

# Spider-Man: The Movie FAQ/Walkthrough

by Slipknot863

Updated to v1.2 on Sep 27, 2002

This walkthrough was originally written for Spider-Man: The Movie on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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THE MOVIE

FOR NINTENDO GAME CUBE

FULL FAQ/WALKTHROUGH

Version 1.2 September 18, 2002

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## I. Before Reading the FAQ

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Hi there all of you who enter this FAQ because you don't know how to beat the game. I want to tell you that I made this FAQ to share all my knowledge with all of you, lower-than-average minds. I want to say that I am very proud of being a video game genius, and that all my world spins around my gaming consoles, which are Atari, NES, SNES, Virtual Boy, Gameboy, Nintendo 64, Gameboy Color, Gameboy Pocket, Play Station, Gameboy Advance, Dreamcast, Play Station 2, Game Cube, X-Box and PC. I have over 400 ORIGINAL GAMES, and I've beaten every single one. I've also written FAQs for...

Only joking.

Actually, I made this FAQ because I had nothing else to do. Don't think I'm one of those video game geeks that spend their miserable life playing video games. I only own a Nintendo 64 (with 5 games) and a Game Cube (with 2 games at the moment of writing this). As a matter of fact, the only games I've completely beaten are Spider-Man (GC), and, well, er... Star Wars Racer 64, but I don't think that one counts because it's a racing game, and you don't need a FAQ for a racing game. Well, I've also completely beaten Donkey Kong 64 but I used a FAQ for that one.

This FAQ is made for the Game Cube version of the game. I will NOT accept any question you ask me about the other platforms for this game (X-Box, PS2, and PC, and don't even think about the Gameboy Advance).

Some information such as the Main Menu and the Training levels descriptions are not detailed, due that you're reading this FAQ because of the Walkthrough, don't you?

One more thing, if my grammar is bad, it's cuz my native language is spanish (Mexico).

Done? Now lets move on, shall we?

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## II. Version History

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Version 1.2 - Sept 27 2002 - I myself found two strategies for "Vulture's Lair" and "Race Against Time". Check out the walkthrough for those levels.

Version 1.1.1 - Sept 18 2002 - Not much of an update, just I granted permission to NeoSeeker (<https://www.neoseeker.com>) to post this FAQ/Walkthrough.

Version 1.1 - Sept 14 2002 - Did a very important update in the walkthrough for "Birth of a Hero", because I forgot to tell about a whole room with thugs :P. I apologize for any problem you got in that level. Also added a question about a billboard in "Vulture Escapes" thanx to Mike Sesan for asking :)

Version 1.0 - Finished Sept. 11 2002 - This is my first version of my very first FAQ. I tried to write everything in this guide (it took me nearly 2 months to finish it), except for the contributions you surely want to send me. I found all the strategies and combos (except for 2 or 3 maybe), so there isn't anybody in the contributions section.

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## III. Introduction

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I'm sure you know the story of Spider-Man, but I'll give you the introduction given in the Instructions Booklet.

Orphaned at young age, Peter Parker lives in Queens, New York with his beloved Aunt May and Uncle Ben. Peter leads the life of a good-hearted, yet solitary, teenager making his way through high school

On a school trip to a research institute, Peter Parker's class is given a demonstration of genetic research conducted on spiders. Peter is bitten by one of the genetically altered spiders. The next morning, Peter discovers that suddenly his vision is perfect and his previously scrawny body has become muscular - he now has incredible strength, and his hands mysteriously adhere like glue to everything.

Peter gradually teaches himself to gain better control of his powers. Initially, he uses his ESP-like "Spider-Sense" and superhuman strength, speed and agility to make money in order to impress the lovely Mary Jane. However it is only through the tragic death of his uncle that Peter learns that "with great power comes great responsibility." It is these words that transform Peter Parker from a teenager with extraordinary powers into the amazing Spider-Man, a super-hero out to protect the city from a never-ending supply of perils.

Meanwhile, in a lab at OsCorp, Spider-Man's ultimate nemesis is about to be born...

Are you up to the challenge?

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## IV. Controls

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---===CLASSIC CONTROLS===---

## \*MAIN BUTTONS

Punch/Action - B Button - Press to perform a single punch. Press to activate switches or to pick up a civilian who is in danger

Kick - X Button - Press to perform a single kick

Web - Y Button - On the ground: Hold down the Y Button to tie up an enemy with webbing. In the air: Press the Y Button for a quick web attack.

Jump - A Button - Press to jump. Press again to perform a double jump flip. While web-swinging, press to break your web swing and quickly realign yourself in a new direction. Press to break your zip-line. Press to release from the surface you are crawling on

Control Stick - Push a little to walk or push all the way to run

## \*WEB WEAPONS

Y Button + <- on the Control Stick - Press this button combination to wrap your hands in webbing (at the cost of web fluid), increasing the damage your punches do

Y Button + -> on the Control Stick - Press this button combination to create a web dome (at the cost of web fluid). This web dome protects you from many forms of damage and knocks common enemies back when shattered. You can actively shatter the web dome by pressing the A Button.

Y Button + Up on the Control Stick - Press this button combination to shoot a shot of impact webbing (at the cost of web fluid). Note: this shot is most effective against unsuspecting or charging targets.

Y Button + Down on the Control Stick - Press this combination to yank your targets toward you using your web-line (at the cost of web fluid). After you become comfortable with this maneuver, try yanking your enemies in different directions.

## \*MORE CONTROLS

Web swing - R Button - Press start web swinging. Hold down to activate the accelerated swinging mode. Please note that you will be less maneuverable when swinging in the accelerated mode.

Zip-Line - L Button - Press to vertically zip-line. Press the L Button while pushing the Control Stick in a direction to execute a directional zip-line. In Look Around mode, pressing the L Button will zip-line you to the green cursor spot. While on the side of a building pressing the Control Stick and the L Button will zip-line you in that direction.

Look Around Mode - Z Button + C Stick - Press the Z Button to toggle Look Around mode and use the C Stick to move the camera

Camera Lock Mode - Up on the C Stick - Push up on the C Stick to engage the Camera Lock. Move the C Stick left/right to cycle through available targets. Press the C Stick up again to disengage lock-on.

Rotate Camera - <- -> on the C Stick - Move the C Stick left and right to

rotate the camera when not in Camera Lock mode.

Re-Center Camera - Down on the C Stick - Tap down on the C Stick to recenter camera behind Spider-Man

Yo-Yo Spidey - Y + L Buttons - Press the Y Button and immediately follow by pressing the L Button to suspend yourself from a web-line. You can move up and down with the Control Stick

Riding Enemies - A Button - Jump, then hold A Button until you land on the enemy's head. Release the A Button. After that you can punch, body slam (using the kick button), or jump off again.

Pause - START - Press START to toggle Pause Menu

Directional Attacks - +Control Pad + Punch/Kick - Hold the +Control Pad in a direction and hit an attack button (punch or kick) to do an attack in that direction. Note: The direction is relative to Spidey.

Dodging - +Control Pad + Jump - Hold the +Control Pad and hit the jump button to dodge in that direction. Note: The direction is relative to Spidey

Zip-Line attack - Press Y Button while Zip-Lining - Pressing the Y Button while zip-lining will turn your zip-line into an attack (at the cost of some web fluid).

