic. The first issue was dated November, 1939 and featured a new and unique character who would burst into flames when exposed to oxygen. This was the origin of The Human Torch, who became an overnight national favorite.

Another popular character was created during these early days of Marvel. The Sub-Mariner was a ruler of an underwater race. He could live on land as well as beneath the sea. He had the ability to fly and had the strength of a thousand men. During these first Marvel comics, battles were staged between the Torch and Sub-Mariner.

As the United States faced World War II, Goodman's Timely line of comics (as it was called during this time) produced one of the most famous characters of all time...Captain America. U.S. scientists created a serum that would create superior specimens of men for the war effort. Frail Steve Rogers was the first and only recipient of this serum, and the legend of the star-spangled Captain America was born. Clad in a patriotic red, white and blue costume and carrying an indestructible adamantium shield, Cap struck fear into the hearts of Nazi tyrannists.

The threesome of the Torch, Sub-Mariner and Captain America formed the strong backbone of the Timely Comic empire, later to be known as Marvel Comics. The Timely comics featured revolutionary artwork and Super-Heroes who had human qualities and were not nearly as omnipotent as Superman. To this day, one of the strongest factors in the popularity of Marvel's Super-Heroes, is the fact that while having powers superior to those of regular humans, they are not indestructible. The Marvel Super-Heroes need to be faced with certain situations where their special powers can come to bear. They often face typical daily problems such as heartbreak, anxiety, and where their next meal is coming from.

By the end of World War II and the emergence of the 1950s, the Timely comic reign had ended. By 1949, Captain America, The Torch, and Sub-Mariner folded. In 1950, Goodman began publishing under the Atlas logo and the triumvirate of Captain America, The Torch and Sub-Mariner were revived, but with limited success. With the exception of these three characters, the Atlas comics of the 1950s featured no

continous heroes or villains. The predominant comic books of this time were Strange Tales, Tales of Suspense, Journey into Mystery, and Tales to Astonish.

Stan Lee, who was an editor for Atlas during the fifties, launched two new titles during 1961... Amazing Adventures and The Fantastic Four. With the advent of these two comic series, the Mighty Age of Marvel had begun. Amazing Adventures, the first Marvel comic, featured the sinister Dr. Doom in its first six issues. With the creation of Victor Von Doom, the tradition of the treacherous Marvel Super-Villain was born. The Marvel villain, although usually apprehended and punished for his crime, always seemed to find creative ways to escape from the clutches of justice and return to create menace for the heroes again and again.

The Fantastic Four featured Reed Richards, his fiancee Sue Storm, her brother Johnny, and Reed's friend Ben Grimm. When the foursome were exposed to cosmic rays, they developed new superhuman powers. Reed became the elastic Plastic Man while Sue was able to become invisible and project force fields with her mind. Johnny became the new Human Torch, while Ben Grimm became The Thing. After seven issues of Amazing Adventures, Dr. Doom left that series to become the main nemesis for his former rival Reed Richards and The Fantastic Four. During this time, Marvel Comics rose from relative obscurity to a strong second place in the comic book industry.

In issue fifteen of Amazing Adventures, Stan Lee collaborated with Steve Ditko and The Amazing Spider-Man appeared for the first time. Soon thereafter, Amazing Adventures was discontinued, and replaced with the first issue of The Amazing Spider-Man, released in March, 1963. Peter Parker was an average teenager who was bitten by a radioactive spider. He soon realized that he possessed superhuman spider powers, and set out to market his new abilities for his own gain. After the murder of his beloved uncle, the web-slinging, wall-crawling Spider-Man devoted his life to the abolishment of crime.

During the 1960s, several new and important comic series were developed and released. The Mighty Thor and The Incredible Hulk were introduced in 1962 while the classic characters Captain America and Sub-Mariner were re-introduced with great success. In 1963, Sgt. Fury and His Howling Commandos and the X-Men were introduced. The X-Men featuring a brilliant telepathic professor and a group of gifted youngsters with superhuman mutant powers, has evolved into Marvel's flagship series of comics today.

Through the seventies and eighties Marvel Comics has continued to grow and expand. New characters such as The Punisher have been introduced, and the plots, story-lines, and character evolutions have grown more and more sophisticated and entertaining. Marvel Comics has emerged as one of the dominant forces in the history of the comic book industry. They have clearly developed the identities of the most famous and widely recognizable Super-Heroes and Super-Villains of all time. Only time will tell what new and innovative series and characters will be introduced by Marvel Comics. One can be sure that the imagination, entertainment and excitement of the Marvel legacy will reach far beyond the twenty-first century!

LIMITED WARRANTY

The DR. DOOM'S REVENGE software and manual are sold "as is" without warranty as to their performance. The entire risk as to the quality and performance of the software is assumed by the user. The user, and not Paragon Software, assumes the entire cost of all necessary servicing, repair, or correction, and any incidental or consequential damages.

Paragon Software warrants that the medium on which the program is recorded shall be free from defects in materials and workmanship under normal use for a period of thirty (30) days from the date of purchase. If, during this period, a defect in the product should occur, the product may be returned to Paragon Software along with proof of purchase, and Paragon Software will replace or repair the disk — at Paragon Software's option — without charge.

The user's sale and exclusive remedy in the event of a defect is expressly limited to the replacement or repair of the product as provided above. If your registration card is not on file at Paragon Software, then no service or repair can occur. Service calls must be made to Paragon Software's product service line, (412) 838-1173.

If failure of the product, in the judgement of Paragon Software, resulted from accident, abuse, or misapplication of the disk, then Paragon Software will not have responsibility to replace or repair the product under the above terms.

If your disk is damaged from accident, abuse or misapplication, or becomes defective after thirty days, the disk can be returned to Paragon Software along with $5.00 plus $2.50 shipping and handling, and Paragon Software will send you a replacement.

The above warranties for goods are in lieu of all other express warranties and no implied warranties of merchantibility and fitness for a particular purpose or any other warranty obligation on the part of Paragon Software should last longer than thirty (30) days. Some states do not allow limitations as to how long an implied warranty lasts, so the above limitations may not apply to you. In no event shall Paragon Software, or anyone else who has been involved in the creation and production of this software be liable for indirect, special or consequential damages, such as — but not limited to — loss of anticipated profits, or breach of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which vary from state to state.

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.



PARAGON SOFTWARE