PlayStation

NTSC | U/C

Platinum

Plays

EVERYONE

CONTENT RATED BY ESRB

SLUS-01378GH
80173.221.US

ENTER: ELECTRO™

SPIDER-MAN 2™



MARVEL™

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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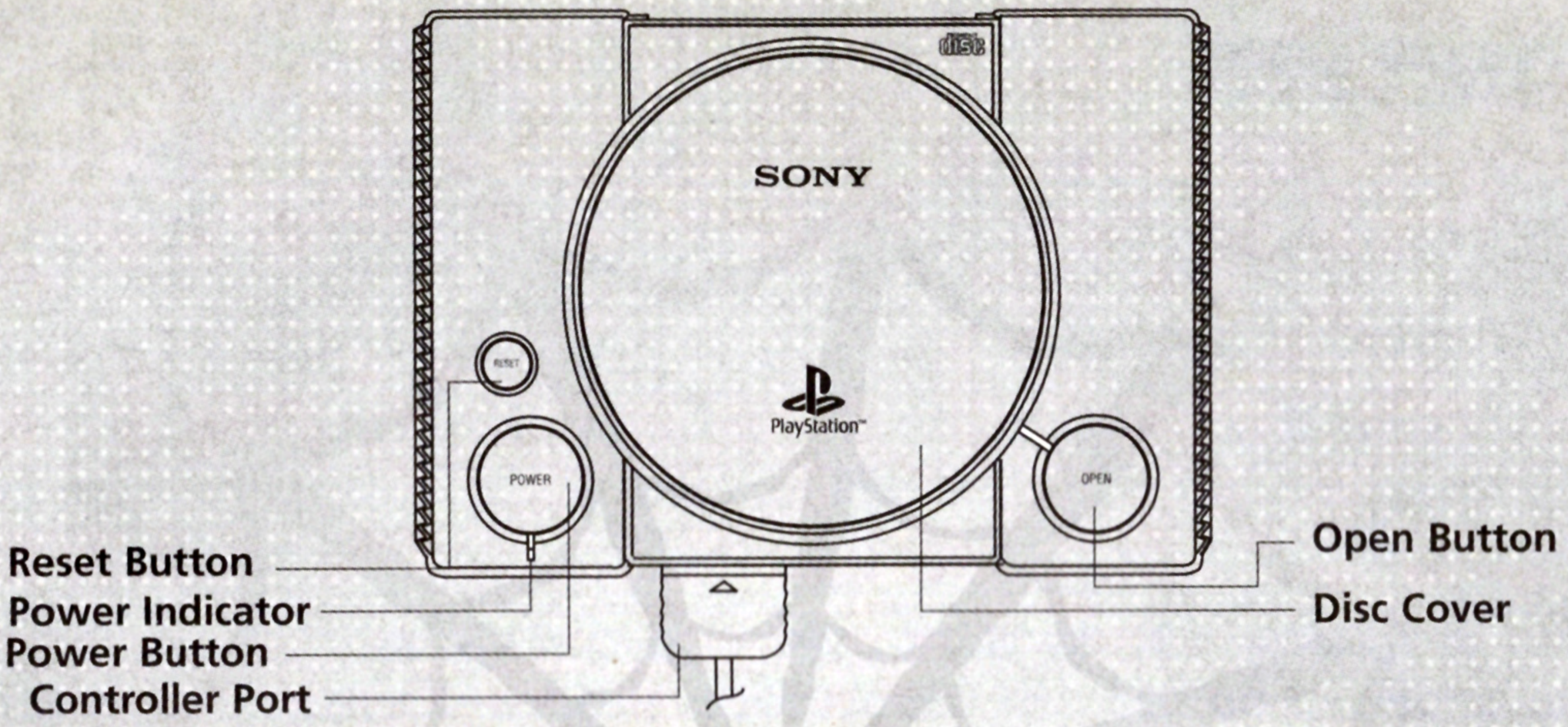
