GAME BOY® ADVANCE

AGB-BSPE-USA

# SPIDER-MAN 2™



INSTRUCTION BOOKLET

ACTIVISION®

***PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 or patterns, 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 and Eyestrain

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes during or after play, stop playing and see a doctor.

## ⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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# GETTING STARTED

- Make sure the POWER switch is OFF.
- Insert the *Spider-Man 2*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.
- To skip the introductory sequence, press **START**.

*Note: The* Spider-Man 2™ *Game Pak is for the Game Boy® Advance system only.*

# Game Boy® Advance Controls

**L Button**
Web Attack

**+Control Pad**
Move/Crouch/
Look Up/Look Down

**START**
Pause Game




**SELECT**
Take Picture
(when flashing
camera appears)

**R Button**
Web-line

**A Button**
Jump/
Web Swing

**B Button**
Attack

# BASIC CONTROLS

## For 2D Levels

**A Button**: Jump. Press the **A** Button again to web swing.

**B Button**: Attack

**L Button**: Web attack

**R Button**: Web-line

**+Control Pad**: Move/Crouch/Look Up/Look Down

**START**: Press **START** to access the Pause screen.

**SELECT**: Press **SELECT** when a photo op (identified by a flashing camera) appears. Capture all the pictures to unlock photographs from the movie! There are 12 in all. Pressing **SELECT** during gameplay when there's no flashing camera does nothing.

**↓ + R Button while on ceiling**: Hang upside down from web line.

## For 3D Levels

**A Button**: Jump. Press and hold again while in the air to begin web swinging. Let go of the **A** Button to break the web. Press while in front of a building to jump up and begin wall crawling.

**B Button**: Press and hold **+Control Pad ↑** to look down, and **+Control Pad ↓** to look up.

**L Button**: Sidestep left. Press during web swing to bank hard to the left.

**R Button**: Sidestep right. Press during web swing to bank hard to the right.

**+Control Pad**: Run/Turn/Wall Crawl **↑**, **↓**, **←**, **→**. While holding the **A** Button, press the **+Control Pad** to swing **↑**, **↓**, **←**, **→**.

