

SEGA  
GENESIS  
16-BIT CARTRIDGE

# CAPTAIN AMERICA and The AVENGERS

LICENSED BY SEGA ENTERPRISES LTD.  
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.



**Data East USA, Inc.**  
1850 Little Orchard St.  
San Jose, CA 95125

Captain America and the Avengers:  
TM & ©1992 Marvel Entertainment Group, Inc.  
All rights reserved.

Sega and Genesis are trademarks of  
Sega Enterprises Ltd.

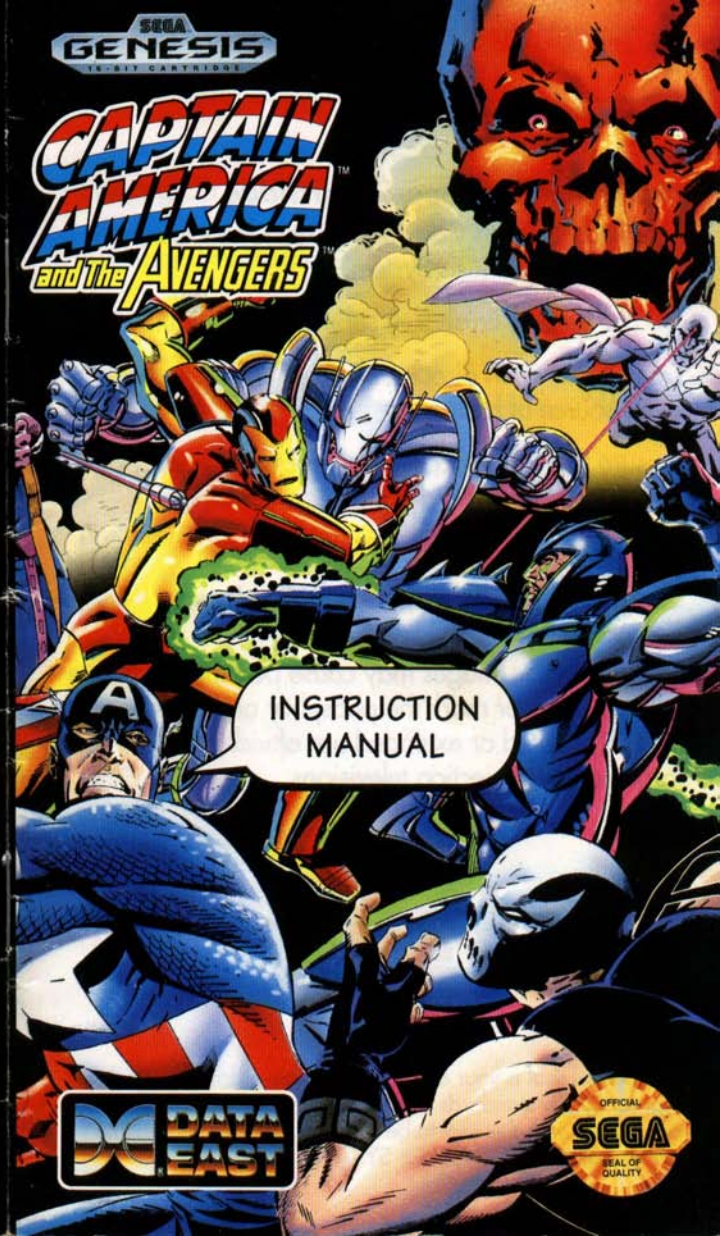
Printed in Japan



INSTRUCTION  
MANUAL



EmuMovies



## CONTENTS

### Handling the Genesis Cartridge

The Sega Genesis Cartridge is intended exclusively for the Sega Genesis 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 to Owners of Projection Televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT.

