
PlayStation
NTSC U/C
PlayStation
SPIDER-MAN
NEVERSOFT
EVERYONE
CONTENT RATED BY ESRB
SLUS-00875
1002224.221.US
MARVEL
ACTIVISION

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PSX- Spider-man

SPIDER-MAN'S MOVES

PLAYER CONTROLS	DESCRIPTION	BUTTONS
Jump	jump	✕
Punch	press once to punch enemies or multiple times for combos	□
Kick	press once to kick enemies or multiple times for combos	○
Web Trap	trap opponents or activate switches	△
Jumping Punch	perform jump move then punch when close to an enemy	✕ then □
Jumping Kick	perform jump move then kick when close to an enemy	✕ then ○
Grab	grab opponents from behind	○ + △ or △ + □
Grab and Punch	perform grab move then punch move	○ + △ or △ + □ then □
Grab and Kick	perform grab move then kick move	○ + △ or △ + □ then ○
Web Spikes	creates spiked gloves made of webbing	△ + ←

PLAYER CONTROLS	DESCRIPTION	BUTTONS
Web Dome	creates shield dome made of webbing	△ + →
Break Web Dome	break web dome and attack enemies	△ + → then □ or ○
Impact Webbing	shoot a ball of webbing	△ + ↑
Web Yank	trap enemies in webbing and pull them	△ + ↓
Web Yank Left	pull enemies left	△ + ↓ + ←
Web Yank Right	pull enemies right	△ + ↓ + →
Zip-Line	shoot web and zip from wall to wall	R1
Web Swing Forward	shoot web and swing	R2 or ✕ + ✕ in Kid Mode
Web Target Mode	Hold down to target and tap to recenter camera	L1
Pause	pause game and access Options menu	Start

INTRODUCTION

BEFORE YOU PLAY

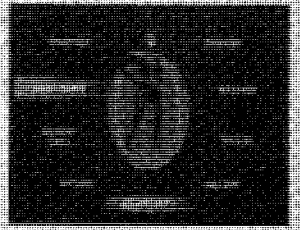
Spider-Man requires a MEMORY CARD to save your games. Saved game data takes up one MEMORY CARD block. You can obtain a MEMORY CARD through the retailer where you purchased your PlayStation game console or this game.

MAIN MENU

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

NEW GAME

Choose this option to start a new game.



CONTINUE

Choose this option to continue from the level you last completed.

MEMORY CARD

Choose this to load/save your games. Make sure there are enough free blocks on your MEMORY CARD before beginning play. *Spider-Man* requires one free MEMORY CARD block.

Press the appropriate buttons to select the following options:

Load Game Data: To load a saved game from the MEMORY CARD in MEMORY CARD slot 1.

Save Game Data: To save a current game to the MEMORY CARD in MEMORY CARD slot 1. You will be required to name your saved game. Use the Directional buttons to highlight the letters on the screen. To select a letter, press the **× button** once a letter is highlighted. When you are ready to save, highlight **Finish** and press the **× button**.

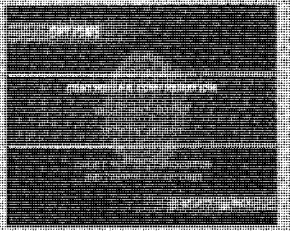
Press the **× button** to select or the **△ button** to go back from the MEMORY CARD screen.

When you load or save you will have to specify the file to load or save. Press the **Directional buttons up/down** to choose a slot and then press the **× button** to accept.

OPTIONS

Use this screen to modify several game options. Use the **Directional buttons up/down** and the **× button** to accept. Press the **△ button** to return to the Main Menu.

Controller Configuration: Choose this option to select a controller configuration for the game. Use the **Directional buttons up/down** to select from the options. Press the **× button** to select a configuration or the **△ button** to cancel and go back to the Options screen.



Music and Sound: This screen allows you to change the volume of Music and Sound Effects, Voices, and Movies in the game. Move the **Directional buttons up/down** to toggle between Music and Sound Effects, Voices, and Movie levels. Move the **Directional buttons left/right** to raise and lower the volume of each selection and toggle the audio output between stereo and mono. To return to the game's original levels, select Default Levels and press the **r button**.