# MAIN MENU



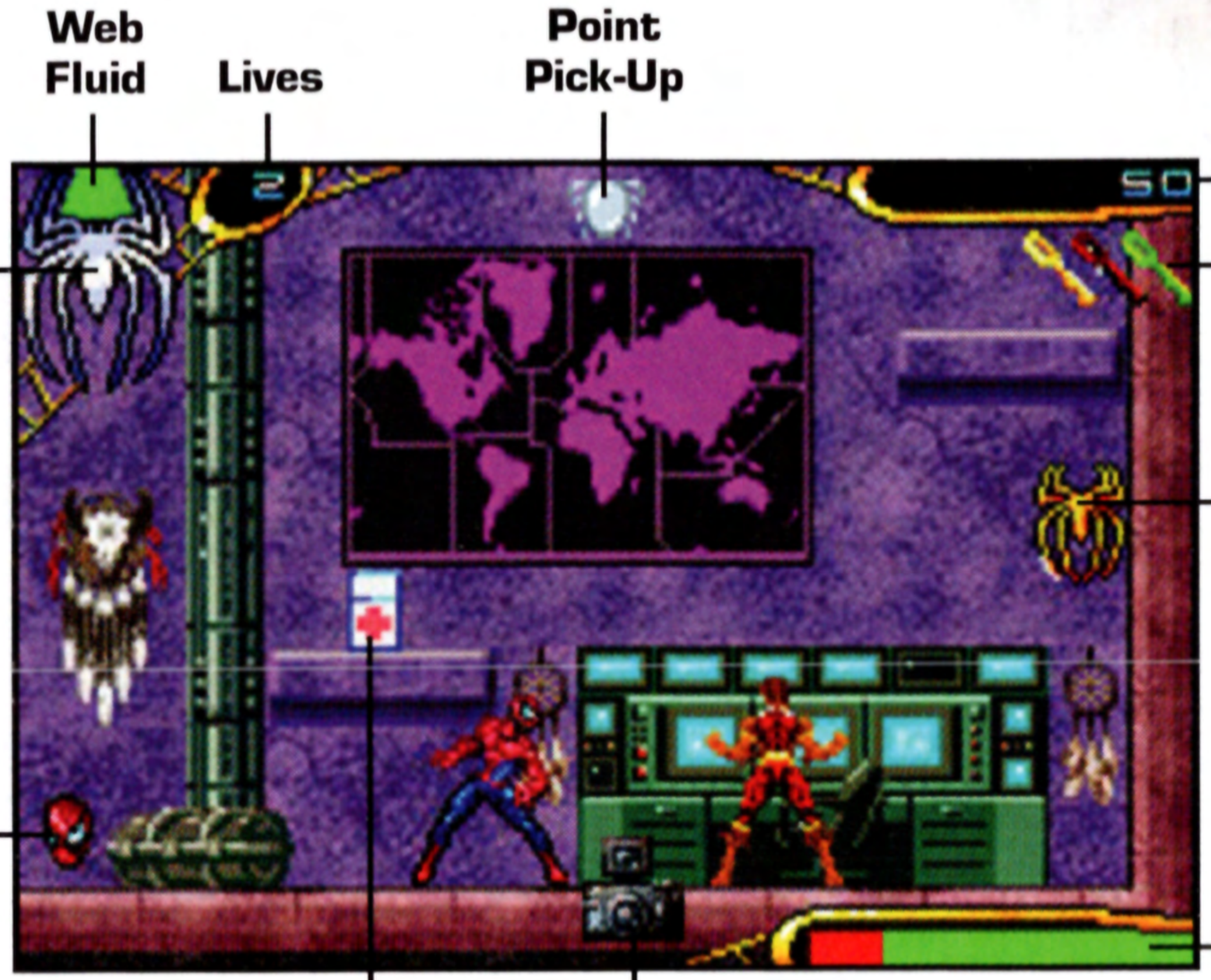

**New Game:** This is where you begin Spidey's adventure. In this menu, select a game slot to use and the game begins. If you select a save slot with an existing game, you'll be asked if you wish to replace it. Watch out! Replacing a saved game permanently deletes it!

**Load Game:** From here you can load a previously saved game. When you load a saved game, you begin at the beginning of the last level you attempted. From the Load Game screen you can also choose to erase previously saved games, but be careful—any secrets unlocked may be erased with your saved game!

**Options:** Select **Options** to turn the music and sound on or off.

**Secrets:** This one you'll have to find out on your own!

# ON-SCREEN DISPLAY



# LIVES AND HEALTH

If Spidey receives too much damage in combat, he'll lose a life. If you have any lives remaining, Spidey will respawn close to where he died. If Spidey dies with no lives left, it's Game Over. You can retry the current level from the Continue screen or by selecting your saved game using the **Load** option in the Main Menu.

Remember to pick up extra lives and health power-ups throughout the levels to prepare Spidey for those sticky situations.

# PICK-UPS

Pick-ups are scattered throughout the levels.



**Health-Ups (Small, Medium, Large)** – These health-ups restore 25%, 50% and 100% of your health. If you're at full health, these pick-ups do nothing.



**Life-Ups** – The life-up gives Spidey one additional life.



**Bronze Spider** – This pick-up is worth 5 points.



**Silver Spider** – This pick-up is worth 10 points.



**Gold Spider** – This pick-up is worth 20 points.



**Web Fluid (Small)** – This pick-up restores 25% of your web fluid. If you're at full web fluid, you can't pick it up, because you don't need it!



**Web Fluid (Medium)** – This pick-up restores 50% of your web fluid. If you're at full web fluid, you can't pick it up.



**Web Fluid (Large)** – This pick-up restores 100% of your web fluid. If you're at full web fluid, you can't pick it up.

# 3D DESCRIPTION

*Spider-Man 2*™ features a 3D "Hub" world where you can swing to the next chapter of the game or take on side missions (marked by the Spider-Sense symbol) to gain experience by stopping crime!

## 3D HUD



The HUD (or radar) is a graphic representation of the map. The HUD shows your location, the locations of missions and the location of the boss during a boss chase. The yellow dots are the locations of side missions. The green dot is the location of the next story mission. If there's a red dot, look out! It's Doc Ock™!

