

STALLONE SNIPES

DEMOLITION MAN

WARNER BROS. PRESENTS
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 PRODUCTION DESIGNER DAVID L. SKYDER DIRECTOR OF PHOTOGRAPHY ALEX THOMSON B.S.C. MUSIC BY ELLIOT GOLDENTHAL CO-PRODUCERS JAMES HERBERT AND JACQUELINE GEORGE
 EXECUTIVE PRODUCERS STEVEN BRATTER AND FAYE SCHWAB STORY BY PETER M. LENKOV AND ROBERT RENEAU SCREENPLAY BY DANIEL WATERS AND ROBERT RENEAU AND PETER M. LENKOV
 PRODUCED BY JOEL SILVER, MICHAEL LEVY AND HOWARD KAZANJIAN DIRECTED BY MARCO BRAMBILLA
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INSTRUCTION BOOKLET



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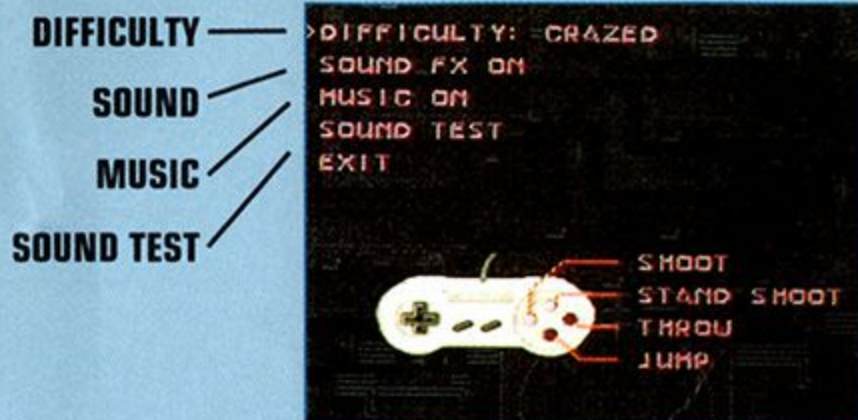
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GETTING STARTED

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



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)

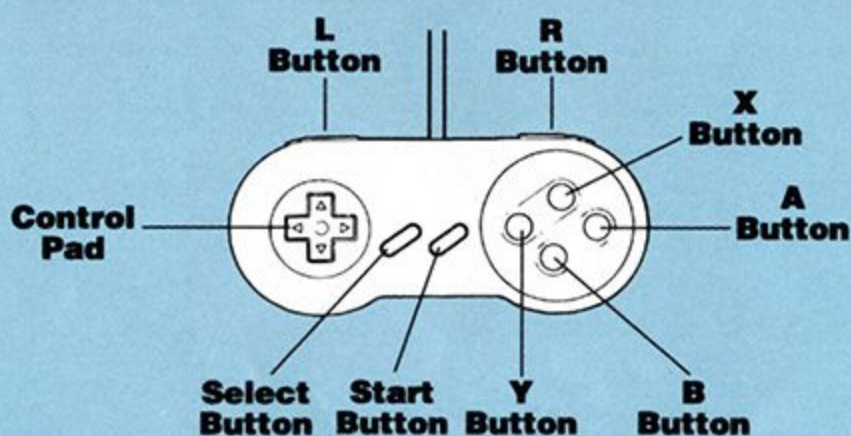
SOUND TEST

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 hand gun. 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.



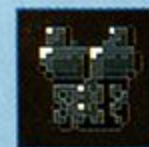
MINI-PAK—Partially restores life power.



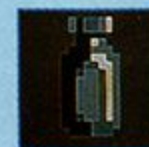
EXTRA LIFE—Gives you another life.



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.**

LOS ANGELES POLICE DEPARTMENT

PRE-MISSION BRIEFING REPORT

DATE: 8-21-96

TO: OFFICER JOHN SPARTAN

RE: THE APPREHENSION OF SIMON PHOENIX

MISSION NAME: THE ROOFTOPS



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!

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 MUSEUM



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.

SAN ANGELES POLICE DEPARTMENT

ADDENDUM TO PRE-MISSION BRIEFING REPORT

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.

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 PARKING STRUCTURE



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.

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 MONORAIL



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.

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 LIBRARY



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.

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: ZIP LINE



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!

SAN ANGELES POLICE DEPARTMENT

ADDENDUM TO 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: PIPE MAZE



SUMMARY:

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.

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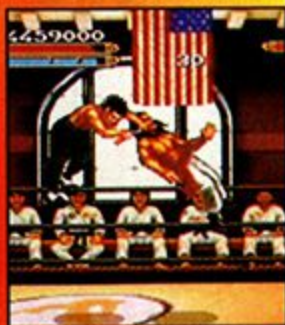
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