

# Spider-Man vs. the Kingpin Game Script

by DinobotMaximized

Updated to v1.0 on Nov 14, 2005

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Spider-Man vs. The Kingpin
Game Script Version 1.0
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*****
I. Introduction *****
*****
In this FAQ I have typed up the dialogue and story related text that appears
in Spider-Man vs. The Kingpin for the Sega Genesis. The text is as it appears
in the game except it's not all capitals.
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II. Version History *****
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1.0 - November 14, 2005
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III. Script *****
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*           Opening           *
*****
The Kingpin on TV: Good evening, New York.
                My name is of no
                importance. I am merely a
                concerned citizen--a
                citizen who has learned of
                something monstrous. The
                renegade known as
                Spider-Man is seeking
                revenge upon you. He has
                hidden a bomb which will
                explode in exactly 24
                hours, leveling this
                city, unless we force him
                to confess it location. I
                offer a $10,000 reward
                for his apprehension. We
                must protect ourselves...
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*****
*           Cut Scene 1       *
*****
Spider-Man: Wonderful! The Kingpin's the
                biggest crook this city's ever
```

seen, and he's convinced everybody I'm the bad guy. Fortunately, in patrolling the city. I've heard that Doc Ock's hiding out in a waterfront warehouse. If I'm going to find the Kingpin and clear my name--not to mention disarm the bomb he must have planted--that's the place to start.

- And, I'd better take my camera, to take some shots that prove what's really going on.

\*\*\*\*\*

\* Cut Scene 2 \*

Spider-Man: All right, Doc! Cough up the details of Kingpin's plot!!

Doc Ock: Dream on, insect--he keeps us in the dark! All I know is that he's hired plenty of your old enemies--the Lizard, the Sandman, and others! And he's split up the other keys to disarm the bomb among all of them!

Spider-Man: Keys to disarm the bomb? Doc, I could kiss you--Is that what you've got there? Hand it over and I'll be on my merry way, because I know where the Lizard hangs out, too!

\*\*\*\*\*

\* Cut Scene 3 \*

Spider-Man: That makes two keys! How many are there altogether, tall, green, and gruesome?

The Lizard: I have no idea! The Kingpin promised me your destruction--I have no interest in his larger schemes! And even though you've bested me, the others he's assembled will conduct you to your doom!

Spider-Man: I guess we'll soon find out if you're right. Because Doc Ock told me the Sandman's involved in this, and I have a good idea where to find him, too!

\*\*\*\*\*

The Kingpin on TV: Good evening once again, New York. I regret to

inform you that  
Spider-Man has apparently  
gone mad, destroying an  
abandoned warehouse and  
lurching through the  
sewers in an uncontrolled  
fashion. Our police, of  
course, are doing a heroic  
job, but I am now prepared  
to increase my offer to  
\$50,000. Increase your  
vigilance--now more than  
ever, we must protect  
ourselves...

\*\*\*\*\*

Spider-Man: Boy, I hope I never get on that  
tub of lard's bad side! How  
does he keep making those  
transmissions? He must have a  
power source somewhere--!  
Wait a minute! Kingy never buys  
what he can steal--so he's  
probably using city power, from  
the main power station!  
And Ock dais he's hired my old  
enemies, which would certainly  
include Electro, who just loves  
that station! It all adds up!  
(At least, it's the best idea  
I can think of--!)

\*\*\*\*\*

\* Cut Scene 4 \*

\*\*\*\*\*

Spider-Man: Three keys! Boy, if I keep  
this up, I'll be able to make my  
own Florida!

Electro: Spare me your sickening jokes,  
web-head!

Spider-Man: Okay, but only because I'm a  
nice guy! I'm feeling pretty  
frisky right this minute! Now  
why don't you tell me who else  
the fat man's hired?

Electro: Even if I could, I wouldn't!

Spider-Man: Then I'll tell you one of them-  
the Sandman! And he liked to  
hang out with the other thugs in  
Central Park. So now that the  
Kingpin's transmissions are cut  
off, I think I'll take my life  
in my hands over there!

\*\*\*\*\*

\* Cut Scene 5 \*

\*\*\*\*\*

Spider-Man: Darn! That's the first one that got away! But I got the fourth key anyway, so good riddance to that walking cat box! The problem is, I don't know where to go find anyone else now... But, hey--now that I think about it, the Kingpin's done everything he could--TV transmissions, big rewards--To have people come after me. So why don't I just come out in the open--as Spider-Man, not Peter Parker--and see who tries to beat my brains out--?

\*\*\*\*\*

\* Cut Scene 6 \*

\*\*\*\*\*

Spider-Man: That's five keys! I could write a symphony now! How many more are there, Hobgoblin?

Hobgoblin: As it happens, that's all of them. You fool! But each and every one is useless if you don't know where the bomb is hidden--and you don't!

Spider-Man: I will, though!

Hobgoblin: Never! Because the Kingpin knows all about your previous successes tonight, and he never hesitates to improve a plan that isn't working! For example--he didn't send me here alone--!

Spider-Man: Uh-oh...

\*\*\*\*\*

\* Cut Scene 7 \*

\*\*\*\*\*

Our scene now shifts to the home of Peter and Mary Jane Parker. It would seem that this happy woman in this happy place would have little to do with the savage battle which ended so abruptly just now...

Mary: Jane: Eeeeeek!!!

Venom: Nicely said!!!

\*\*\*\*\*

The Kingpin on TV: Good evening, Spider-Man--

or should I say 'good morning?' You're not wrong-- you did destroy my ability to broadcast city-wide. But this is a private transmission, on the band utilized by your Spider-Tracer. I realize that you will be able to trace the source of this transmission, but I don't believe even you will be foolish enough to do so. Because I have had your friends' wife brought to me, and any further attempt to stop me from detonating the bomb in your name will cause her unfortunate demise. I hope you now realize with whom you are dealing.

\*\*\*\*\*

Spider-Man: I realize, all right--but if you think I'm gonna leave MJ in your hands, you're out of your poly-unsaturated mind! I'm going for broke, Kingpin! I'm going to stop your lies, your threats, your bomb--and you!

\*\*\*\*\*

\* The Ending \*

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There's no text during the ending. We see Spider-Man defeat the Kingpin and rescue MJ. The cops take Kingpin away, and then Spider-Man and MJ hug.

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IV. Credits and Thanks \*\*\*\*\*

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Thank you to GameFAQs for hosting this FAQ.

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V. Legal \*\*\*\*\*

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