## 3D Boss Chase

This battle with Doc Ock is a timed chase. The radar will appear at the bottom of the screen, showing the distance between you and the boss. If you get too far behind the boss, you'll lose the boss chase battle and must replay the chase from the beginning.



## Spider-Sense in the 3D World

Unlike Spider-Sense in the 2D world, Spidey's 3D Spider-Sense alerts you about side missions within the 3D Hub world. Touch the flashing icon to go into the side mission. If you ignore your Spider-Sense in the 3D world, you won't get a chance to play that specific side mission again after advancing to the next level. You'll miss out on that particular side mission and the chance to earn bonus points.



# EXPERIENCE SYSTEM

Beating up bad guys and taking on Super Villians is hard work. In *Spider-Man 2*™, you're rewarded for your good deeds. Use the Experience System to unlock a variety of new moves and bonuses that make Spider-Man even more powerful. During a mission you can acquire experience points for completing objectives like defeating thugs, rescuing hostages, taking pictures and more. After completing a mission, the Experience Distribution screen will display your available points. Choose a new move or improve an existing ability like increasing your jump height, or adding more health or more web fluid.

**Upgrades you can earn:**

| | Points Required |
|---|---|
| Chain Combo 1 | 100 |
| Chain Combo 2 | 150 |
| Faster Movement | 200 |
| Improved Web Shot | 200 |
| Web Net | 200 |
| Flip Kick | 250 |
| Improved Jump | 300 |
| Leap Punch | 300 |
| Web Throw | 300 |
| Web Whip | 300 |
| Roll Sweep | 350 |
| Spin Kick | 350 |
| Split Kick | 350 |
| Uppercut | 400 |
| Double Web Throw | 450 |
| Increased Web Fluid | 800 |
| Improved Damage | 1,000 |
| Increased Health | 1,000 |

# SPIDEY ATTACKS

**A Button + B Button**: Double split kick (unlock).

**A Button**, **B Button**: Drop kick attack.

**A Button**, **B Button while near enemy**: Leaping punch (unlock).

**B Button while crawling**: Crawl attack.

**B Button repeatedly**: Chain combo (only when hitting an enemy with the B button—unlock).

↑ + **B Button**: Uppercut (unlock).

↓ + **B Button**: Spin kick (knocks enemies back—unlock).

**B Button while pressing +Control Pad away from enemy**: Flip kick (damage the enemy then flip off and away—unlock).

**B Button next to a barrel**: Pick up and throw the barrel. (This can only be done when an arrow appears over the barrel.)

↑ + **L Button**: Snap a long strand of webbing to repel attackers.

↓ + **L Button**: Web net (unlock). Entangle multiple enemies with webbing.

↓ + **R Button when webbed enemy is close**: Web throw (unlock). Spider-Man ensnares then throws enemies or objects.

↑ + **R Button**: Double web throw (unlock). Fire two webs simultaneously to the left and right, then throw the enemies or objects.

→ + **R Button**: Web pull. Pull objects or enemies close to Spider-Man.

**+Control Pad** + **L Button**: Web shot. Spider-Man fires a horizontal web "bullet" at enemies.

# ENEMIES

A crime fighter like Spidey makes several enemies in the underworld. Here are some he'll run into. Watch out! You never know who else has it in for the web slinger!



## Mongo

Likes to get in close and punch Spider-Man.



## Ace

Tosses knives at head level. Better duck!



## Slammer

He's got a bat, but he's still a bit wary of Spider-Man.



## Killer

These hired guns are dressed to kill, ready to try to take down Spider-Man.



## Grenadier

He tosses grenades high and low. Watch out for these bouncy exploding beauties.