Screen Adjust: This screen allows you to center your viewing screen. Press the **Directional buttons** to adjust the screen. Press the **X button** to select your choice or the **△ button** to cancel and go back to the Options screen. To return the screen to its original (default) position, press the **○ button**.

DIFFICULTY LEVELS

There are four different levels of gameplay to be found in *Spider-Man*. The three traditional skill levels are:

Easy: Novice game players should choose this difficulty level. More clues are present to solve puzzles. Enemies take less damage to subdue, and Spider-Man can absorb much more punishment than on Normal and Hard difficulty levels.

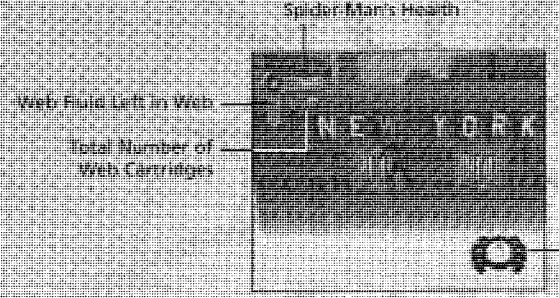
Normal: A step above Easy, this difficulty level will present the average game player with more of a challenge.

Hard: For extreme Spidey-players only! Even the seasoned *Spider-Man* veteran will find this mode more than challenging!

A special difficulty mode has been implemented to please young gamers.

Kid Mode: For children who want to explore the various levels of *Spider-Man*, Kid Mode allows them to do so with the controller configured for young hands and the gameplay customized to allow easy passage through each level.

UNDERSTANDING THE IN-GAME DISPLAY



The Heads-Up Display, or HUD, for *Spider-Man* is fairly simple. Spider-Man's health, and that of his allies and enemies, is represented by a horizontal bar that runs across the top of the screen. For webbing, the vertical bar registers how much web fluid is left in the web cartridge that Spider-Man is currently using. The number just to the right of this bar tells you the total number of web cartridges Spider-Man is carrying.

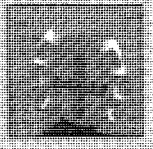
In the lower right hand corner is the Spider-Compass. Occasionally the Spider-Compass will appear in order to show you the direction you should be heading through the city, with up corresponding to "Forward" and down corresponding to "Back."

POWER-UPS AND ICONS

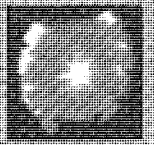
Within the game there will be a number of power-ups to aid Spider-Man in his mission. Each power-up has a different function, listed below. To obtain a power-up, run, crawl, or use your zip-line to make contact with it. If Spider-Man has reached his holding capacity for a certain item, the power-up will become transparent when you make contact with it. Here are some of the power-ups to be found in the game:



Web-Cartridges (Blue): Each web attack Spider-Man does (see Spider-Man's Moves section) will remove a portion of your overall webbing. Before you run out of webbing you'll need to pick up a new web cartridge. Web cartridges allow Spider-Man to execute his web attacks. Under normal conditions Spider-Man can carry up to ten web cartridges at any time.



Health (Red and White): Health cartridges serve to restore a portion of Spider-Man's health throughout the game. Be careful however, you'll never know just how much a particular health cartridge will restore you. Play wisely to conserve your health.



Armor (Gold): This rare power-up will change the costume and properties of Spider-Man for a brief time in the game. When you collect this power-up, Spider-Man's suit will change to its armored configuration. The Spidey-Armor has its own health bar, so it will take damage and leave Spider-Man unharmed. However, normal health cartridges will not work on Spidey-Armor, so be careful. Once its health runs out, Spidey-Armor disappears and Spider-Man returns to normal. Also, Spidey-Armor increases the amount of damage Spider-Man does to his opponents while reducing the amount of damage an enemy can do to him.



