SPIDER-MAN

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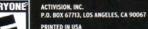
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INSTRUCTION BOOKLET

NINTENDO GAMECUBE.

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.

L Button   R Button

Control Stick   C Stick

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

1 Player

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

Memory Card

CONTENTS

BIRTH OF A HERO...

Orphaned at a 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?

STARTING THE GAME

Insert the Spider-Man Nintendo GameCube™ Game Disc into the Nintendo GameCube™, and a Nintendo GameCube Memory Card into Memory Card Slot A. When the title screen is displayed after the opening movie, press START.

DO WHATEVER A SPIDER CAN

CLASSIC CONTROLS

Classic Controls			Notes
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. Note: When in Camera Lock mode, the green arrows indicate that you will hit with this attack, while the red arrows indicate that there is a chance of missing.
	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 + ↑ 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 + ↓ on the Control Stick		Press this button 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 enemies in different directions.

Classic Controls		Notes
Web Swing	R Button	Press to start web swinging. Hold down to activate the accelerated swing 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	↑ 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	↓ 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 then move up and down with the Control Stick.
Riding Enemies	A Button	Jump, then hold the 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.

Classic Controls		Notes
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	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

Enhanced Controls		Notes
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. Note: When in Camera Lock mode, the green arrows indicate that you will hit with this attack, while the red arrows indicate that there is a chance of missing.
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		Notes
	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 button 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 enemies in different directions.

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

Enhanced Controls		Notes
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.
Direc- tional 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.

MAIN MENU

Choose from the following options to begin playing Spider-Man.

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 Memory Card Slot B. Use the Control Stick or +Control Pad up/down to select the Memory Card in Slot A or Slot 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. Use the Control Stick or +Control Pad up/down to select the Memory Card in Slot A or Slot B and press the A Button to proceed.

When you load or save you will have to specify the file to load or save. Press the +Control Pad left/right to choose a slot and then press the A Button to accept. You can press the B Button at any time to return to the Main Menu.

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.

BASIC TRAINING

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

BASIC COMBAT

Go 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? (See Aerial Combat 101 on page 19 for more on basic air combat.)

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. Landing on red areas costs a five second penalty. How fast can you swing through the course?

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 training 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 Audio 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.

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

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

SPECIALS

VIEW CREDITS

This game didn't just 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 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

MOVIE VIEWER

The Heist   A Select   B Back

viewing. Press up and down on the +Control Pad to scroll through available choices, then press the A Button to select.

To exit the Movie Viewer 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.

PRODUCTION ART

SPID3R-MAN

Origin 1   A Select   B Back

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.

PLAYING THE GAME

POWERUPS

Red Spider Icon:	50% Health
Red and Blue Spider Icon:	100% Health
Blue Spider Icon:	50% Web Fluid
Blue and Silver Spider Icon:	100% 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 pages 5-10 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 Spidey. Enemies will eventually work free of the 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.

Impact Webbing: This is the bread and butter web attack for our arachnid hero which fires a ball of webbing at foes. The web ball is powerful, but uses a large amount of web fluid. Because of it's slow speed it may not be the weapon of choice for fast aerial opponents. When using the Enhanced Controller Configuration, find a Gold Spider Icon which will allow you to hold down the web button for a more powerfully charged web ball.

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.

COMBO SYSTEM

As a fledgling Spider-Man exploring his new-found powers, you will learn new combo attacks as you progress through the game. Combos begin with a standard punch or kick and can involve up to three moves that are chained together to receive different results. Using a variety of combo moves will add to the style points that are awarded at the end of a level, so mix it up for maximum bonus points. Be on the look out for the Gold Spider Icons which grant Spidey new combo moves and advanced web attacks. Some will be easy to find, but others may be hidden throughout the levels. Access the Pause Menu and select "Combat Controls" to view which combos you have unlocked and their associated button strings.

AERIAL COMBAT 101

This section is designed to get you up to speed in the basics of aerial combat.

Continuous Web-Swinging: To begin web-swinging, simply press the R Button. Once swinging, you're free to steer through the environment and focus on your surroundings. Remember to use your height meter and compass to locate enemies in the area.

Camera Lock: Once you have located an enemy, engage Camera Lock. Camera Lock Mode is particularly effective in aerial combat. In Camera Lock Mode, the camera will remain fixed on your target, which is helpful when maneuvering toward him.

Maneuvering: While web-swinging offers some maneuverability, the most effective way to quickly turn toward an enemy is to cut your web-line by pressing the

A Button (press it twice if you wish to double jump off your web-line), align yourself in the desired direction, and then re-engage your web-swing by pressing the R Button. (Note: In the Easy and Normal difficulty settings, you have the ability to realign yourself to your target by pressing the L Button while in Camera Lock mode.)

Combat: Notice that as you approach your target in Camera Lock mode, the reticle surrounding him will change in color from red to green. When the reticle is green, you are lined up to shoot a quick web shot by pressing the Y Button or a swinging kick (if you're in close range) by holding down on the X Button. Also at close range, you are able to punch your enemy by pressing the B Button. As punching will cause you to break your web-line, remember to re-engage your web-swing before you lose too much height. Finally, Spidey has the ability to grapple some of his opponents. When directly above one of these opponents, press Jump once (or twice if you need more height), then hold down on the Jump button to land the grapple maneuver. Once you have locked up with the enemy, you can land a few well-placed punches. Keep an eye on your height meter however, as you may be plummeting downward!

With a little practice, airborne evil-doers will no longer be safe high above the city streets.

GENERAL GAME PLAY TIPS

- In some of the levels, Spider-Man will be required to rescue civilian characters. Face the character and press the Punch/Action button to pick them up. When carrying a civilian and web-swinging, Spidey can only do one swing at a time. Keep pressing the web swing button to stay in the air. Press the Punch/Action button again to put down a civilian.

- Some doors and obstacles will require the operation of a switch to get past. To activate a switch, face the panel and press the Punch/Action button.

- Some doors in the game will require a key to open them. Various enemies in the game will be holding these keys and it is Spidey's job to recover them. Once Spider-Man has a key, find the correct door and it will open automatically.

- If surrounded by a large number of thugs, use the web dome to clear them out.

- Use the double jump to leap over obstacles and access high walkways.

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

Control Style

Press the A Button to toggle between Classic or Enhanced control configurations.

Movement

Press the A Button to toggle character movement between the Control Stick or the +Control Pad.

Camera Mode

Press the A Button to toggle between Active or Passive Camera Mode. Please note that in Passive Camera Mode the user must adjust the camera with the C Stick.

COMBAT CONTROLS

Select this option to view the available combos, web attacks and their associated button strings. Press the B Button to exit the Combat Controls and return to the Pause Menu.

EXIT TO MENU

Press the A Button to exit the current level and return to the Main Menu. You can return to the beginning of the current level by selecting Continue in the Main Menu.

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Green Goblin/Norman Osborn
Willem Dafoe

Tour Guide
Bruce Campbell

Harry Osborn
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Mary Jane
Cat O'Connor

Vulture
Dwight Schultz

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