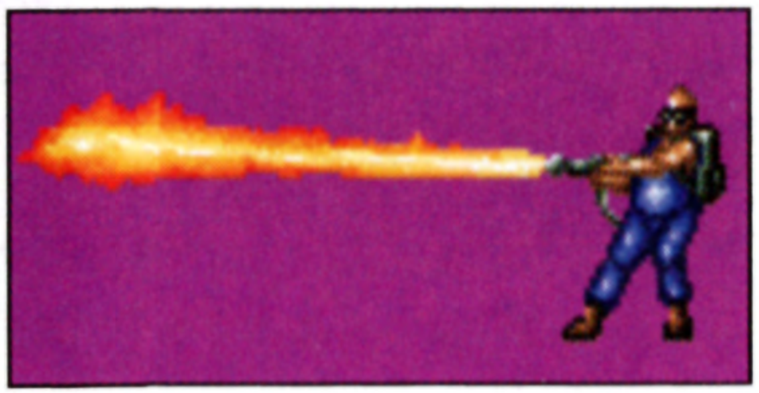
## Max

These guys like to shoot on the run, usually shooting at you then running away.



## Hired Gun

A nasty bunch of mercenaries, these guys can hit you at every angle. They like to keep their distance from any sort of danger.



## Flameboy

A large man with a can of flammable gas strapped to his back. This guy can light you up as well as anything around him.

# BOSSES



## Rhino™

A big nasty brute who has amazing strength and tolerance to pain. He's not the brightest of the bunch, and prefers to run into or even through obstacles instead of around them. When he's not charging through things, he's got a powerful backhand strike and can use his horns quite well. If he slams into things, watch out for falling debris.

## Lizard™

Lizard was cast into villainy when an experiment at his lab went horribly awry. His mutated body is covered in scales and his long tail is as powerful as his razor sharp claws. But even



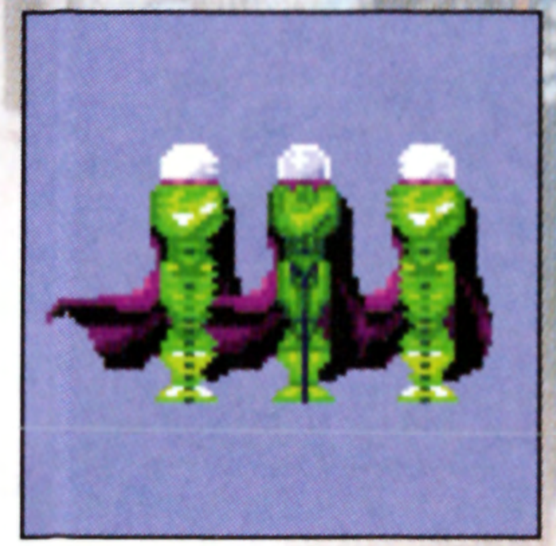
with these weapons, he plans to use a league of reptiles to defeat Spider-Man. Vicious snakes and deadly alligators attack from all directions in Lizard's underground lair.



## Shocker™

Shocker's a mean one, and not too pleased about having been defeated by Spider-Man last time they met. Reckless and extremely powerful, Shocker is capable of firing menacing vibro blasts that can put the hurt on Spider-Man, and he'll shoot low, high or even straight up if you're unlucky enough to be above him. Shocker also likes to get his hands dirty and apply his vibro energy manually, so stay away!

## Mysterio™

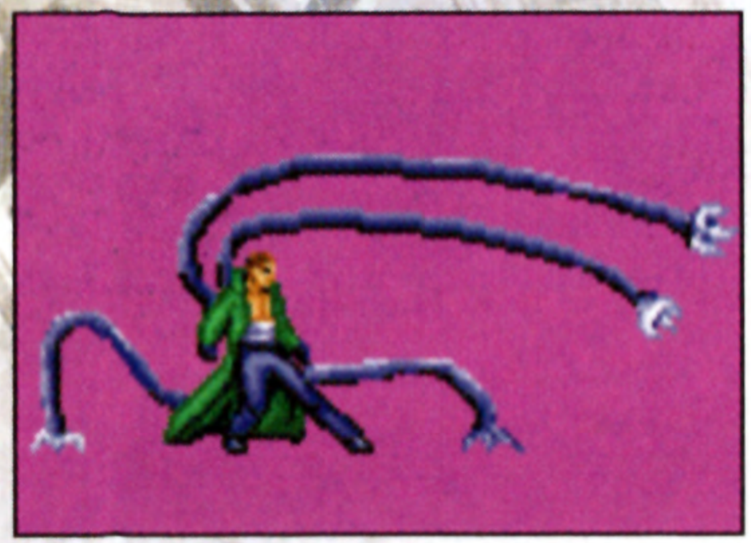


Mysterio uses his mind-altering abilities to cause hallucinations and drive his victims mad. His strange appearance and dramatic behavior add to his mysterious nature. He'll try to confuse Spider-Man's mind, then throw gas grenades to further disorient him.