Helper Icons: These icons will appear as an aid for less experienced players. The icons will inform you of anything from how to use your web to hints on how to solve some of the puzzles found in the game. To activate the helper icon, simply walk through it.

Note: Some helper icons will seem to disappear without being activated. This only means that you have already performed the task it was intended to teach you.

TRAINING

Need to fine tune your superhero skills? The training mode offers the opportunity to test out your crime-fighting skills in a number of different training environments.

TIME ATTACK

Instant action combat for either 60 or 120 seconds. Hone your fighting skills by eliminating as many villains as you can within the selected amount of time. You will also select the villain you will fight against. Use the **Directional buttons up/down** to select both the time limit and type of enemy. Press the **✕ button** to confirm your selection.

SURVIVAL MODE

Survival mode is the ultimate test. No time limit, just an endless amount of foes to battle against. Once Spider-Man's health bar runs out, the fight is finished!

In Survival Mode there is also the opportunity to select the type of villain you will fight against. Use the **Directional buttons up/down** to highlight both the time limit and type of enemy. Press the **✕ button** to confirm your selection.

SPEED TRAINING

Web-swinging is as important to Spider-Man as walking. Speed Training mode allows you to practice your web swinging through different parts of the city. The better you become at web swinging, the lower your time will be.

TARGET PRACTICE

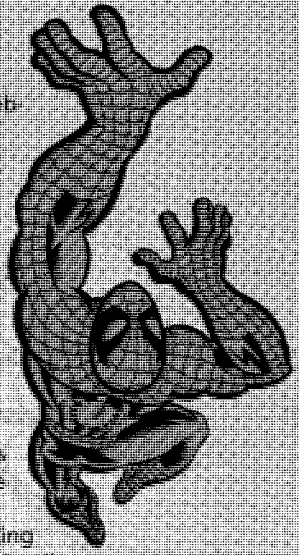
Learn to determine friend from foe while sharpening your reflexes using Spider-Man's web attacks.

ITEM COLLECTION

Test maneuverability, reflexes, and timing in either Item Hunt or Zip-Line Training modes.

Item Hunt: Practice your maneuverability in the labyrinthine Item Hunt area. Run, jump, crawl, and web swing in order to collect all of the gold Spider-Medallions as quickly as possible in order to get the best time.

Zip-Line Training: For the more daring game player. Test out your timing and accuracy in this mode. Descend from the ceiling by pressing the **Jump button** to pick up as many Spider-Medallions as possible. Then use Zip-Line webbing by pressing **R1** to return without touching the deadly electrified floor. More medallions mean a higher score.



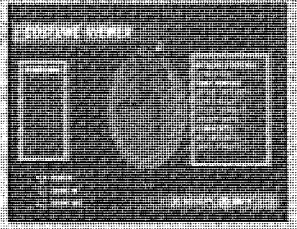
RECORDS

Only those who really know what it means to be a superhero make it into the Records. Use the **Directional buttons up/down** to highlight a specific set of records. Press the **X button** to confirm the selection. To exit, press the **△ button**.

SPECIAL

COSTUMES

Spider-Man hasn't always worn the familiar red and blues that most people know. Over the years of being a superhero there have been times when a different suit was necessary to overcome certain challenges. In the game, some suits are better adapted than others to the many challenges that Spider-Man must face. Locate these costumes and use their special abilities to more easily overcome Spider-Man's adversaries.



VIEW CREDITS

See a list of all the people responsible for bringing *Spider-Man* to life. Select **View Credits** and press the **X button** to confirm. The **△ button** can be pressed at any time to exit.

CHEATS

Input any game cheats that have been discovered here. Enter the cheat code using the **Directional buttons** to select letters. Select **Space** and press the **X button** if the cheat code contains a blank space in it. Select **Backspace** and then press the **X button** to correct errors. When you're finished inputting the code, use the **Directional buttons up/down** to select **Finish**. Press the **X button** to confirm the code. The **△ button** can be pressed at any time to exit.