-----ENHANCED CONTROLS-----

#### \*MAIN BUTTONS

Punch/Action - B Button - Press to perform a single punch. Press to activate switches or to pick up a civilian who is in danger

Kick - X Button - Press to perform a single kick

Web - Y Button - On the ground: Hold down the Y Button to tie up an enemy with webbing. In the air: Press the Y Button for a quick web attack.

Jump - A Button - Press to jump. Press again to perform a double jump flip. While web-swinging, press to break your web swing and quickly realign yourself in a new direction. Press to break your zip-line. Press to release from the surface you are crawling on

Control Stick - Push a little to walk or push all the way to run

#### \*WEB WEAPONS

L + B Buttons - Press this button combination to wrap your hands in webbing (at the cost of web fluid), increasing the damage your punches do

L + X Buttons - Press this button combination to create a web dome (at the cost of web fluid). This web dome protects you from many forms of damage and knocks common enemies back when shattered. You can actively shatter the web dome by pressing the A Button.

L + Y Buttons - Press this button combination to shoot a shot of impact webbing (at the cost of web fluid). Note: this shot is most effective against unsuspecting or charging targets.

L + A Buttons - Press this combination to yank your targets toward you using your web-line (at the cost of web fluid). After you become comfortable with this maneuver, try yanking your enemies in different directions.

#### \*MORE CONTROLS

Web Swing - R Button - Press this combination to yank your targets toward you using your web-line (at the cost of web fluid). After you become comfortable with this maneuver, try yanking your enemies in different directions.

Web Zip - Z Button - Press the Z Button to vertically zip-line. Press while pushing the Control Stick in a direction to execute a directional zip-line. In Look Around mode, pressing the Z Button will zip-line you to the green cursor spot. While on the side of a building, pressing the Control Stick and the Z Button will zip you in that direction

Look Around mode - L Button + C Stick - Hold the L button and move the C Stick to engage Look Around Mode. Use the C Stick to move the Camera.

Camera Lock Mode - Up on the C Stick - Push up on the C Stick to engage the Camera Lock mode. Move the C Stick left/right to cycle through available targets. Press the C Stick up again to disengage lock-on.

Rotate Camera - <- -> on the C Stick - Move the C Stick left and right to rotate the camera when not in Camera Lock mode.

Re-Center Camera - Down on the C Stick - Tap down on the C Stick to recenter the camera behind Spider-Man

Yo-Yo Spidey - L Button + Z Button - Hold the L Button and then press the Z Button simultaneously to suspend yourself from a web-line. You can then move up and down with the Control Stick

Riding enemies - A Button - Jump, then hold the A Button until you land on an enemy's head. Then release the A Button. After that you can punch, body slam (using the kick button), or jump off again

Pause - START - Press START to toggle the Pause Menu

Instant Swing Turns - L Button + A Button - While web swinging, hold the L Button, hold a direction on the Control Stick, then press jump to instantly swing in that direction. This move allows you to maintain your velocity while changing directions.

Directional Attacks - +Control Pad + Punch/Kick - Hold the +Control Pad in a direction and hit an attack button (punch or kick) to do an attack in that direction. Note: the direction is relative to Spidey

Dodging - +Control Pad + Jump - Hold the +Control Pad in a direction and hit the jump button to dodge in that direction. Note: the direction is relative to Spidey

Zip-Line Attack - Y Button while Zip-Lining- Pressing the Y Button while zip-lining will turn your zip-line into an attack (at the cost of some web fluid)

Twirl Yank - L Button + A Button + <- or -> on the Control Stick then Rotate - Hold the L Button, press and hold the A Button to begin the web yank. Then hit right or left on the Control Stick depending on which direction you want to twirl them in. Then begin rotating the Control Stick in the correct direction (if you pressed right, rotate clockwise. If you pressed left, rotate counter-clockwise). Once you stop rotating (or rotate too slow), release any button or run out of webbing, the target will be thrown and the twirl stopped. The twirling enemy will also become a weapon, damaging anything he hits.

I use the Classic Controls because I can't use so many buttons at the same time for something simple (the twirl yank would be impossible for me to do it). I think they're easier, even if the Enhanced Controls give you more control.

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## V. The Main Menu

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START - Choose this option to start a new game or enter Training. Note: Only basic Training is accessible through the Start Menu, but all training levels can be accessed through the Specials Menu.

SAVE/LOAD - Choose this to Load/Save your games. Press the appropriate buttons to select the following options:

Load Game Data: To load a saved game from the Memory Card in either Memory Card Slot A or Slot B. Use the Control Stick or the +Control Pad up/down to select the Memory Card in Slot A or B and press the A Button to proceed.

Save Game Data: To save a current game to the Memory Card in either Memory Card Slot A or Slot B. Use the Control Stick or the +Control Pad up/down to select the Memory Card in Slot A or B and press the A Button to proceed.

CONTINUE - Select this option to continue your current game or one that has been loaded from a Memory Card

TRAINING - The training levels have been designed to teach you the basic fundamentals of playing as Spider-Man. The Training levels are.

-Basic Training - Follow the question marks throughout this level to get an overview of many Spider-Man's abilities.

-Basic Combat - Go a mano-a-mano with thugs in Bone Saw McGraw's wrestling ring. This level will teach you the basics of ground-based combat.

-Basic Air Combat - It's one thing to swing around the city at your leisure. How about fighting villains such as the Green Goblin from those dizzying heights? This level will teach you the basic skills necessary to do just that. Follow your compass from target to target, attacking stationary objects along the way. How fast can you take out all the targets?

-Target Switching - When in Camera Lock mode, the C Stick allows Spider-Man to cycle through nearby targets. When a target pops forward use the C Stick left/right to cycle to that target. Shoot impact webbing to knock out the target. How many targets can you hit?

- Basic Swing Training - Swing through this maze avoiding walls, floors and ceiling. Hold down the swing button in straight-aways to gain extra speed.
- Advanced Swing Training - How fast can you traverse this more complex maze? Remember, landing on red areas costs a five second penalty.
- Expert Swing Training - Follow the green laser and green arrows to make it through this roller coaster ride of a maze. Remember to steer Spidey higher and lower using the Control Stick to conquer this maze.
- Basic Zip Training - Use your zip-lining skills to make it through this maze.
- Advanced Zip Training - Mastered the basics of zip training? Try to navigate your way through a more complicated course in this advanced level.
- Expert Zip Training - The ultimate zip-line training course. See if you can go against the clock and rise to the top of the leader board in this fiendish maze.
- Swing Rings - Large red rings are hovering all over the city. Follow your Spidey compass and swing through each ring turning it green. How fast can you swing through all the rings
- Platforms - Follow the Spidey compass and jump on platforms placed throughout the city.
- Big Brawl - Wage battle against various enemies in this vast virtual environment. Use your webs, fists, feet and cunning to stay alive.
- Obstacle Course - Can you make it through an obstacle course without landing on any of the red areas? You'll need all of Spidey's web swinging and zip-lining abilities to do it.

OPTIONS - Use this screen to modify game options. Use the +Control Pad up/down and press the A Button to accept. Press the B Button to return to the Main Menu.

-Audio Options - This screen allows you to change the volume of sound effects (SFX), music, voices, and movies in the game. Move the +Control Pad up/down to toggle between sound effects, music, voices and movie volume levels. Move the +Control Pad left to lower the volume, or right to raise the volume of each option. Select aAudio Mode to change between mono, stereo and Dolby Surround. Press the X Button to reset audio levels to their original configuration.

