

# SPIDER-MAN 2™

**ACTIVISION.**  
INSTRUCTION BOOKLET

**EmuMovies**



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**

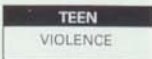
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## GO WHEREVER A SPIDER CAN

This time around, you get to go everywhere. Climb to the top of skyscrapers or dive down to the busy streets. Swing around Times Square or run down inside the buildings of Manhattan. You and Spider-Man have free rein over the city.

## CREATE A PROFILE

### Login Screen

Start by creating a user profile to save your game progress. Enter a name using the directional buttons to navigate and press the **A** Button to select letters. Choose **Enter** on the keyboard to start the game.



## PAUSE MENU SCREENS

Use the Pause Menu to access all game screens during play. Use the **L** and **R** Buttons to cycle through the Pause Menu screens. Use the **+ Control Pad** and the **A** Button to highlight and select options. Press **START** to return to your game. From the Pause Menu you can access the following screens:

### Missions

Go to the Missions screen to check the To Do List to stay up to date on what you've done and what you have to do next.



### Save/Load

Save, load or start a new game.



### Options

Here you can turn the Score Display, Rumble and Easy Swinging mode on and off; change the sound settings; view or change the Nintendo GameCube™ Controller configuration; and invert the **C Stick** camera controls.



### Status

Check on your Combat upgrades, Locomotion upgrades, Awards and Game Stats on this screen.



## DO WHATEVER A SPIDER CAN

### Controls

Action	Controls	Notes
Attack/ Action	B Button	Press to perform different punches and kicks. Press to activate switches.
Evade/ Attach to Wall	X Button	Press when Spider-Man's head flashes to dodge attacks. When you're near a wall, press and hold to attach to the wall and start crawling. Press and hold when you're near street lamps and flagpoles to grab on to them.
Web	Y Button	Hold down the Y Button to tie up an enemy with webbing. Tap the Y Button to blind or disarm an enemy with webbing.
Jump	A Button	Tap to jump. Tap again to perform a double jump. Hold down the A Button to charge your jump meter. Release the A Button to perform a charged jump.
Web Swing	R Button	Press to begin swinging. (See Swinging on page 8 and Gameplay Tips on page 17 for swinging tips.)
Sprint	L Button	Press and hold while running, crawling, swinging and web attacking to turbo charge your action.
Grapple/ Pick Up	Y Button for hurt civilians Y + X Buttons for thugs	Hold the Y Button to web tie and reel in civilians who are in trouble. Hold the X Button while web tying a thug to reel the thug into a grapple.

Action	Controls	Notes
Movement	Control Stick	Push a little to walk or push all the way to run.
Rotate Camera	C Stick	Move the C Stick to rotate the camera. If you don't like the way the camera rotates, you can invert its movement on the Options screen of the Pause Menu.
Spider Reflexes	↑ on the + Control Pad	Press ↑ on the + Control Pad to turn on Spider Reflexes Mode.
Re-Center Camera	Z Button	Press the Z Button to re-center the camera behind Spider-Man.
Web Zip (has to be purchased)	L Button + R Button	Press the L Button, then press the R Button.
Camera Lock-on Mode	↓ on the + Control Pad	Press ↓ on the + Control Pad to enter Camera Lock-on Mode. Move the C Stick left or right to toggle through the enemies.
Pause	START	Press START to toggle the Pause Menu.
Map	Z Button + START	View a 3D top view map of the city.

## SWINGING

If you picked **Easy Swinging** at the beginning of the game, just press the **R** Button to shoot a web, and hold on to the **R** Button as long as you want to swing. Let go of the **R** Button to release your web and sail through the air. Shoot another web by pressing the **R** Button again.

**Normal Swinging** gives you more precise control over Spider-Man. Tap the **R** Button to shoot a web and begin to swing. While swinging, you can tap the **R** Button again to immediately shoot another web. However, you can control your movement better if you first press the **A** Button to jump off your web. After sailing through the air for a while, tap the **R** Button again to start another web. (See page 17 for more tips on Normal Swinging.)

For best results under Normal Swinging, you need to master swing jumping. First do a charged jump off the ground so you can get some air before you begin. Then tap the **R** Button to shoot a web and begin to swing. As soon as you begin swinging, press and hold the **A** Button to charge your jump meter. When it's completely charged and you're moving in the direction you want to go, let go of the **A** Button to do a charged jump off your web. Fly through the air for a second or two, steering with the **Control Stick**. Then tap the **R** Button again to shoot your next web, and repeat. You're swing jumping!

To swing jump even faster, tap the **L** Button at the bottom of your swing for a turbo boost forward!

In Normal Swinging, you can stop yourself in midair by shooting a second web and hanging from two web lines at once. Tap the **R** Button to swing, as usual. While swinging, press and hold the **R** Button to shoot a second web.

Whenever you press the **R** Button to swing, whether you're in Easy Swinging or Normal Swinging, you'll shoot a web at a good target in the direction that you're pointing the **Control Stick**. If you want your web to stick to the building ahead of you and to the left, just push the **Control Stick** forward and to the left while pressing the **R** Button.