LEVEL SELECT

Select which unlocked level to play in the game. Scroll through and highlight available levels by using the **Directional buttons up/down**. Confirm your choice by pressing the **X button**. The **△ button** can be pressed at any time to exit.

GALLERY

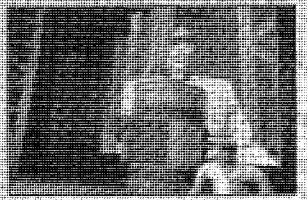
CHARACTER VIEWER



The character viewer will let you become more acquainted with the people in Spider-Man's world. Included with each character is a short biography and narrative, as well as when he, she, or it first appeared in comic books. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.

As you progress through the game, more and more characters will become available for viewing. To operate the Character Viewer, use the **Directional buttons up/down** to scroll through your available choices, then press the **X button** to select. Using the **Directional buttons left/right** will allow you to rotate the image of your selected character 360 degrees. Pressing the **L1 and L2 buttons** respectively will allow you to zoom in or out on the character you have selected.

Press the △ **button** to exit the Character Viewer.



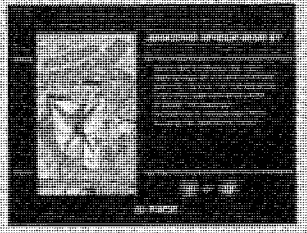
MOVIE VIEWER

This feature will allow you to view any of the movies that you have unlocked during the course of gameplay. As you progress through the game, more movies will become available for viewing. Use the **Directional buttons up/down** to scroll through your available choices, then press the **X button** to select. Any listing that contains a question mark (?) is unavailable until unlocked from within the Game.

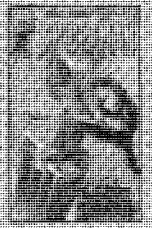
Press the △ **button** to exit the Movie Viewer.

COMIC COLLECTION

Hidden throughout the game are a number of icons that resemble comic books. These icons can be in plain view, or they may require a bit of exploration to uncover. Once collected, the icon will unlock a real Spider-Man comic cover. These comics detail historic events in Spider-History, including a brief synopsis pointing out the highlights of that particular issue. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.



Press the △ **button** to exit the Comic Collection.



GAME COVERS

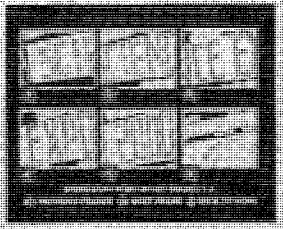
As the story unfolds, each chapter will be prefaced with its own comic book cover. Use the **Directional buttons up/down/left/right** to highlight a cover once it's unlocked. View the highlighted cover by pressing the **X button**. To go back, press the △ **button**. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.

Press the △ **button** to exit Game Covers.

STORYBOARDS

Storyboards allows you to view the original design art that served as the backbone, or template, for all of the movies in the game. The storyboards will unlock once the game is completed.

Use the **Directional buttons up/down** to highlight the storyboard to be viewed. Press the **X button** to view that storyboard. In order to progress through the storyboards, luse the **Directional buttons left/right**.



Press the △ **button** to exit Storyboards.

http://www.psxmanuals.com

THE STORY THUS FAR...

"Last time I checked, I was Spider-Man.

So there I was, attending a lecture at the Science Expo given by the now-reformed Dr. Otto Octavius (better known as Doctor Octopus). Just as Octavius finished lecturing on his latest technological innovation, the entire auditorium was thrown into chaos.

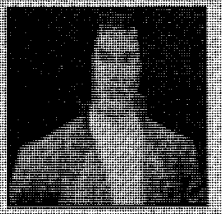
Somebody dressed to look like Spider-Man took out the security guards and stole Octavius' new piece of technology. As if that wasn't bad enough, I bumped into Eddie Brock during all the commotion. Since Brock is the human half of the symbiotic pair known as Venom, I'm thinking his presence at the Science Expo can only mean more trouble.

Isn't that just my luck? Octavius' technology has been stolen, and the police and everyone else in New York City think it was me that took it. But there has to be more to this than meets the eye. Why would someone want to steal Octavius' technology and pin the theft on Spider-Man?