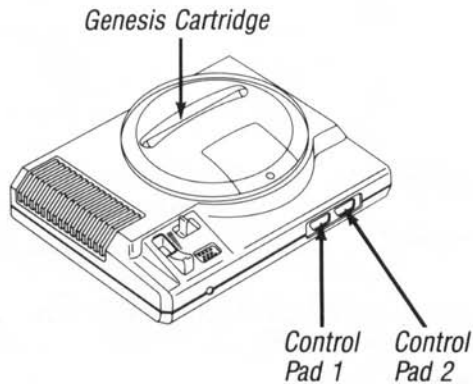
Avoid repeated or extended use of video games on large-screen projection televisions.



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™ GENESIS™ SYSTEM.

Starting Up.....	3
Avengers Assemble! .....	4
Game Functions.....	7
Action Controls.....	10
Superheroes .....	12
Enemies .....	14
Scenes .....	16
Items .....	19
Limited Warranty.....	20

## STARTING UP



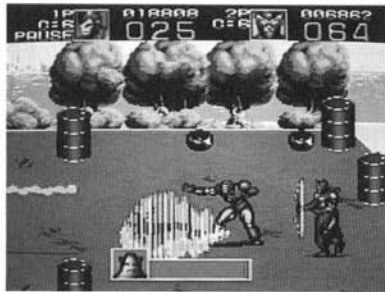
- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual.

This game is for 1 or 2 players. Plug in Control Pad 1 for 1 player, or plug in Control Pads 1 and 2 for 2 players.

- 2) Make sure the power is OFF.
- 3) Insert the Captain America And The Avengers Cartridge into the Genesis System Console. With the label facing toward you press the Cartridge firmly into the Cartridge slot.
- 4) Turn the power switch ON. If nothing appears on the screen, re-check the Cartridge insertion.

**IMPORTANT:** Always make sure that the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

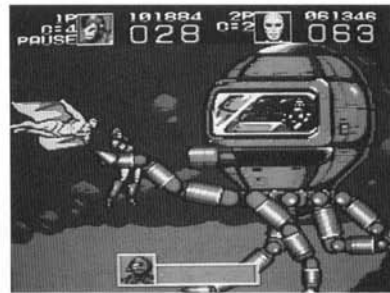
## AVENGERS ASSEMBLE!



An evil device has fallen into the hands of Red Skull, one of the Avengers' most menacing foes. A bizarre instrument of terror, this mind-controlling device will transform Red Skull into master of all super-villains. As Villain Supreme, his dream of controlling the world is on the verge of becoming nightmarish reality.

The only hope is the legendary Captain America and his courageous team of Avengers: Hawkeye, Vision and Iron Man. Matching their cunning wits and superhuman strength against a legion of dreaded enemies, this may be their greatest challenge ever! Take command and vanquish Whirlwind, Living Laser, Klaw and the Grim Reaper before Red Skull takes control and the heroic legends are forced to serve a new master!

Muscle through five levels of increasingly challenging battles as you live the Avengers legend! On your own or with a friend, step into their super hero boots and battle brutal thugs in hand-to-hand combat, shooting your way through venomous enemies to eventually face Red Skull himself! The challenge has been made...it's up to you to meet it!





## GAME FUNCTIONS

### *Choosing Your Game Mode From the Title Screen*



From the Title Screen or main menu you may choose from 4 options: 1 Player Start, 2 Player Start, Training Mode and Options. Choose any of these by using the D Button to make your selection, and then pressing the Start Button. If you have chosen 1 or 2 Player Start or Training Mode, the next screen to appear will be the Player Screen.

### *Selecting a Superhero From the Player Screen*



You can choose a Superhero at the beginning of the game, or when a second player is joining the game in progress, by pressing the D Button to the left or right at the Player Selection Screen and then pressing the Start Button.

## Choosing Your Options From the Option Screen



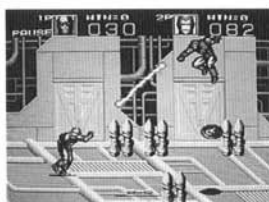
From the option screen you can change specifications for various features of the game.

