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Spider-Man
Plays
SPIDER-MAN

BLIP
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How to Win at **DONKEY KONG**
TRON: Arcade Superhit



Stan Lee tries his hand, with Spidey cheering for him, the Goblin against him.



Spider-Man thoughtfully covers the Goblin's eyes, to keep him from seeing himself destroyed on the screen.



Spider-Man holds Danny Hinden up to watch Melinda Moore defuse the super-bomb. She's getting encouragement from Teddy Tenenbaum, who was the first player to reach the fourth level of difficulty in the game.



Dean Bochner studies the screen as Rob Sassen runs up the highest score of the day.

Tim Measures goes at it very seriously, with Alana Ross and Rob Sassen looking on.



Grownups shouldn't play video games without kids."

That sounded right to us. So we told Stan we'd see him on Saturday morning, and we went and made arrangements for a party at his house.

On Saturday, we showed up with Spider-Man, 14 kids, and one surprise for Stan. The surprise was the Green Goblin. Since he's also a character in the new video game, Spidey had insisted that he be invited to join us.

The SPIDER-MAN game comes from Parker Bros., who've already scored big in the video game field with FROGGER and THE EMPIRE STRIKES BACK. In their new game, Spider-Man uses his web fluid to climb a tall building where a gang of criminals are hiding out.

Near the top of the building, he has to defuse a series of bombs in order to reach the super-bomb at the very top. The superbomb is protected by the leader of the gang, the



Jeremie Waterman takes another turn, with Billy Kuvula next to him. Behind them (left to right), Kathy Nishida, Brandy Utwin, and Mark Pressman look on.

Green Goblin himself. Spidey has to outwit the Goblin and swing across the super-bomb to defuse it.

We started to explain all this to our 14 guests, but it turned out to be unnecessary. They were itching to get to the game and figure it out for themselves.

So we turned them loose, then watched in awe, as one after another racked up high scores that we couldn't even approach, after hours of

playing the game. Stan tried the game several times. So did Spider-Man and the Green Goblin. But not one of them could come close to the scores the kids were hitting.

So we did the only smart thing for a grownup to do in the situation. We stopped keeping score. Instead, we all just had fun taking turns at the game.

There were a couple of minor incidents that could have led to trouble. The Green Goblin, for instance, kept insisting that he could top Spider-Man's high score, if we'd give him just one more chance. And we had to keep reminding him that no one was paying attention to the scores except him.

Eventually, he stopped competing and just played. He even seemed to be having fun, but we couldn't be sure. Even when the Goblin is happy, everything he says comes out as a growl.

There was no doubt about everybody else, though. We all had a great time. We brought back the pictures on these pages to show you what it was like. 🕸



When the party was over, Spider-Man discovered the perfect ending for a terrific day.



Spider-Man Plays SPIDER-MAN!



The famous arch-enemies get ready to compete via the TV screen.

At the Marvel Animation Studios in Hollywood, a friendly secretary led us into Stan Lee's office and asked us to wait. We stood there, surrounded by mementoes of Stan's most famous creation.

There were Spider-Man comics, Spider-Man paperback books, photos of Spider-Man, and awards given to the superhero and his creator. A

script on the desk told us that Stan was considering a movie starring Spidey.

All this made us feel very comfortable, because we were there to talk to Stan about the world-famous superhero who dominated his office. We had come to Hollywood to ask for help in announcing Spider-Man's latest conquest—the world of video games.