Well, I know one thing for sure: New York City is only big enough for one Spider-Man.
And that's me."

Peter Parker
New York City
Yesterday...

OUR HERO



SPIDER-MAN

Name: Peter Parker

Age: Early to Mid-twenties

Identity: Secret

First Appearance: Amazing Fantasy #15 (Aug. 1962)

Relatives: Mary Jane Watson-Parker (Wife), Mary & Richard Parker (Parents—Deceased), Benjamin Parker (Uncle—Deceased), May Parker (Aunt), Anna Watson (Aunt)

Affiliates: Avengers

Occupation: Scientist, and Photographer at the Daily Bugle

Friends: Harry Osborn (Deceased), Gwen Stacy (Deceased), Flash Thompson, Johnny Storm (Human Torch), Matt Murdock (Daredevil), Liz Allen Osborn, Betty Brant, Joseph "Robbie" Robertson

Enemies: Green Goblin, Doctor Octopus, Venom, Carnage, Electro, Vulture, Sandman, Lizard, Mysterio, Kingpin, Chameleon, Kraven, Scorpion, and many others!

Height: 5' 10"

Weight: 165 lbs.

Eyes: Hazel

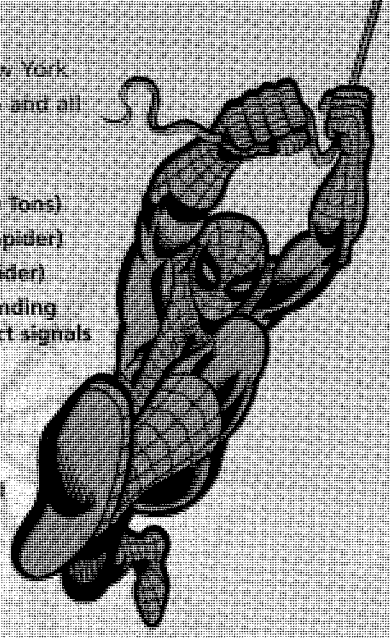
Hair: Brown

Place Of Birth: Forest Hills, Queens New York

Usual Place Of Operations: Manhattan and all of New York.

POWERS

- Super-Human Strength (Class 10 = 10 Tons)
- Super-Human Reflexes (Similar to a Spider)
- Super-Human Agility (Similar to a Spider)
- "Spider-Sense" that warns him of pending danger and gives him ability to detect signals from his Spider-Tracers
- Ability to adhere to walls and most other surfaces with his extremities



Other Abilities: Peter Parker is a gifted and inventive person who, even if he wasn't bitten by that radioactive spider years ago, would have made a great contribution to society as a scientist.

