STALLONE SNIPES

DEMOLITION MAN

INSTRUCTION BOOKLET
WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY
Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.
GETTING STARTED

1. Set up your Super Nintendo Entertainment® System following the instructions in the manual that came with your system.

2. Make sure the power switch is OFF before inserting the game pak. Insert the DEMOLITION MAN game pak.

3. Turn the Super Nintendo Entertainment System® on.

4. You will see a series of credit screens. Press the start button at any time to skip to the next screen.

5. After the title screen appears you have three options: START, OPTIONS, and ACTIONS. Choosing START will take you directly to the rooftops to begin your mission. Choosing OPTIONS will take you to the options screen. Selecting ACTIONS will allow you to see a tutorial mode of the game.
THE OPTIONS SCREEN

DIFFICULTY
SOUND
MUSIC
SOUND TEST

Use the Control Pad to move the icon in front of the option you wish to change.

CONTROLLER CONFIGURATION
Use the Control Pad to move the cursor to the move you wish to assign a different button to, then press the button (A, B, X, or Y) you want to execute that move.

DIFFICULTY
Your choices are Calm, Crazed or Total Demolition

SOUND FX
On or Off (select with any button)

MUSIC
On or Off (select with any button)

SOUND TEST
Press any button for sound test screen and choose from options (Press A to play sound. Press B to stop sound. Press start to return to the options screen).

EXIT
Pressing start takes you back to the main options screen. There you can choose from: START GAME and go to your first mission, reset OPTIONS or sample ACTIONS (a tutorial mode, press start to begin, then use the Control Pad to scroll through to the next lesson in movement.)
CONTROL INFORMATION

SIDE VIEW LEVELS

BUTTONS
X - Fires gun.
Y - Fires gun.
A - Throws grenades.
B - Jump. To roll, press down on the direction pad while holding.
L - Not used.
R - Not used.

DIRECTION PAD
UP - Climb.
DOWN - Crouch or descend ladders.
RIGHT - Aim or run to the right.
LEFT - Aim or run to the left.

START
Press START button to pause the action during the game.
TOP VIEW LEVELS

BUTTONS
X – Plant and shoot
Y – Run and shoot
A – Throw grenade
B – Lock direction and shoot while moving
L – Not used
R – Shoot backwards while running

DIRECTION PAD
RIGHT – Runs or fires weapons to the right.
LEFT – Runs or fires weapons to the left.
DOWN – Runs or fires weapons to the bottom of the screen.
UP – Runs or fires weapons to the top of the screen.

When on a zip line, pressing the Throw Button (A) will slow your speed.

USING YOUR WEAPONS:

GUNS:
You will be automatically armed with a handgun. If you pick up any other weapon, your handgun will be holstered and that new weapon will be your mode of attack until it runs out of ammunition. At that time you will revert back to your handgun.

HAND GRENADES:
There are two types of grenade icons, Hand Grenades and Flame Grenades. Picking up a Hand Grenade icon will give you five grenades. Picking up a Flame Grenade icon gives you three grenades. You can use them at your discretion but they cannot be stockpiled together. If you have one type of Grenade in your possession and pick up another, all of your grenades become that type. Your hand grenades are displayed in the lower left corner of the screen above the health meter.
WEAPONS AT YOUR DISPOSAL

These weapons may be available during your missions. Note that the handgun is always available.

**HANDGUN**—Ammunition is plentiful. Use as needed.

**SHOTGUN**—Ammunition is limited. When using a shotgun, you will have a greater firing range.

**MAGNUM**—A more powerful handgun eliminating enemies with less ammunition. Ammunition is limited.

**HAND GRENADE**—20th century explosive which eliminates opponents in path of its flying debris.

**FLAME GRENADE**—Eliminates opponents and leaves flame in its wake.

**MEDI PAK**—Restores life power.

**MINI-PAK**—Partially restores life power.

**EXTRA LIFE**—Gives you another life.

**INFRARED GOGGLES**—Use these special goggles to aid your night vision.

**BODY ARMOR**—This protective armor is virtually bullet proof.

**FREEZE VIALS**—Contains the chemical agent that begins the cryo-suspension process. Use this on cons and Phoenix to freeze them.
LOS ANGELES POLICE DEPARTMENT

CASE FILE: #425

JOHN SPARTAN

VS

SIMON PHOENIX

WARNING!

ALL MATERIAL CONTAINED HEREIN IS DEEMED CONFIDENTIAL.
SUMMARY:

Simon Phoenix is wanted by the Los Angeles Police Department for charges connecting him to several felonies throughout the city and surrounding areas. The charges include murder, aggravated murder, attempted murder, assault, assault with a deadly weapon, grand theft, theft and kidnapping.