- Level** Changes the level of difficulty to Easy, Normal or Hard.
- Continue** Chooses how many times you wish to use the continue feature of the game: 3, 5 or 7.
- Sound** Tests the 20 background music selections. Press A, B or C Button to listen to music.
- S.E.** Tests the 50+ sound effects. (Press A, B or C Button to listen to music.)
- Control** Changes the control buttons.
- Exit** Returns you to the title screen.

## Sharpening Your Skills in the Training Mode



The training mode is for 2 players only. Select Training Mode from the main menu, and you can try out your weapons and fighting techniques against a fellow Avenger.



Hawkeye can battle Vision, Iron Man can do combat with Captain America. Any 2 superheroes can spar against each other in this competitive training mode.

## Pausing the Game

Press the Start Button at any time during play to pause the action. Press it again to resume play.

## Fast Forwarding

You may fast forward from the Title Screen by pressing the Start Button.

## ACTION CONTROLS



You can change the functions of the buttons to suit your playing preference (i.e. Button A can become an attack button, etc. See page 6).

### *Using the Jump and Attack Buttons*

- Attacking:** Press an attack button to punch, kick, beam, lift and throw objects.
- Defending:** Continue to press the attack button to assume your defense.
- Jumping:** Press the jump button to jump up.
- Shooting:** Press the jump and/or attack button(s) in the shooting stages of the game to shoot.
- Special:** To throw the shield, shoot arrows, etc. press both attack buttons together.

**Wasp Shot:** To shoot with Wasp's assistance, press the attack or jump button(s) repeatedly.

**Escaping:** Press the attack or jump button(s) repeatedly to shake loose from an enemy.

### *Directional Movement*

The Superheroes will move in the direction that the D Button is Pressed.

### *Charging*

Pressing the D Button in the same direction twice quickly will make the Superheroes dash.

## SUPERHEROES

### *Captain America*



The leader of the Avengers has become the living symbol of liberty and justice. Once a free-lance artist named Steve Rogers, he was selected for a secret World War II experiment called "Super Soldier Project". It was an extreme success, and with his unbreakable shield, Captain America helped lead the Allies to victory. Before the project could be duplicated,

however, it fell victim to Nazi sabotage, making Steve Rogers the one and only Captain America. He stands 6 feet 2 inches and weighs 240 pounds.

### *Iron Man*



Tony Stark, President of Stark Industries, is a brilliant inventor whose unique armor grants him super hero strength and agility. He has the ability to shoot plasma beams from the palms of his hands, and can travel under water and into space. At 6 feet 4 inches, he weighs a mere 425 pounds.

### *Hawkeye*



Trained by Captain America himself, Clint Barton, adventurer, is a naturally skilled marksman with the bow and arrow. Combined with his super-human sight and dexterity, he can hit a target with virtually any projectile weapon. Clint is a mortal 6 feet 3 inches and weighs a feather 230 pounds.

### *Vision*



Artificial life in its highest form, Vision possesses expert knowledge of human biology and engineering. He is empowered by light gathered by the gem in his forehead, and can use this stored energy to fire his solar beam weapon. He has great physical strength and lightning quick reflexes. At 6 feet 3 inches, he is a streamlined 300 pounds.



## ENEMIES

In each of the five stages, there are all kinds of enemies and thugs, including the Boss Villains with whom Captain America and the Avengers are all too familiar. These Boss Villains each have their own unique fighting styles and weapons. Destroying them will earn various points.