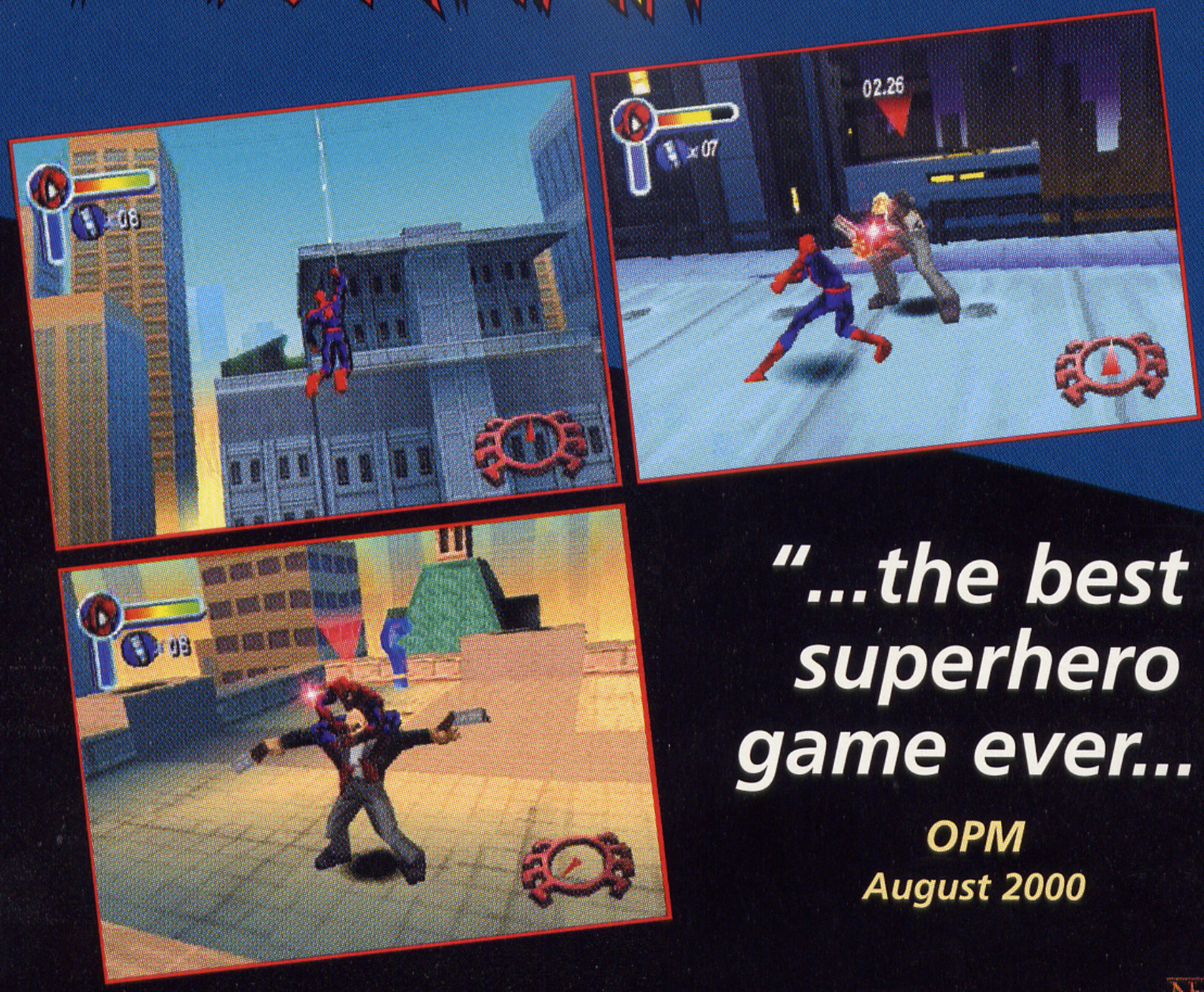
GAMEPLAY TIPS

- If you press jump while in mid swing, then re-engage your web swing, you can alter your course. This is called "Breaking, or Cutting Webbing."
- Use your Spider-Sense to fight multiple foes. The red arrows will point to where an enemy is located. Also, your Spider-Sense will point out the closest bad guys first.
- Sometimes Zip-Line webbing can be used to save yourself from falling. Make sure there is something above you to cling to first!
- Vary your attacks. Different enemies respond differently to attacks. Some have to be fought at a distance; others are not affected by impact webbing. Learn how to fight each enemy in a way that conserves both health and webbing.
- Use Web-Spikes to increase your punching power considerably.
- When facing multiple opponents, the Web-Dome is useful for both attack and defense.
- Don't forget that you're Spider-Man! Use ceilings and overhangs to approach the bad guys with stealth.
- Sometimes it's better to run than fight. Even super heroes know when a fight can't be won. Use discretion when confronted with some enemies.
- Use the environment to your advantage. Grab your enemies and send them flying. This is especially useful in the furnace room.

- Spidey may be a superhero, but he doesn't like water. Avoid swimming at all costs!
- Use combinations of punch, kick, and webbing to get more effective attacks.
- Remember, many objects in your environment can be picked up and thrown by Spider-Man.
- Remember to explore your environment, you never know what you might find behind a door or under some furniture.



SPIDER-MAN®



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August 2000

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