-Controller Options - This screen allows you to turn the Rumble feature on/off as well as select a controller configuration for the game. Use the +Control Pad up/down to select from the several options. Press the A Button to select a configuration or the B Button to cancel back to the Options Menu

-Camera Options - This screen will allow you to select your camera options. Use the +Control Pad up/down to highlight an option. Press the A Button to toggle an option. Press the B Button to return to the Options Menu.

a) Camera Mode: Choose between active or passive camera modes. In passive you will need to manually adjust your camera view by using the C Stick

b) Invert Camera Look: Turn this option ON to invert the up/down directions when in Look Around Mode.

## SPECIALS

- View Credits - This game just didn't make itself! See the cast and crew that brought Spider-Man to life for his latest adventure. Press the B Button to return to the Specials Menu.
- Cheats - Like to open your Christmas presents early? Enter a cheat code by using the +Control Pad to select letters. Highlighting Backspace and then pressing the A Button can correct errors. When you are finished inputting the code, use the +Control Pad to highlight DONE. Press the A Button to confirm the code. The B Button can be pressed at any time to exit.
- Training - Use this selection to access any of the training levels mentioned earlier. Press up and down on the Control Stick or +Control Pad to scroll



through the levels. Press the A Button to access a level or press the B Button to return to the Specials Menu.

- Secret Store - As you finish levels in the game and accumulate bonus points you can unlock features in the Secret Store. Alternate costumes and a special mini game are just some of the surprises that can be accessed here. Press the Control Stick or +Control Pad up/down to scroll through the available secrets. Press left and right on the Control Stick or +Control Pad up/down to scroll through the available secrets. Press left and right on the Control Stick or +Control Pad to toggle a selected feature on or off
- Level Select - Select which unlocked level to play in the game. Scroll through and highlight available levels by pressing up/down on the +Control Pad. Confirm your choice by pressing the A Button. The B Button can be pressed at any time to exit.

## GALLERY

- Movie Viewer - This feature will allow you to view any of the mini-movies that have been unlocked during the course of gameplay. Progressing through the game results in more and more mini-movies becoming available for viewing. Press up or down on the +Control Pad to scroll through available choices, then Press the A Button to select. To exit the Movie Viewer or a movie at any time, simply press the B Button
- Production Art - This section allows you to view the original design art that served as the backbone, or template, for many of the movies and levels in the game. The storyboards will unlock as gameplay progresses. You will also be able to view production photos and concept art from the motion picture in this section. These motion picture assets will periodically unlock as gameplay progresses, so check back often to see what's available. Press up/down on the +Control Pad to highlight the item to be viewed. Press the A Button in order to view that item. To exit the Production art section at any time, simply press the B Button.

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## VI. Playing the Game

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POWERUPS - These icons come with a Spider shape, and come in various colors. The color tells what's its function.

- Red Spider Icon restores 50% of your Health
- Red and Blue Spider icon restores all your Health
- Blue Spider Icon gives you 50% of Web Fluid
- Blue and Silver Spider Icon restores all of your Web Fluid
- Gold Spider Icon unlocks Attack Combos

WEB ATTACKS - As the amazing Spider-Man you will have a variety of web-based attacks at your disposal. Using these attacks will cost you some web fluid but you can always search for blue spiders to replenish your supply. See the Controls Section for instructions on how to execute each attack.

- Capture Webbing - The classic Spider-Man action which allows you to tie up your foes. Hold down the web button to tie up enemies so they can not attack you. Enemies will eventually work free of webbing, so be sure to keep an eye out so you don't get surprised
- Web Gloves - Use this feature to spray webbing on your hands to increase the power of your punches. You can find a Gold Spider Icon which will allow you to perform this maneuver a second time to get even more power out of your punches
- Web Dome - The web dome will create a shield around Spider-Man and protect him from damage. When Spidey breaks out of this dome, enemies will be knocked back and take a little damage. You can find a Gold Spider Icon

which will allow you to perform the maneuver a second time for a more powerful web dome

-Web Yank - Need to deal with an enemy who wants to stay at long range? Use your web yank to bring them up close and personal where Spidey can deal with them properly. For the more advanced users, try performing the Twirl Yank when using the Enhanced Controller Configuration. This will allow you to swing an enemy around on the end of your web, rodeo style, knocking other enemies down

-Web Laser - This fast web attack is just what Spidey needs to take on aerial enemies. Press the Web Button while swinging or jumping to quickly shoot out a damaging stream of webbing. This move uses up a good amount of web fluid, so keep an eye on your web meter.

PAUSE MENU - Press START while in game to access the Pause Menu. Use the Control Stick or +Control Pad to scroll through options on the Pause Menu. Press the A Button to select the highlighted option or press the B Button to return to your game. Press START at any time to return to your game.

-Audio Options - Move the Control Stick or the +Control Pad up and down to scroll through the volume controls. Move the control Stick or the +Control Pad left or right to adjust the selected volume control. Press the B Button to return to the Pause Menu.

-Restart level - Press the A Button to restart the current level.

-Options - In this menu you can choose Control Style (classic or enhanced), Movement (To use between Control Stick or +Control Pad), Camera Mode, Combat Controls (Combos) and Exit to Main Menu.

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## VII. The Walkthrough

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OK, you've reached the part you are looking for. But before you start looking how to beat the Game, I recommend you read this useful tips:

1. Power-Ups are your friends. If you're running out of web-fluid or health, don't risk and try to be the tough guy, cuz you're getting killed when you're distracted.
2. If you're surrounded by tons of thugs, use Web-Dome, it will knock out all the bad guys around you.
3. When you can, land on your enemies. If you jump and keep pressing A Button, you will land in the thugs backs and you can punch them with B or throw them backwards with X Button.
4. When fighting Goblin, you can land on his glider by swinging higher than him and jump, pressing A Button, on his glider.
5. Use all the combos you can, it will grant you points in Combat Style.
6. Use L Button while crawling a building to crawl it faster.
7. Before you play the level, I suggest you read once or twice the walkthrough for that level, in order to understand everything.

Got it? Now let's proceed.

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## Level 1 - Search for Justice

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Combos: [Field Goal (B-B-X)] [Web Hit (B-B-Y)], Secret Bonus

You begin this level on the top of a gargoyle-like statue. Drop down and climb to the lower part of the statue to pick up Field Goal. Now the secret bonus: from where you start, swing to the left to the tallest building, with orange windows. You'll find a lady being bothered by two thugs. Take them off and the lady will tell you to find her purse. Go to the north of that building that has a roof somewhat alike from the one the lady is on, and grab the purse. Take it back to the lady.

Now, return to the building you start on. The Web Hit Combo is passing a "Bartolux" building and a "Latvania" billboard. There's a building with orange windows and vertical white lines. The roof is similar to the one the lady of the purse was on. There you'll find the Combo.

Once you have both combos, follow your Spidey-Compass and Height-Meter to find thugs and take them off with combos (it's very important that you use combos). You'll find that some thugs have guns, so take them off first. Once you beat some thugs, there will be a cut in which a guy tells you that you'll find Skull in the Warehouse. Follow the Spidey-Compass and Height-Meter to end the level.