### **Klaw**

**Weapon:** The hypnotizing beam.

**Points:** 35,000

### **Living Laser**

**Weapon:** Beam emitted from his hand, special sliding.

**Points:** 30,000

### **Whirlwind**

**Weapon:** The tornado attack.

**Points:** 15,000

### **Mammoth Robot**

**Weapon:** His arm shoots out to grab objects; he shoots beams from his eyes and stomach.

**Points:** 20,000

### **Grim Reaper**

**Weapon:** The tackle beam.

**Points:** 25,000

### **Wizard**

**Weapon:** The energy beam from his powerful gloves, throwing his disc and jumping punch.

**Points:** 35,000

### **Mechateco**

**Weapon:** Attacks using his long legs and beam from his mouth.

**Points:** 30,000

### **Mandarin**

**Weapon:** Fires laser and frozen beam from his ring, tackling attacks.

**Points:** 40,000

### **Juggernaut**

**Weapon:** Ramming with his body, tackle and punch.

**Points:** 40,000

### **Ultron**

**Weapon:** The eye-beam, spinning tackle and pillar of fire.

**Points:** 50,000

### **Controls**

**Weapon:** Attacks in pairs, grip like vise and kick from the air.

**Points:** 20,000

### **Crossbones**

**Weapon:** Throwing his knife, shooting his pistol, spinning attack and mines.

**Points:** 60,000

### **Red Skull**

**Weapon:** Punch and kick.

**Points:** 10,000

### **Mecha Red Skull**

**Weapon:** Punching, shooting with machine guns, tornado attacks, chest beam, magnet ball and smashing from the air.

**Points:** 70,000

## SCENES

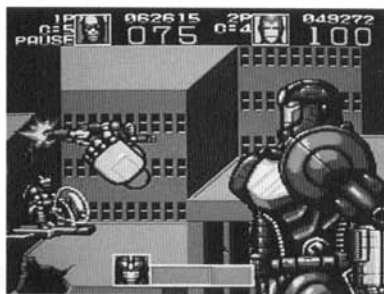
There are five scenes or stages of the game in which the superheroes must do battle with enemy thugs and boss villains. Each scene is made up of a variety of locations, and more than one boss villain will be met in each scene.

### Scene 1: "The Avengers"



In this scene you will fight your way through city streets and alleys, cover the waterfront, the tops of skyscrapers and eventually fly through the atmosphere in a major shootout. Watch out, you'll be right in the thick of things, coming up against Klaw, Living Laser and Whirlwind all during this scene.

### Scene 2: "Target Town"



It turns out that a lot of towns have been taken over by various enemies under the power of the Red Skull. This town is no exception. You will definitely have your hands full with Mammoth Robot and Grim Reaper; they're no welcome wagon!

### Scene 3: "Challenge From the Bottom of the Sea"



You'll be challenged all right, as part of the watery warfare, by the likes of Wizard, Mechateco and Mandarin.

### Scene 4: "The Giant Laser Cannon"



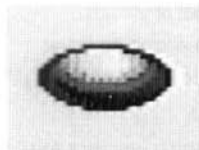
You didn't forget about Juggernaut, Ultron and the Controls, did you? They've been waiting for you in outer space. Fighting heinous bad guys in their space station will be your toughest battle yet!

### Scene 5: "The Final Showdown"



At last, only 3 Boss Enemies left. Could they be more villainous? Crossbones, Red Skull and Mecha Red Skull want to finish you off. You'll find the Laser Cannon deep in space on a dead star, and at the core is Red Skull's base station. Break in and battle it out.

Throughout the various scenes you will have opportunities to collect items which will be of assistance to you. Be aware of them so that you will be able to grab them quickly when they appear.



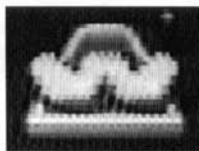
#### Large Life Disc (blue)

Quicksilver brings this item to you. Pick it up and it will give you 20 percent more time on your life scale.



#### Small Life Disc (blue)

When you defeat your opponent in the shooting stage, you may see this item. Pick it up and get 10 percent more time on your life scale.



#### Wasp Item

You can see this item in the shooting stage. If you pick it up, Wasp will appear and protect you for a certain length of time.

## LIMITED WARRANTY

Data East USA, Inc. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

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. This warranty give you specific legal rights and you may also have other rights which vary from state to state.

**Data East USA, Inc.** 1850 Little Orchard Street, San Jose, California  
95125 (408) 286-7080.

PATENTS: U.S. #4,442,486/4,454,594/4,462,076;  
Europe #80244; Canada #1,183,276; Hong Kong #88-4302;  
Singapore #88-155; Japan #82-205605 (PENDING)