If you want to change from Easy Swinging to Normal Swinging or vice versa, go to the Options screen of the Pause Menu.

## WEB ATTACKS

As the amazing Spider-Man, you have a variety of web-based attacks at your disposal. See page 10 and 11 for a complete list of combos.

**Web Tie:** The classic Spider-Man action that allows you to tie up your foes. Hold down the **Y** Button to tie up enemies so they cannot attack Spidey. Enemies eventually work free of the webbing, so be sure to keep an eye out so you don't get surprised. Some powerful enemies can dodge out of the way of your webbing and some are completely invulnerable to it.

**Impact Webbing:** The web ball can be very helpful when fighting a group of enemies. Press and hold the **L** Button and press the **Y** Button to shoot a web ball at your enemy. They'll be momentarily entangled so you can take care of another enemy. Impact webbing is harder to dodge than a web tie.

**Web Yank:** Need to deal with an enemy who wants to stay at long range? Try the **Y** Button + back on the **Control Stick** to bring an opponent up close and personal where Spidey can deal with them properly. Press the **Y** Button and move the **Control Stick** in different directions to try different yanks.

See pages 11 and 12 for examples of Web Attacks.

## COMBAT SYSTEM

### Combos

*Spider-Man 2™* has an open-ended combat system that lets you press Attack, Web and Jump commands in different sequences to perform combos that capitalize on Spider-Man's agility and quickness.

**Dodge Button:** This button comes in really handy when Spidey is being shot at or attacked by a bunch of thugs. When attacked, your Spidey sense tingles and Spidey's head flashes. Press the **X** Button when Spidey's head lights up and he will dodge the attack. From the dodge you can start a counter attack.

**Purchase New Combos:** There are multiple Upgrade Stores in the city where Spider-Man can go to upgrade his special abilities like swinging, combat and web attacks.

**Air Juggle Combat:** You'll often knock enemies up into the air. To Air Juggle a bad guy, just launch him into the air and then charge jump (hold down the **A** Button to charge up and then release) to catch up to the enemy. While in the air, you can begin to punch. Skilled players can use punches, kicks, jumps and web yanks to stay in the air while defeating all the bad guys.

### Combat Combos

Some of these combos will work right from the beginning of the game, and others you have to purchase from the Spidey Stores in the city. Make sure to rack up those Hero Points so you can get more combos—including special combos not listed here!

Control	Action
B Button	Right Hook
B Button, B Button	Left Hook
B Button, A Button	Hop-over Head Punch (escape)
B Button, Y Button	Web Trip
B Button, B Button, B Button	Knockdown Punch
B Button, B Button, A Button	Jump-off Kick
B Button, B Button, Y Button	Web Hammer
B Button, B Button, Y Button, 360° Control Stick rotation	Link to Web Rodeo (hold the Y Button, rotate the Control Stick left) (clearing, knock away)
B Button, A Button, B Button	Air Kick (launches enemy)
B Button, Y Button, B Button	Double Fist Uppercut (launches enemy)
Y Button	Web Trap/Blind/Disarm
Y Button, ↑ on the Control Stick	Yank Up (launches enemy) (tap to blind/disarm, hold to trap)
Y Button, ↓ on the Control Stick	Yank Toward Self (homing, launches enemy, range)

Control	Action
Y Button, ← on the Control Stick	Yank Left (distance)
Y Button, → on the Control Stick	Yank Right (distance)
Y Button, 360° Control Stick rotation	Web Rodeo (hold the Y Button, rotate the Control Stick) (clearing, knock away)
Y Button, B Button	Yank Kick
Y Button, B Button, B Button	Thrust Kick
Y Button, B Button, Y Button	Web Blast (knock away)
B Button	Roundhouse Kick (must be in Spider Reflexes)
B Button, B Button	Drop Kick (must be in Spider Reflexes)
B Button, B Button, B Button	Mule Kick (must be in Spider Reflexes)
L Button + B Button	Rising Uppercut (hold button to rise with target) (launches enemy, escape)
X Button + ↑ on the Control Stick	Dodge Back (when head flash appears)
X Button + ↓ on the Control Stick	Dodge Back (when head flash appears)
X Button, B Button	Counter Flip Kick (dodge was successful)

Control	Action
X Button, ← on the Control Stick + B Button	Counter Elbow (dodge was successful)
X Button, → on the Control Stick + B Button	Counter Uppercut (dodge was successful)

**Note:** Some attacks are different and enhanced when Spider Reflexes are active.

## GENERAL INFO

- *Meters*

The *Health Meter* decreases when you get hurt. To increase your health, pick up the health icon that appears after stopping various crimes in the city.



The *Hero Meter* shows how long you can keep Spider Reflexes going (press ↑ on the + **Control Pad**). You can fill up the Hero Meter by doing stylish Spider-Man moves like acrobatic swinging moves or dodging attacks.

The *Jump Meter* shows how much you have charged your jump. It increases as long as you press the **A** Button, indicating how high you'll jump when you let go.