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## Level 2 - Warehouse Hunt

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Combo: [Backflip Kick (B-X-X)], Stealth Bonus, Secret Bonus

You start in a room in the Warehouse, exit through the door and down the stairs where you'll find Backflip Kick. To have the Stealth Bonus, go through the door but just exit it and stay in the shadowed area. Climb to the ceiling and to the door across it. A thug will be near it. Use impact webbing to making him move where he can't see you. That's the Stealth Bonus, not being caught in that room. Go through the door but jump to the ceiling immediately, as if a thug from the past room spots you, you'll lose the Stealth Bonus. Fight all the thugs that appear. The Secret Bonus is granted if you enter the room behind the wood boxes, where the "?" is. Now, walk to the garage door. There is a cut where Skull scapes and a thug takes out the Fuse of the door. You start again in the ceiling, so kill all the thugs in the room. There's Health and web power-ups in the room if you need them. Walk behind the trailer, and your Spidey-Sense will warn you. Immediately zip to the ceiling because a forklift will try to kill you. Beat the thug. and zip up to the vent and find your way to an electrical barrier. But there's a vent to the left before the barrier, go through it and activate the switch. The barrier is gone. Pass where the barrier is and you'll find yourself in the control room from where the Fuse was taken. Go through the door and kill the thugs, and you'll notice that the guy who has the fuse is behind a door. On the left of the room you are is a web supply and an open vent. Go through it and activate the switch. Now return to the room and find a vent on the ceiling. Go through it and find the guy that has the Fuse. Show him who's the boss and get the fuse. Make your way back to the control panel and put the Fuse. Now zip to the ceiling and through the vent to the room with the trailer. Now the door where Skull scaped is open, beat the thugs in that room and to the door to the left to end the level.

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## Level 3 - Birth of a Hero

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Combo: [Handspring (X-A-A)] [Advance Web Dome]  
AWD - In Classic Control -> Y + Right on +Control Pad twice  
In Enhanced Control -> Y - R/L Button + X twice

You begin in a room with a vent on the ceiling. Zip through it, and follow all the way to where you see a vent that goes down to a room with thugs. Don't go through it, instead go to the left of that one and you'll find another one that also goes to the same room. Go down through it but stay in the ceiling. Crawl to the left of the room (Don't zip, or you'll be spotted). You'll find two doors in the corner, one has a "?" and the other is closed now drop on the corner and through the closed door. You'll find the Advanced Web Dome, now go through the door with the "?". You'll have to enter Look-Around Mode to go through the hall when the steam is not there. Go through that room and find the obviously placed Handspring.

You'll reach a room with tons of thugs. One of them has a key to open the door in a corner. Start killing thugs like a freak until one of them drops the key. Grab the key and swing to a door on the corner with a red light on it. Continue the hallway.

You'll arrive a room with stairs. You have two options: walk through the stairs being damaged by steam, or make it the Spidey way. You don't need to think about it, so zip to the ceiling and go through the door, making your way through the Hall to find Uncle Ben's Killer.

-----BOSS FIGHT - UNCLE BEN'S KILLER-----

Zip-up to the ceiling. You can do two things. From the ceiling, throw impact web to Skull. He'll dodge some shots, but some other you'll hit him. If you do it this way, you'll run out of webbing, but there's a web supply somewhere in that room. This is a slow way to beat him, but you can do it the tough way.

Drop down, but not where he is, because he has a gun and he'll shoot you. Find him and beat him the old way. with all the combo's you can. Both ways work, but sometimes he gets kinda mad and he can kill you. I mean it. If you beat him, you'll see the cut where you find out that you could have stopped him at the fight promoter's office. You've beaten the level.

A friend also tells me that there are also some wooden crates that you can destroy and you'll find health supplies.

-----  
Level 4 - OsCorp's Gambit  
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This level is just a training level for the next levels. You begin by doing some fancy movements like hitting a baloon and changing the direction. To change the direction just jump while swinging and pull the control stick backwards.

After you finished taking the photos, some light mechs will appear. You'll have to distroy them. You can use impact webbing, web lasser, punching, kicks and cannonball kick. After you destroy them, you finish the level

-----  
Level 5 - The Subway Station  
-----

Combos: [Scissor Kick (X-B-X)] [High Web Hit (B-X-Y)]

Man, I love this level. It's like the level where you do all what Spidey does in the cartoon. You know, punching, tie up thugs, saving civilians, chasing a villain and all that.

OK, I'm not playing the level, but I'm trying to remember it, the sequence of the events will be right, but if I tell you there are 3 thugs and actually you see 4, my apologyze. You begin with a guard being beaten by 3 thugs. Tie them up and go to the right side from where you begin and to the far corner, in that area you will see a combo icon, grab it. Now, the other combo is in the center of the stairs right in front of where you begin, in a little room, on the ceiling. Now return to the guard, and beat all the thugs that arrive. Remember to use combos, because it will give you points.

After that, your Spidey sense will warn you of a guard and a civilian being beaten in a room at a room. Follow the compass and beat the thug at the entrance. Now, the security guard can manage the thug by himself, but the civilian is very weak, so first take the civilian in a room on the right of the hall where the security guard is beaten. Done with the thugs? Your Spidey sense will again warn you of thugs beating security guards. Follow the compass and help that guard or guards, I don't remember.

At this point, Shocker will try to bring down a pillar and kill a defenseless civilian (He's talking by cell-phone and doesn't notice that he's in danger, I would let him die). Grab the civilian with B Button and take him to the pad in the floor that your compass points. Now you will be warned of security guards being beaten in a room deep in the station. Swing to that room and enter to help them. There will be another security guard and more thugs (Jeez!). After you take them, there will be a cut in which Shocker goes to the sewer with his remaining thugs. Come on, you're a super-hero, you'll have to follow him.

-----  
Level 6 - Chase through the Swer  
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Combo: [Dive-Bomb (B-A-A)], Advanced Web Gloves and Advanced Impact Web.  
NOte: You'll find the Advanced Impact Web if you're playing in Enhanced Control mode.

You begin in a hallway in the sewer. Two thugs come to say hi, and you have to show respect and say them hi. After you've done with the two guys, follow the hallway, and on the left, there will be a thug with a gun and the key to the door on the right. Beat him and open the door. You'll arrive a tunnel with water. Follow it to the left and there will be an opening with Health to your left and an opening with a door to the right. Follow the door to the right, and you'll meet two thugs. One has a gun, so take him out first. Follow the hallway and you'll arrive a huge circular room. In one of the levels of this room, there will be switches at a side. Take any thug that gets on your way and activate both switches to open the door at the bottom of the room. Go through it.

You'll see a cut where Shocker tells Vic to pump water from the pipe after he's gone. He goes through the pipe, Vic activates the water (I imagine Vic activating the water and Shocker being thrown because he had not exit the pipe yet). Vic will run to room on the right. First, above the pipe, you'll see the Dive-bomb combo, so swing and grab it. Now go to the room where Vic went. Look for him. There will be thugs that appear from little halls on the side of the room. Take them and then Vic, and take the key of the switch to deactivate the pump of water in the pipe. Where the water was falling, you'll see a door to the right and beneath the pipe. Remember that door. Now follow the pipe and

you'll come to two thugs, one on each side of the pipe. Take them. Now, you see an opening on the room on the far corner. Don't go through it, instead zip-up to the ceiling and you'll see another opening with a door. Go through the door and you'll see a single switch. Activate it and return to the door I told you to remember. You'll find the Advanced Web Gloves. Now return to the pipe and go through the door on the far corner. You'll arrive a channel, go to the end and under a door that will close after you pass it. Beat all the thugs that come to you, you can use all your combos. More thugs will come, so you'll have to beat them. Now, go straight forward and you'll fall in a room with a single thug (poor man). Beat him. If you chose to play in Enhanced Control Mode, go to the left door and grab the Advanced Impact Web. Now go to the right door and activate the switch to open a big door above you. Go through that door to end the level.