It is well known, and all Los Angeles Police Department Personnel have been advised, that Phoenix is currently armed and considered extremely dangerous. Phoenix is heavily supported by a vast underground of weapons and stolen equipment suppliers.

Through working alone or with other law enforcement agencies, previous attempts to apprehend Phoenix have not been successful. These attempts have resulted in the loss of civilian and departmental property. Many officers and civilians have suffered great bodily harm or loss of life as a result of Phoenix's resistance to arrest. For this reason alone, the department is especially interested in bringing Phoenix to justice.
MISSION OBJECTIVE:

You will be transported via helicopter to the rooftop of an abandoned warehouse where Simon Phoenix and his supporters are believed to be headquartered.

It is believed that Phoenix, as in previous encounters, is heavily armed and supported by personnel and equipment, including weapons.

Once you disembark from the helicopter, you will be on your own. Due to the surface-to-air firepower directed at the copter, we can offer no firepower support during your mission.

It is your mission to get across the rooftops and into the building. Once inside, find Phoenix and bring him out alive. We believe that the thirty innocent civilian hostages Phoenix captured earlier today are still alive somewhere in the building. Take extreme caution when confronting Phoenix so as not to jeopardize the civilian hostages.

DISCIPLINARY WARNING:

Even though you are considered the most qualified officer for this position, consider this official and fair warning. You are officially on departmental probation for previous recklessness resulting in damage to civilian property and personal health. While your passion to bring offenders to justice is admirable, it cannot be at the expense of taxpayer property or well-being. Although we wish to see Phoenix captured and brought to justice, use only appropriate force to avoid further disciplinary action!
SUMMARY:
Ex-Officer John Spartan, you have been released from your cryo-synthesis incarceration unit after serving only thirty-six years of your seventy year sentence for reckless endangerment of human life.
You have been released for departmental business only. This is not a parole or termination of sentence release.
Thirty-six years ago you were involved in the apprehension of one Simon Phoenix from a warehouse in the municipality that was then named Los Angeles.
Earlier this morning, during a routine parole hearing, Simon Phoenix escaped the California Cryo-Prison Facility. In the process he performed four code 187's-MDK: Murder-Death-Kills. You have been brought out of your cryo-state to assist and advise the San Angeles Police Department on methods of recapturing Simon Phoenix.
MISSION OBJECTIVE:

It is believed that Phoenix will be heading to the COUNTY MUSEUM OF HUMAN HISTORY. Currently the museum has an exhibit titled THE HALL OF VIOLENCE. This exhibit contains a vast array of weapons from three centuries. We believe Phoenix's main objective will be to obtain as many weapons as possible.

Stop Phoenix from robbing the museum and bring him back in for incarceration.
The following addendum has been added by the San Angeles Police Department's main computer observation and control system monitoring all police and civilian activity in the San Angeles area.

**RE: APPREHENSION OF SIMON PHOENIX**

**MISSION NAME: THE SUB-MUSEUM**

**SUMMARY:**

The pursuit of Simon Phoenix is no longer confined to the HALL OF VIOLENCE in the County Museum of Human History. During the Confrontation, the glass flooring was demolished, dropping Spartan and Phoenix below into the SUB-MUSEUM excavation exhibit. For purposes of clarity in tracking Spartan and Phoenix, this portion of the mission is now named THE SUB-MUSEUM.

**MISSION OBJECTIVE:**

The objective of the mission has not changed. Capture Simon Phoenix and return him to the cryo-prison.
SUMMARY:
Several convicts have escaped from the California Cryo Penitentiary and Rehabilitation facility. They are currently at large within the city limits. San Angeles City surveillance system reports that several escaped cryo-cons have invaded city owned parking facility #425 East Summit Street. Massive destruction to city and civilian property has been reported.

MISSION OBJECTIVE:
Enter the parking structure at the ground level and eliminate the cryo-cons damaging cars and the structure.
Make your way to the top level of the structure and stop the crane which is picking up cars and dropping them on Spartan.
SUMMARY:
San Angeles Public Monorail Transport Train #425 has been taken over by cryo-cons. The train operator is missing and presumed dead. The train is being operated by one of the cryo-cons.

MISSION OBJECTIVE:
You will begin your mission at the rear of the moving train. You must battle your way to the front car of the train and bring it to a halt. Eliminate all cryo-cons in the train. Make your way to the front and destroy the monorail’s engine.
SUMMARY:
Many of the cons have been sighted at the San Angeles County Library. Reports of violence, destruction to city and personal property, assault and bodily harm to civilian and police department personnel have been reported.

