Venom - Spider-Man: Separation Anxiety Game Script

by DinobotMaximized

Updated to v1.0 on Jul 26, 2005

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Spider-man & Venom: Separation Anxiety
Game Script Version 1.0
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In this FAQ I have typed up every piece of dialogue and story related text that
appears in Spider-man & Venom: Separation Anxiety for the Super Nintendo
Entertainment System. The text is exactly as it appears in the game except it's
not all capitals.
1.0 - July 26, 2005
Web-swinging high above the
  streets of Manhattan,
Spider-man saw the unlikely
  sight of his arch-foe,
 Venom, unconscious in an
 alley. While recovering,
Venom tells the wall-crawler
of his escape from the life
foundation, and the removal
  of the five Symbiotes.
 The foundation planned to
 bond the Symbiotes with
 their soldiers, creating a
 small but instoppable army.
 Spider-man, recalling the
 menace of the first Venom
 spawn, Carnage, realizes
 that the Symbiotes must be
stopped at all costs-even if
it means proceeding with the
 help of the injured Venom!
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*****
 After tangling with the
digger, Spider-man head's
   to upstate New York.
 His goal: stop the evil
life foundation and their
soldiers, who at this very
moment are trying to bond
   the Symbiote spawn.
After fighting off the first
   wave of life foundation
    soldiers and making it
across the bridge, Spider-man
remembers that Venom told him
the foundation's main complex
  is hidden underground. So
Spider-man heads to the woods
      to try and locate
       the entrance.
The life foundation never
   thought that Spider-man
 would make it this far, but
    Spider-man managed to
     find his way to the
 entrance to the foundation's
     underground complex.
Spider-man realizes that once
  he enters the foundation,
there can be no turning back.
After encountering a member
of the Jury, one of the life
 foundation's elite guards,
    Spider-man enters a
virtual underground city, so
  vast it seems impossible
that it exists! There is no
    time to waste as he
prepares to get through the
city as quickly as possible
  to reach his final goal.
****
    Realizing that he's
  sitting duck on the city
    streets, Spider-man
  enters the mall, hoping
 to find a way to the very
heart of the life foundation
         itself.
****
  After defeating two more
    members of the Jury,
    Spider-man takes to
   the ventilation ducts,
hoping to avoid the probing
eyes of the life foundation.
Having found his way out
```

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of the vents, Spider-man
 encounters his greatest
     challenge yet ...
as he enters the internal
   chambers of the life
   foundation complex.
Getting past what he now
realizes was the entrance to
   the life foundation's
   center, our hero finds
  himself under assault at
   the foundation's first
    security point.
After breaking through the
  life foundation's security
area and defeating the fourth
     Symbiote, Spider-man
     turns left and finds
himself in a vast greenhouse.
The fight has been long and
     hard, yet the life
    foundation and their
 Symbiote brethren show no
  sign of letting up. Our
    hero is precariously
   close to his goal, and
 he presses on into depths
    of the foundation.
Counting the number of
    Symbiotes Spider-man
  has fought, he realizes
there can be only one left.
   but where can it be?
    What are its powers?
 As he ponders this elusive
 enemy, the hero encounters
  yet another checkpoint,
  deadlier than the last!
Spider-man barely
manages to defeat the final
 Symbiote. As a last ditch
   effort, the foundation
orders the five jury members
  to assault our hero, but
it is a wasted effort. With
the foundation's villainous
  plans thwarted, there is
nothing left for Spider-man
     to do but shut the
underground complex down for
          good.
```

But why does Spider-man's spider sense keep tingling? ***** The mysterious life foundation captured the lethal protector called Venom, and removed five Symbiote spawn from him. But before these new Symbiotes could destroy their 'parent', Venom escaped. Now he is forced to seek out his old foe Spider-man, and forge an uneasy alliance with the wall-crawler to stop these Symbiotes and cure his... SEPERATION ANXIETY Recovering from his wounds, Venom realizes he must destroy his new 'children' for if the Symbiotes should bind with the wrong person, as in the case of crazed criminal Cletus Kasady's transformation into Carnage, the danger would be incalculable. Only with the aid of the amazing Spider-man does Venome stand a chance of defeating this incredible menace. After tangling with the digger Venom head's to upstate New York. His Goal: Stop the evil life foundation and their soldiers, who at this very moment are trying to bond the Symbiote spawn. After fighting off the first wave of life foundation soldiers and making it across the bridge, Venom heads to the woods to try and locate the entrance. ************************* The life foundation never thought that Venom would make it this far, but Venom managed to find his way to the entrance to the foundation's underground complex.

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close to his goal, and he presses on into depths of the foundation. ***** Counting the number of Symbiotes Venom has fought, he realizes there can be only one left. but where can it be? What are its powers? As he ponders this elusive enemy, the hero encounters yet another checkpoint, deadlier than the last! ************************ Venom barely manages to defeat the final Symbiote. As a last ditch effort, the foundation orders the five jury members to assault our hero, but it is a wasted effort. With the foundation's villainous plans thwarted, there is nothing left for Venom to do but shut the underground complex down for good. So why does Venom have a strange feeling that it isn't over? Thank you to GameFAQs for hosting this FAQ. Thank you to IGN for hosting this FAQ. Thank you to Neoseeker for hosting this FAQ. This FAQ is Copyright 2005 Chris Castiglione. This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. There are three sites authorized to host this FAQ, they are: GameFAQs.com IGN.com

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