---

### Level 7 - Showdown with Shocker

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Combo: [Uppercut (X-X-B)]

You begin with 4 tunnels, and in the other side of the tunnel will be Shocker. There will be hallways between the tunnels, and you'll have to use them if you want to stay alive. You have to meet Shocker, but he'll be throwing energy rays at you, and with 3 of them, you're done. But you can use Web-Zip. Go on one of the hallways between the tunnels. Enter Look-Around Mode and zip to other hall between tunnels. This is the only way to make it through the tunnels so be careful and work fast. Usually, the hallways where you can zip to will be under a red light, or a dark-shadowed area. This is very easy, and you don't have to take any damage.

When you arrive to Shocker, he flees. Now you have two switches, one on the right and one on the left. Activate the switch to the left and a vehicle will move out to reveal a door. WARNING! You have to enter that door and run through the stairs, in order to get the Uppercut combo, because it will float away very fast. Web swing if you have to in order to grab the combo. If you didn't grab it, you'll have to restart the level; it won't return to you even if you wait a thousand years. Now go to the door on the right. You follow the hallway to meet Shocker (at last).

-----BOSS FIGHT: THE SHOCKER-----

Look, Shocker is a very dangerous boss if you want to beat him with your own fists. I suggest you zip to the ceiling and throw impact web. He'll shoot energy at you, so you'll have to zip somewhere else in the ceiling. You'll find Web supplies in the room. Sometimes, he will surround himself with a kind of magnet field that attracts you. Zip to the ceiling and throw all the Impact Web you can.

If you're going to try to beat him with your fists and kicks, I suggest you use the Advanced Web Gloves. They can be very helpful because you damage him more than with normal punches. The problem with the Web Gloves is that if you zip-up to the ceiling, you'll lose them. My strategy to beat him on ground is to use Impact Web, and Advanced Web Gloves. If he shoots energy at you, half zip-up to the ceiling and swing to dodge the energy, then return to him. How to half zip-up? you zip-up to the ceiling, but you cancel it with A Button at the middle of the track.

After you beat him, he'll tell you about Vulture. You've finished the level.

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## Level 8 - Vulture's Lair

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Combo: [Gravity Slam (B-B-A)]

Want to know something? There isn't a guide to pass this level. It's sort of a maze while climbing to the top of the belltower. I can warn you that during the level, little Spider-explosives will follow you, but you have to run and they'll stop and explode if they don't catch you. There will be also bombs and a wooden log set on fire that won't let you pass. I can tell you how to pass this log. You'll find that it has a common movement pattern, so when you figure it out, enter Look-Around Mode and zip to the other side of the broken stairs, now continue your journey.

I found a way to beat this level and maybe get perfect. The problem in this level is that if a bomb hits you, it will knock you down and more bombs will come to you, and you can lose at least half bar, so when you see that a bomb will REALLY hit you, use Web Dome (Not Advanced, Save web-fluid!) and wait until all bombs nearby explode. You have to use it if you really feel that the bomb will hit you, because otherwise, it will take tons of web fluid.

The combo is somewhere in the journey to the top of the belltower.

You'll meet Vulture and he'll escape. You've beaten the level.

---

## Level 9 - Vulture Escapes

---

This level is just about chasing Vulture. You'll see in the upper right part of the screen, a distance meter that will tell you how far you are from Vulture. Vulture will throw bombs and feathers at you. Incredibly, the feathers do more damage than the bombs. If you see a bomb, which will be suspended in mid-air, just swing slightly to right or left or go above or below it. If you hear he throws feathers at you, you stop swinging with A Button, and after a second, you continue swinging. You'll notice that he follows a movement pattern through the city, so you'll have to lock him to keep an eye on him.

During the level, Vulture will try to blow a tower. You'll have to stop following him, get out of lock-camera and repair the damaged parts (they'll be shining). You can repair them with web (Y Button). Once you repair them enter Lock-Camera mode again and continue following him. He'll try again to blow a water tower. So you'll have again to repair it with web.

When you get close to him after repairing both things, you'll finish the level.

---

## Level 10 - Air Duel with Vulture

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Combos: [Dive Kick (B-A-X)] [Sting (B-X-B)]

-----BOSS FIGHT - THE VULTURE-----

Now you have to stop that old geezer from stepping in your super-hero job. This level is too easy.

You'll have to kick him, punch him, Web Lasser or Impact Web him to bring him down to a building. He'll have two health bars. While you fight him, the blue

bar will decrease. It's his health in air. When you finish the blue bar, he'll go down to a building, where you can do whatever you want with him. Now, in the building he lands, you'll see Gargoyle statues in the corners. Below one of those statues, you'll find Sting combo.

BEWARE! Before you completely beat Vulture, wait to the storm to calm down, and climb to the very top of the building he lands. I suggest you take him down and go to the very top, otherwise, you'll be an easy target for him. The altitude gets so high that you can't web swing, and in the very top of that building, you'll have to crawl very slowly, there you'll grave Dive Kick. Now return to Vulture to defeat him.

---

#### Level 11 - Corralled

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[Advanced Web Dome (if you didn't grab it on Birth of a Hero)], Secret Bonus  
AWD - In Classic Control -> Y + Right on +Control Pad twice  
In Enhanced Control -> Y - R/L Button + X twice

In this level, you'll have to keep Scorpion safe. Some spider-robots will attack him, so you have to take them to keep good ol' Scorpion safe. You have to follow him because he runs of the robots. You can count on your compass and height-meter to follow him and bodyguard him.

You'll find the AWD in the ramp that goes from the second to the third floor. You'll find there the combo icon, and that's also the Secret Area. If you grabbed the combo in Birth of a Hero, you'll see a health icon, but anyway, it will be marked as a Secret Area.

There will be a time when no robots go to attack Scorpion (if there remains any robot), so you'll have to look for them and take them off. I suggest you use Web Yank to pull the robots to where you are, to avoid that they attack Scorpion, and then take them off.

Also, avoid stand in front of the spider-robots, doing nothing, because they can tie you up.

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#### Level 12 - Scorpion's Revenge

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Combo: [Tackle (X-A-A)]

-----BOSS FIGHT - SCORPION-----

Now, Scorpion is really a thug villain, and I can say that I found him harder than the Green Goblin. From the beginning, swing to the part of the pillar Shocker destroyed and grab the Tackle combo. Now, you'll have to fight him with your fists, and specially, your kicks because they do more damage than punches.

First of all, lock him.

He'll be throwing some kind of rays at you. You can't use Impact Web because he manages to dodge it even with that metal costume he has. If you get too close to him, he'll hit you with his long, metal tail. So, the best way to attack him is falling with a kick on him and then do any kind of movement that involves kicks, as they do more damage than your fists.

If you run out of web fluid (which I don't think so, because it will be useless), or health (you'll need it), you can grab the icons around the



station.

Beware because he'll start to charge a powerful laser that will do important damage. If you see him charging, don't bother to fight him, instead start to swing around the arena, and wait him to fire it. Then, use all combos involving kicks that you can.

Once you beat him, you've passed the level.

-----  
Level 13 - Coup d'Etat  
-----

Combo: [Low Web Hit (X-X-Y)]

You'll see a cut where MJ is in grave danger, and of course, it's your job to save her.

From the beggining, crawl to the very top of the building you're on (MJ can wait). There you'll grab the Low Web Hit. I found that you have to grab the combo before saving Mary Jane, because if you save her first, and then return to grab the combo, it will not be there anymore. Or sometimes, you go before rescuing MJ and it's not there, but after you save her, the combo is there! I really don't get it.