MISSION OBJECTIVE:
You must enter the library and stop the cryo-cons from doing further destruction.
Do not let harm come to any civilians inside the building.
Make your way through all the rooms of the library and eliminate all of the escaped cryo-cons inside the building.
SUMMARY:
The city's Resident Observation and Surveillance System has detected an opening in one of the access ports to the abandoned maintenance and utility tunnels. This access way leads to the under city commonly known as The Wasteland. This is the last recorded sighting of Simon Phoenix.

MISSION OBJECTIVE:
It is your mission to ride zip lines, traverse catwalks, and bungee jump your way downward to the floor of The Wasteland. It is known that several escaped cryo-cons, loyal to Phoenix, are posted in the zip line level to stand guard.
Make your way to the bottom of the zip line level, eliminating as many cryo-cons as possible.
SAN ANGELES POLICE DEPARTMENT
ADDENDUM TO PRE-MISSION BRIEFING REPORT

DATE: 8-03-2032
RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.
MISSION NAME: THE WASTELAND

SUMMARY:
San Angeles Police Department officer John Spartan has successfully completed Mission Zip Line. This addendum has been made as a matter of record-keeping by the San Angeles Police and Personnel Computerized Records and Observation System. The pursuit of Phoenix has extended from the previous mission sight onto the catwalks above The Wasteland.

MISSION OBJECTIVE:
The Catwalks are walkways suspended above The Wasteland. They are very old and treacherous to walk on. They form a maze like grid over the entire Wasteland. It is believed that there are many cryo-cons stationed on the catwalks to guard Phoenix.
Traverse the catwalks and eliminate the cryo-cons to track Phoenix.
Although it is considered highly dangerous, due to the maze-like structure of the catwalks, you may find your mission objective quicker if you jump from catwalk to catwalk. But be forewarned: take extreme caution when exercising this maneuver!
This addendum has been made to the Spartan/Phoenix file as a matter of record. The City’s Personnel Observation and Control System has detected that Spartan’s pursuit of cryo-prisoner Simon Phoenix has left the previous mission area of the catwalks.

MISSION OBJECTIVE:
Pursue Simon Phoenix through the abandoned maintenance tunnels of San Angeles. There are several cryo-cons stationed in the tunnels to protect Phoenix.
Work your way through the maze of tunnels beneath the city and apprehend Phoenix.
SAN ANGELES POLICE DEPARTMENT
PRE-MISSION BRIEFING REPORT

DATE: 8-03-2032
TO: JOHN SPARTAN
FROM: PROTECT AND SERVE HEADQUARTERS
RE: THE APPREHENSION OF CRYO-PRISONER SIMON PHOENIX.

MISSION NAME: THE CRYO-PRISON

SUMMARY:
The city’s Observe and Control Surveillance System has detected a forceful entry into the California Cryo Incarceration Facility. Visual surveillance indicated that Simon Phoenix has entered the facility and is releasing other cryo-cons from their state of suspended animation.

MISSION OBJECTIVE:
The cryo-facility is made up of several chambers and hallways. Probability is high that you will come head to head with many of the cryo-cons that Phoenix has released.

Fight your way through the halls of the cryo-prison and find Phoenix. Due to the tremendous amount of damage and loss of life in previous missions, this is a fight to the death. You are to stop Phoenix at all costs.
ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pack, free of charge to the original purchaser (except for the cost of returning the game pack) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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.

Repairs/Service after Expiration of Warranty- If your game pack requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept.(516) 759-7800
Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.
One Acclaim Plaza, Glen Cove, New York 11542-2708

DEMOLITION MAN, characters, names and all related indicia are trademarks of Warner Bros. © 1995 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Developed by Alexandria Incorporated. Dragon: The Bruce Lee Story™ & © 1994 Universal City Studios, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc. Game Code © 1994 Virgin Interactive Entertainment (Europe) Ltd. All Rights Reserved. Virgin is a registered trademark of Virgin Enterprises Ltd. Artwork & Design by Mick Lowe Design. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1995 Acclaim Entertainment, Inc. All Rights Reserved.
 ALSO AVAILABLE ON SUPER NES...

 DRAGON

 THE BRUCE LEE STORY

 JEET KOWN DU AERIAL ASSAULT!!

 REALISTIC NUNCHAKU ACTION!

 FISTS OF FIRE!

 UNLEASH A SUPER SPLIT KICK!

 Contact the ESRB at 1-800-771-3772 for more information on game ratings.

 Marketed by Acclaim. Distributed by Acclaim Distribution, Inc.,
 One Acclaim Plaza, Glen Cove, NY 11542-2708.