## Puma™

This brazen and borderline crazy mercenary is well paid by Doc Ock to take Spider-Man down for good. His wild claws do some major damage as he uses his acrobatic flips and wall jumps. He's just as fast as Spider-Man and filled with wild rage—don't turn your back on him for a second.



# Doc Ock™

Doc Ock blames Spider-Man for his disfiguring accident, and is bent on destroying the super hero at all costs. His dangerous mechanical arms are controlled by cerebral link, acting as 4 lethal extensions of his twisted mind. He can whip them around with ease, and even attack independently with each one. He's as brilliant as he is dangerous, and there's no end to the tricks up his 4 metal sleeves.

# LEVELS

## Chapter 1: Another Day in the City

Our story begins with Doctor Otto Octavius presenting a great new energy source to the world. Unfortunately, tragedy strikes during the experiment, putting all the attendees in danger! Spidey's got to save the civilians and help restore order to the neighborhood after the accident.

## Chapter 2: Rhino Riot!

Something big is going down at the penitentiary, and Spider-Man is on the job. Turns out Rhino has orchestrated a prison riot to cover his getaway, and now it's up to the web-slinger to put an end to Rhino's marathon run.

## Chapter 3: Bank Robbery

A bank is being robbed by a man with giant metal arms! Sounds like a job for Spider-Man! But what's this? Has Doctor Octavius turned to a life of crime? Spider-Man has his first run-in with Doc Ock!

## Chapter 4: Mysterio's Madness

Due to all the commotion at the bank, Peter's late for MJ's play on opening night! What's worse, a costumed villain has taken the audience hostage in an attempt to become famous—for defeating Spider-Man!

## Chapter 5: Shocking Revelation

Someone's trying to blow up the new office building contruction site. Guess who's still holding a grudge against Spider-Man from the last time they clashed?

## Chapter 6: Down into the Sewers

After taking care of the bomb threat, Spider-Man follows a tip about some dangerous chemicals stolen from a high-security subway train. The trail leads him deeper and deeper into the caverns below the city that never sleeps. A city so bright casts a shadow exceptionally dark, and the creatures that come out at night have a special taste for Spider-Man.

## Chapter 7: Puma's Ambition

Spidey is patrolling the city looking for clues on Doc's whereabouts, when suddenly he's hit by a poison dart! Only Puma has the antidote, and he wants to see firsthand that Spider-Man is worthy of saving.

## Chapter 8: Ock's Endgame

Ock isn't through with his plan to give the world an unlimited power source, whether it wants one or not! To make sure things go as planned, the Doctor is "enlisting" some help from one of Peter Parker's™ close friends. Now Spidey must race against time to infiltrate Doc Ock's heavily guarded waterfront base and stop him before the experiment vaporizes a good sized chunk of Manhattan!

## Side Missions

In addition to story missions, *Spider-Man 2*™ features side missions that can be accessed from the 3D Hub levels. These missions let you gain more experience by helping prevent crime in NYC:

- Bank robbery
- Trapped civilians
- Weapons deals
- Downtown riots
- Muggings
- Fleeing criminals
- Bomb threats

# TIPS

- **Spin Points**: Spider-Man can attach his web-line to these points and "spin" around them. He can then launch himself into the air and get to hard-to-reach places. While spinning, press ↑ or ↓ on the **+Control Pad** to move Spidey closer to or further from the spin point. Then press the **A** Button to release the web and fly off.

- **Door Keys**: Most doors are unlocked, but some require a key. The keys are hidden throughout the levels. Walk over a key to acquire it and doors will unlock for you.

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God
To everyone's parents
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My wife, Christy
thanks the fallen
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for teaching us all
to love again
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...with special thanks to Gabriella Savona

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