Now that you've grabbed the combo, go to save Mary Jane and put her in the safe place that your compass points you. Now you have to take on Goblin. As you chase him, he'll be throwing bombs at you. He'll also do damage some buildings and a kind of bridge, and you'll have to repair them with web (Y Button). Notice that everything is like when you were chasing Vulture, but with the difference that Goblin is faster.

After you've repaired a bit antenna and the bridge, keep following him until he decides to scape. I suggest you lock him so you don't lose track of him.

-----  
Level 14 - The Offer  
-----

Combo: [Flip Mule (X-X-A)]

OK, you'll fight Goblin this time, but it's not the decisive battle. You'll have to take him out of his glider, then he'll descend to a building and you'll have to fight him there. I suggest to lock him to know where he is.

-----BOSS FIGHT - GREEN GOBLIN-----

I found that the best way to take goblin off his glider is by riding him and punching him all you can. Of course, it won't be the same damage as if you kick him in the air, but at least, you're safe of his bombs and shots. Remember that you can ride his glider by jumping over him while pressing A Button. In this way, you will do damage and again, you will be safe of his nasty bombs.

Once you take him down, he'll descend to a building. In the room you fight him you'll find the Flip Mule in one of the sides of the room. There is also health and web supplies in the room. While he's on ground, I really don't recommend you confront him face-to-face, or even try to jump and kick him while in the air. I wont work, because he'll grab you while you're in mid-air and combo you. The best way to fight him is to stick to a wall and throw impact web at him. Occasionally, you can go and do some kick combos, but don't try to beat him

only with combos, because he's much tougher in ground than in the air.

His glider will return and he'll scape. You'll have to follow him and take him off his glider again. I suggest you keep using the strategy of jumping on his glider and punching him. Once again, he'll enter a room, but this time, the room has something like electricity that can damage you, so I suggest you don't follow him, just throw all the impact web you can; he'll go deep in that room, but you have to be patient, cuz he'll return to you, and you have to take him.

After you beat him, there will be a cut where he tells you that he offered you the whole world, or something like that. You've beaten the level.

---

### Level 15 - Race against time

---

This level can be either very easy, or impossible. It all depends on your abilities.

In this level, good ol' Goby has set bombs on top of the buildings. And it's your mission to deactivate all the bombs. Aha! you think that's funny, do you? Wait my buddy, because the bombs are surrounded by light mechs, which won't do any major damage, BUT there are also lights that will move in a pattern. If any of the lights spots you, you're dead, and I mean it, I don't mean that you can die, I mean YOU'RE DEAD even before you realized a light saw you.

Think that's enough? Well, I have something you won't be pleased of hearing. You have a time limit to deactivate each bomb (Jeez, I wonder why is this level called Race Against Time). If time runs out, well, er... you know what happens.

To deactivate the bombs, just stand next to it and press B Button.

I really don't recommed wasting your time taking out light mechs, because I discovered one thing: for example, you have 30 seconds to turn off a bomb, but you deactivate it in 15, you'll have a few seconds (not 15 in this case) more to deactivate next.

Bomb 1.- Swing straight from where you are, this one is clearly visible.

Bomb 2.- Swing to the right of that building and home in on the bomb between two buildings.

Bomb 3.- Go to the other side between the two buildings and swing a bit to the right and then to the left to dodge a building between you and this bomb. Land on the building top and deactivate it.

Bomb 4.- Make your way back passing between the two buildings. This one is far from bomb 3 and heavily protected with lights. It's on the top of a building.

Bomb 5.- Not far away from #4, behind a billboard. Look your back on this one because it's protected by two light mechs. There is a health pick-up near the bomb if you need it.

Bomb 6.- This is a particulary difficult in hero. Swing to the left of that building and then cut your line to the left when the compass is poingint <- . It's protected by two light mechs, on top of a building, but you can do it.

Bomb 7.- Not far from the sixth bomb, this is the last one, also, as all the bombs, on top of a building.

Want the cheap strategy for this one? Enable FREAKOUT cheat for using Goblin and CHILLOUT cheat so that his glider never overheats. You can thrust to reach a bomb faster that swinging with spidey.

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## Level 16 - The Razor's Edge

---

I think this level should be something as a Bonus Level, because you will defeat it the very first time you play it, and I mean it.

This level is about some razors that want to cut you (now I figure why are they called razors). I have two strategies to beat this level. The first, which is the easy one, you can land on a building, and when you get surrounded by a good number of razors, you can use the Web Dome. It will take a lot of them. The other way is to swing and use cannonball kick (kick while still swinging). If you're lucky, you can take up to 5 razors with one kick.

The "difficult" part of the level, is when you have taken the r-bats. You figure out that you can hide on a construction building somewhere else in the city. You have to follow your Spidey Compass to reach it, but while you're swinging to the building, the r-bats will be attacking you, and sometimes, they will stop you from swinging. Once you arrive the building, use compass and height-meter to find the Spider that ends the level.

There will be a cut where you see a part of an r-bat, and you take it home to study it.

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## Level 17 - Breaking and Entering

---

Combo: [High Stomp (X-B-A)]

Peter is studying that part of the r-bat, and figures out that it has something to do with OsCorp. He decides to go and have a look on OsCorp (Please! don't go!)

You begin in a vent, and follow it to arrive a long hallway with a lone guard in it. Immediately, zip-up to the ceiling, and cross the room, taking care that the guard doesn't see you. On the other side of the room, there's a door, go through it, but beware, because there will be a camera there and if it spots you, some robot guards will come to take you. You can see where the range of the camera is because it's a green light. You'll know it saw you because there will be an alarm and red lights will flash. If this happens, zip-up to the ceiling to a shadowed area, where Spidey's face on the upper right part of the screen is darkened. If you stay there, the robots and the guards won't see you, the alarm will stop and everybody will be happy again.

Now that you've crossed that door, you'll find yourself on a staircase. Double jump to go through the other door. It will be a cut where Spidey says Harry told him that in order to enter OsCorp, he needs a puzzle code. Immediately zip-up to the ceiling to avoid the camera. Enter Look-Around mode and aim to the combo icon (High Stomp). Once the guard is walking the other way, where he cannot see you, zip to the combo and immediately zip up to the ceiling. Now, you have to steal the code from computers. You'll know which computer has a part of the code because it will have a big monitor and it will be working. Wait to the guard to walk away from the computer, and drop and press B near the computer to get the code (it will take some seconds, so be aware of the guard). Now that you have a part of the code, zip up to the ceiling and head to the hallway in front of you. There you will see the door where you have to get, but first you have to get all 5 pieces of the code, so go through the door in

front of it. In this room, there are 2 parts of the code, so do the same as in the other room, wait for the guard to walk away to get the code. Once you have the 2 codes on this room, go through the door with the camera on the corner. Drop down the stairs to get the remaining 2 parts of the code.

Now that you have the 5 pieces of the code, make your way back to where the door you have to enter. Avoid the camera and you'll find a sealed door. Press B Button and solve the puzzle. It's easy, just start with the mostly blue part, and then the half blue half I don't know, and follow the pattern. The door will be open and you've finished the level

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#### Level 18 - Chemical Chaos

---

Combos: [Palm (B-X-A)] [Head Hammer (B-A-B)]

Damnit! This is the worst level of all the game. You have to get two codes (A and B), take them to a room, and return for 2 more codes (C and D), and return to the room where you went with A and B.