- *Jump While You Swing*

While swinging, hold down the **A** Button to charge up your jump meter. At the end of your swing, release the **A** Button. This allows Spider-Man to get higher and gain momentum. See pages 8 and 17 for more swinging tips.

- *Swing Boost*

When swinging, press the **L** Button to get a swing speed boost. If you press the **L** Button at the bottom of your swing, you'll get the maximum boost.

- *Citizens in Distress Missions*

While swinging through the city you'll see civilians with a green **?** icon over their heads. You can choose to approach them and begin a mission. First, walk up to the civilian, face them and press the **B** Button. They'll tell you that someone's being attacked, robbed or just needs help. Completing these missions earns Hero Points that you can spend in one of the Upgrade Stores.

- *Random Crimes*

Sometimes while swinging around the city you'll notice random crimes occurring. You can choose to intervene and stop the crime or continue on your way if you're too busy. It's not mandatory, but stopping these crimes earns Hero Points.

- *Zoom Map*

If you're outdoors, you can press the **Z** Button + **START** to show the zoom map. (The game will remain paused for as long as you want to look at the map.) Then use the following controls:

Control	Action
+ Control Pad or Control Stick	Move the map around
Y Button	Zoom out so you can see more area
A Button	Zoom in so you can see more detail
L and R Buttons	Show challenges, hint markers or key locations nearby
X or the Z Button + START	Leave the zoom map

- *Hero Points*

Spider-Man can earn Hero Points by doing a number of heroic things: stopping petty crimes, saving helpless civilians, beating up the super villains and many more... Use the Hero Points you earn to upgrade Spider-Man's combat, webbing and swinging abilities in one of the Upgrade Stores in the city.

## Icons in the Game



Story Mission Objective  
(Blue)



Civilian Offering Information  
(Green)



Petty Crimes (Purple)



Objective for To Do List



Camera Icon (Yellow)  
(used in Daily Bugle Missions)



Citizens in Distress  
Mission Waypoint (Yellow)



Civilian Needing Help  
(Yellow)



Enemy (Red)



Damaged Enemy  
(Red and Yellow)



Go Here Icon



Special Place Icon



Daily Bugle Icon



Pizza Icon



MJ's Apartment Icon



Peter's Apartment Icon



Upgrade Store Icon



Movie Theatre Icon



Trick Icon



Hint Icon

## GAMEPLAY TIPS

1. Normal Swinging: You can master swing jumping if you get the rhythm. While holding the **Control Stick** forward, press the **R** Button. Then hold the **A** Button for about 2 seconds to charge your jump meter until you're about two-thirds of the way through your swing and moving forward quickly. Let go of the **A** Button to do a charged jump. Sail through the air for a couple seconds, then repeat.
2. Normal Swinging: If you're having trouble gaining altitude, do the above steps for swing jumping, but wait an extra second before you let go of the **A** Button to do your charged jump. Spider-Man will leap higher in the air, but not as far forward. Then after a second, press the **R** Button again to keep swinging.
3. Whenever you press the **R** Button, Spider-Man tries to shoot a web at whatever object you're pointing at with the **Control Stick**. This might be a building, a tree or even a helicopter. So if you're swinging and you want to take a left turn, try shooting a web at the building on your left so your momentum will carry you in that direction. If you keep hitting the ground right after you start to swing, try doing a charged jump from the ground before you press the **R** Button to swing for the first time.
4. For fast swinging, master the speed boost. Press the **L** Button at the bottom of your swing, then do a charged jump and go straight. Feel the burn.
5. Visit the Upgrade Stores often for upgrades to your swing speed and more combos for combat.

6. Try not to get hit. Dodge incoming attacks and, if your timing is right, counter attack!
7. Many enemies have defenses against some of your attacks. If thugs are blocking all your normal attacks, try web-tying them (hold down the **Y** Button), or start a combo with the web button (the **Y** Button). If they're dodging your webbing, try out some aerial combos or impact webbing. And don't forget, there's always Spider Reflexes!
8. If you get hurled through the air by an explosion or a hard hit, rapidly tap any button to shake it off and regain control.
9. If a mission seems too hard, choose **Restart Chapter**, save up some Hero Points, buy upgrades from the Upgrade Store and try it again!
10. Not sure what to do? Check your To Do list in the Pause Menu by pressing **START**.
11. Press the **Z** Button + **START** to view the zoom-out map to plan your route when you need to get through the city quickly. It lets you see where you need to go. You can take your sweet time and the best part is you can zoom all the way out to over a mile above the city!
12. Master web-zipping, wall-running and springing off buildings to take the swinging experience to another level.
13. Be sure to save the game before you turn off your Nintendo GameCube™ console or you'll lose your progress. Press **START**, then press the **R** Button to get to the Save/Load screen, then choose **Save Game**.
14. Have fun!

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"Beat Your Heart Out"  
Songs & Lyrics by  
Brody Dalle  
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All Arrangements by  
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Published by Chrysalis  
Songs/Distilla Nation  
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"Theme from  
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Performed by  
The Distillers

Written by Bob Harris  
and Paul Webster  
Published by Hillcrest  
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The Distillers are:  
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**Ryan Sinn (Bass/Vocals)**  
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