You start on a hallway, with two guards. Go to where your compass points you. But there will be 2 little hallways. Take the left one. Now, you see a door, and a guard walking near it. Go to the shadowed corner and wait until he goes. Now go through the door, but you will see lasers. You'll find out that all have the same pattern, so there will be a moment where you can freely pass all the lasers at once. Enter look-around mode and when that moment arrives, zip, but beware to fall in a camera light. Immediately zip to the ceiling. And follow the hallway. You'll reach a part where there are steady lasers in different positions in the upper part of the hallway, and in the lower part, there are all these cameras that make it impossible for you to pass. So stick to the wall in front of all those lasers, enter Look-Around mode and you'll see that there's a little space through all this lasers that lets you pass. Zip to the other side, and crawl to the ceiling. In the ceiling you'll see the Palm combo. Now head to the room your compass points. It's labeled A. Enter, and press B Button in the computer. Now exit the room and zip to the ceiling and to the room labeled B on the other side of the big door. Do the same process to get the code, and enter the big door between A room and B room. There will be a cut where Spidey asks Doc that there are two computers. Go to the right-side computer and press B. A cut will show that something (I don't know what's that thing) happens. Now exit that big door, zip to the ceiling and go to the door that was next to the palm combo.

Follow the compass and enter a room with laser beams in grid. Step on one of the boxes that has green bottles, and zip to the other one that is on the grid side. Wait for the moment when the cameras can spot you. Now, zip to the door on the grid. Avoid the camera above it. If it raises the alarm, there's a shadowed area in that room where you can hide, and try it again. Once you pass that door, you'll find again laser beams that create "walls" but this one is difficult to explain the pattern, so I suggest you just run and zip to a shadowed area to avoid the robots.

Head to the C door and take the code. Now, in front of it, there's a lone door, enter that room and find the Head Hammer combo. Now go to the D door, and you find it closed. Zip to the ceiling and wait for a guy to come. Take him with a single punch and enter door D.

Now, you have to return to the big room between A and B. You can make your way back trying to be stealthy. But I used other way: run like a freak all the way back to the room. All the robots you can imagine will shoot at you, but it's

not likely that they kill you. Enter the big room and enter the codes on the left computer. You've beaten the level.

Note: You can try to be stealthy, but it won't award you any bonus.

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Level 19 - OsCorp's Ultimate Weapon

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-----BOSS FIGHT - ULTIMATE WEAPON-----

Look, this thing is awfully slow, but powerful. You have to take 10 generators to destroy it. 6 of them are on his body, but 4 more are on the hallway in front of it. You can destroy all this generators with Impact Webbing.

Once you're done with the 10 generators, land on his neck and start kicking. With 2 or 3 kicks, he's gone.

Beware! If you keep close to him, you're safe, but if you go far, it will shoot a laser that will kill you with a single hit. You can use impact web while on his neck to take the 4 generators that are not on his body.

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Level 20 - Scape from OsCorp

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Combo: [Haymaker (X-A-B)]

This level is easy. Just exit the room you're in and grab the combo in front of you. Now swing to the right and then to a room where you deactivate some turrets that will kill you if you don't deactivate them.

Now go to the other side (to the left of where you started) and deactivate the laser grid.

Now go to the room the grid and the turrets were in. In the far right corner, activate the switch and go through the door immediately in front of it.

You'll enter a door with a switch to open it, and a robot. Activate the switch, but the door will take some seconds to open. Take the robot while it opens, and go through the door. Swing straight forward to beat the level.

Through all this level, you have to swing, zip forward and run like a freak.

---

Level 21 - Mary Jane Kidnapped

---

This level is similar to Vulture's chase, but Goblin is faster than Vulture. Lock him in order to know where he is. He will set bombs in the air, and if you get close to them, they explode. Follow his pattern, and after a while, he escapes. Easy, huh?

---

Level 22 - Face-Off at the Bridge

---

-----BOSS FIGHT - GREEN GOBLIN-----

You've done it, this is the very last level of the game. It's easy from my

point of view. Actually, I think the fight with Scorpion is harder than this one. From the beginning, swing to grab MJ and take her to the Spider pad on the ground. Now you have to take Goblin for the last time.

You have to be fast, because he'll throw all his fire power at you.

I suggest you take the ride with Goblin Airways, punching him all you can. When he lands, his glider will continue attacking you, while he throws bombs at you. I suggest you use Impact Web, or Advanced Impact Web if you play Enhanced Control. There are lots of web and health supplies on the bridge, and I'm sure you'll need at least one.

If he rides his glider again, you'll ride it again. When he lands, throw more impact web, and you beat him.

The cut will show him telling that the best surprise is still to come. You dodge his glider and it kills him. You try to tell MJ who you are, but she already knows.

CONGRATULATIONS, YOU'VE BEATEN THE GAME

Now, follow Spidey's orders "You're done now, go outside and play".

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VIII. Combo List  
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COMBO

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Duel Fists

You Begin With It

B-B-B

Mule Kick

You Begin With It

X-X-X

Elbow Slam

You Begin With It

X-B-B

Field Goal

Level: Search For Justice

B-B-X

Web Hit

Level: Search For Justice

B-B-Y

Back-Flip Kick

Level: Warehouse Hunt

B-X-X

Handspring

X-A-X

Scissor Kick

Level: The Subway Station

X-B-X

High Web Hit

Level: The Subway Station

B-X-Y

Dive-Bomb

Level: Chase Through The Sewer

B-A-A

Uppercut

Level: Showdown With Shocker

X-X-B

Gravity Slam

Level: Vulture's Lair

B-B-A

Dive Kick

Level: Air Duel With Vulture

B-A-X

Name: Sting

Level: Air Duel With Vulture

B-X-B

Name: Tackle

Level: Scorpion's Rampage

X-A-A

Low Web Hit

Level: Coup d'Etat

X-X-Y

Flip Mule

Level: The Offer

X-X-A

High Stomp

Level: Breaking And Entering

X-B-A

Palm

Level: Chemical Chaos

B-X-A

Head Hammer

Level: Chemical Chaos

B-A-B

Haymaker

Level: Escape From Oscorp

X-A-B

ADVANCERS

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Advanced Web Dome

Level: Birth Of A Hero, Corralled (if you didn't grab it on Birth of a Hero)

Classic: Y Button + Right on +Control Pad

Enhanced: Y Button + Right/L Button + X Button twice

Advanced Web Gloves

Level: Chase Through The Sewer  
Classic: Y Button + Left on +Control Pad  
Enhanced: Y Button + Left/L Button + B Button twice

Advanced Impact Web (Enhanced Mode Only)

Level: Chase Through The Sewer and Escape From Oscorp  
Hold Y Button + Forward/L Button + Y Button

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## IX. Boss FAQ

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### -----UNCLE BEN'S KILLER-----

Zip-up to the ceiling. You can do two things. From the ceiling, throw impact web to Skull. He'll dodge some shots, but some other you'll hit him. If you do it this way, you'll run out of webbing, but there's a web supply somewhere in that room. This is a slow way to beat him, but you can do it the tough way.

Drop down, but not where he is, because he has a gun and he'll shoot you. Find him and beat him the old way. with all the combo's you can. Both ways work, but sometimes he gets kinda mad and he can kill you. I mean it.

### -----THE SHOCKER-----

Look, Shocker is a very dangerous boss if you want to beat him with your own fists. I suggest you zip to the ceiling and throw impact web. He'll shoot energy at you, so you'll have to zip somewhere else in the ceiling. You'll find Web supplies in the room. Sometimes, he will surround himself with a kind of magnet field that attracts you. Zip to the ceiling and throw all the Impact Web you can.

If you're going to try to beat him with your fists and kicks, I suggest you use the Advanced Web Gloves. They can be very helpful because you damage him more than with normal punches. The problem with the Web Gloves is that if you zip-up to the ceiling, you'll lose them. My strategy to beat him on ground is to use Impact Web, and Advanced Web Gloves. If he shoots energy at you, half zip-up to the ceiling and swing to dodge the energy, then return to him. How to half zip-up? you zip-up to the ceiling, but you cancel it with B Button at the middle of the track.

### -----THE VULTURE-----

Now you have to stop that old geezer from step in your super-hero job. This level is too easy.

You'll have to kick him, punch him, Web Lasser or Impact Web him to bring him down to a building. He'll have two health bars. While you fight him, the blue bar will decrease. It's his health in air. When you finish the blue bar, he'll go down to a building, where you can do whatever you want with him.

### -----SCORPION-----

Now, Scorpion is really a tougg villain, and I can say that I found him harder than the Green Goblin.

Now, you'll have to fight him with your fists, and specially, your kicks because they do more damage than punches.

First of all, lock him.



He'll be throwing some kind of rays at you. You can't use Impact Web because he manages to dodge it even with that metal costume he has. If you get too close to him, he'll hit you with his long, metal tail. So, the best way to attack him is falling with a kick on him and then do any kind of movement that involves kicks, as they do more damage than your fists.

If you run out of web fluid (which I don't think so, because it will be useless), or health (you'll need it), you can grab the icons around the station.

Beware because he'll start to charge a powerful laser that will do important damage. If you see him charging, don't bother to fight him, instead start to swing around the arena, and wait him to fire it. Then, use all combos involving kicks that you can.

-----GREEN GOBLIN----- (The Offer)

I found that the best way to take goblin off his glider is by riding him and punching him all you can. Of course, it won't be the same damage as if you kick him in the air, but at least, you're safe of his bombs and shots. Remember that you can ride his glider by jumping over him while pressing A Button. In this way, you will do damage and again, you will be safe of his nasty bombs.

Once you take him down, he'll descend to a building. In the room you fight him you'll find the Flip Mule in one of the sides of the room. There is also health and web supplies in the room. While he's on ground, I really don't recommend you confront him face-to-face, or even try to jump and kick him while in the air. I won't work, because he'll grab you while you're in mid-air and combo you. The best way to fight him is to stick to a wall and throw impact web at him. Occasionally, you can go and do some kick combos, but don't try to beat him only with combos, because he's much tougher in ground than in the air.

His glider will return and he'll scape. You'll have to follow him and take him off his glider again. I suggest you keep using the strategy of jumping on his glider and punching him. Once again, he'll enter a room, but this time, the room has something like electricity that can damage you, so I suggest you don't follow him, just throw all the impact web you can; he'll go deep in that room, but you have to be patient, cuz he'll return to you, and you have to take him.

-----GREEN GOBLIN----- (Face-Off at the Bridge)

You've done it, this is the very last level of the game. It's easy from my point of view. Actually, I think the fight with Scorpion is harder than this one. From the beginning, swing to grab MJ and take her to the Spider pad on the ground. Now you have to take Goblin for the last time.

You have to be fast, because he'll throw all his fire power at you.

I suggest you take the ride with Goblin Airways, punching him all you can. When he lands, his glider will continue attacking you, while he throws bombs at you. I suggest you use Impact Web, or Advanced Impact Web if you play Enhanced Control. There are lots of web and health supplies on the bridge, and I'm sure you'll need at least one.

If he rides his glider again, you'll ride it again. When he lands, throw more impact web, and you beat him.

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X. Cheats

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I really don't recommend to use cheats, because they ruin all the fun of the game and don't prove that you are good. I think that if you use cheats, you can't say that you beat the game. Anyways, as a complete FAQ, I have to put them.

To access cheats, go to Specials and to Cheats. Enter the cheat by selecting the letter and pressing A Button. To erase a letter, select Backspace. To return to menu, press B Button.

Unlock all levels, gallery and pinhead bowling - ARACHNID

Unlock All Levels - IMIARMAS

Big Head Mode - GOESTOYOURHEAD

First Person Mode - UNDERTHEMASK

Small Spider - SPIDERBYTE

Matrix Mode - DODGETHIS

Play as a Thug - THUGSRUS

Play as a Lab Scientist -S ERUM

Play as Mary Jane - GIRLNEXTDOOR

Play as Knuckles the Thug - KNUCKLES

Play as Uncle Ben's Killer - STICKYRICE

Play as the Shocker - HERMANSCHULTZ

Play as a Cop - REALHERO

Play as Captain Stacey - CAPTAINSTACEY

Enemy Big Head Mode -J OELSPEANUTS

Play in Goblin Suit - FREAKOUT

Unlimited Webbing - ORGANICWEBBING

All Combos - KOALA

Glider never overheats - CHILLOUT

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XI. Questions and Answers  
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How can I manage to web the Billboard in Vulture Escape. It falls before I can repair it? (Submitted by Mike Sesan)

Maybe the problem is that you don't swing close to him when he shoots at the billboard, so you're far away from the building, and spend time swinging to it. While he's flying, he leaves air-mines and throws feathers at you. Try to swing higher than him and using accelerated swinging, so when the cut where he shoots at the billboard, you are very close (or above) the building. If you stay that

close, you must have time to repair it.

Invincibility cheat?

No, apparently, the cheat was going to be RESPONSIBILITY, but they took it out of the game, and there isn't one as far as I know?

Why do robots spot me on "Breaking and Entering" even if I'm in the ceiling? You have to be in a shadowed area where Spidey's mask on upper right corner of the screen is darkened. In Chemical Chaos, guards can't spot you while on the ceiling, even if you're not in a shadowed area.

MORE QUESTIONS AND ANSWERS COMING SOON. E-MAIL ME WITH ANY QUESTION AND I'LL POST IT HERE!

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### XII. Contributions

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Pepe - Told me that there are also some health supplies if you destroy the wooden crates on the fight against Uncle Ben's Killer, and telling me I was missing an entire room in "Birth of a Hero" walkthrough.

[Your name here] - [Your contribution here]

C'mon guys, send me any kind of strategy you found. I'll give you full credit, along that you'll have the happy thinking that you helped a lot of people you don't even know :)

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### XIII. Disclaimer

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XIV. Contact Information  
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Feel free to e-mail me with any contribution, question or whatever about this FAQ at slipknot\_863@hotmail.com

Please, if you mail me, in the subject, write something like [Spidey FAQ], or any other subject that tells me that it's about the FAQ. This is because I receive a lot of crap and I erase it without reading it.

Don't forget to put your nickname to give you full credit of your contribution.

Please, write in a clear language, because sometimes I have a bad time figuring out what's written.

If you send me questions, they must be about the Game Cube version of the game.

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XV. Special Thanx  
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-To Treyarch for programming the game

-Activision for making the game

-CJayC for making such a kick-ass site.

-Stan Lee for creating Spidey

-To you for reading this FAQ

-And above all, to our not-of-our-childhood-only hero, but to the hero of our entire lifes. The only super-hero cool enough to have humor sense...  
SPIDEY!!!!!!!!!!!!!!!!!!!!!!

SEE YA SOON!