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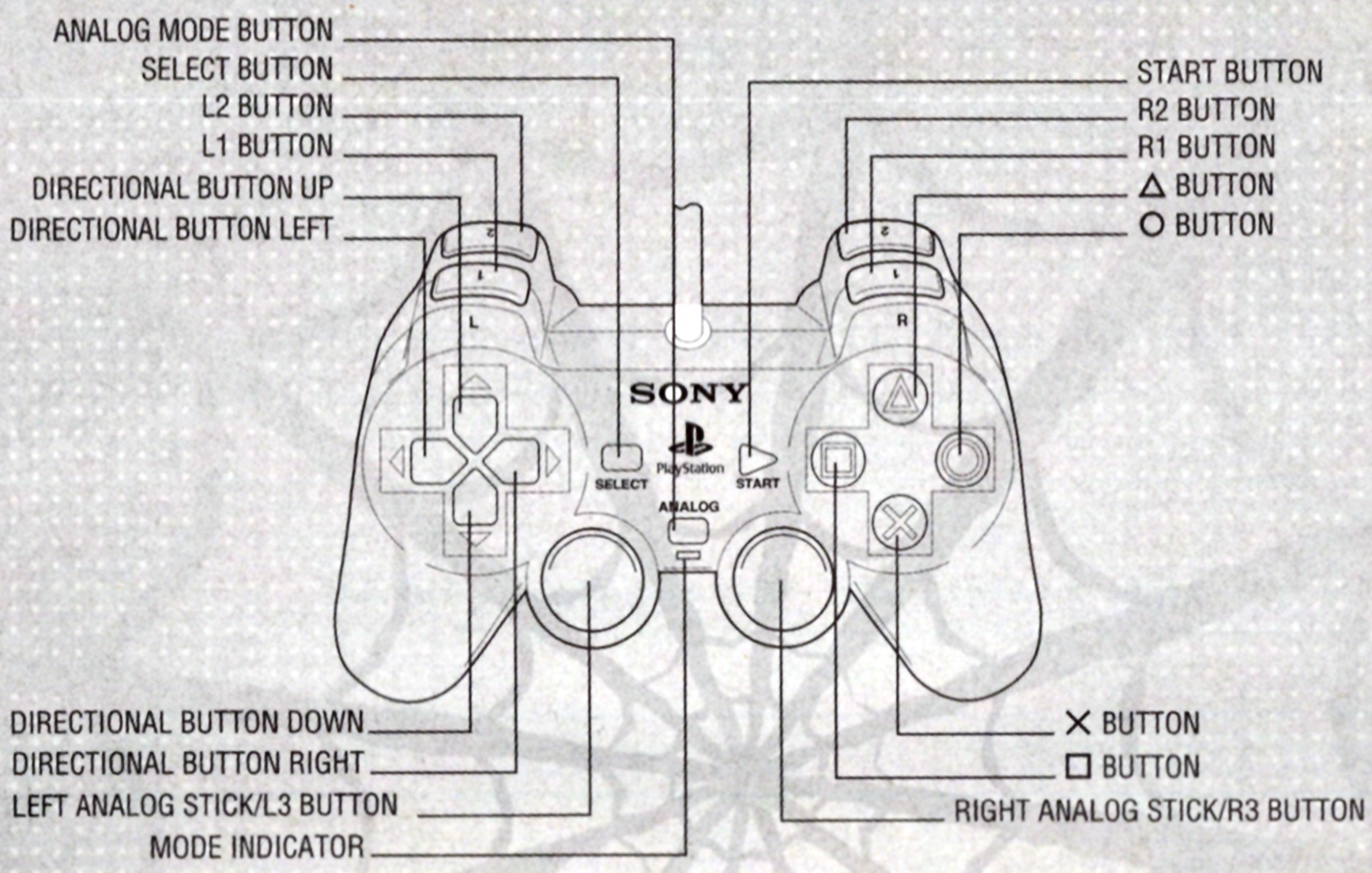
- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Spider-Man® 2 disc and close the disc cover.
- Insert game Controller(s) and MEMORY CARD and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

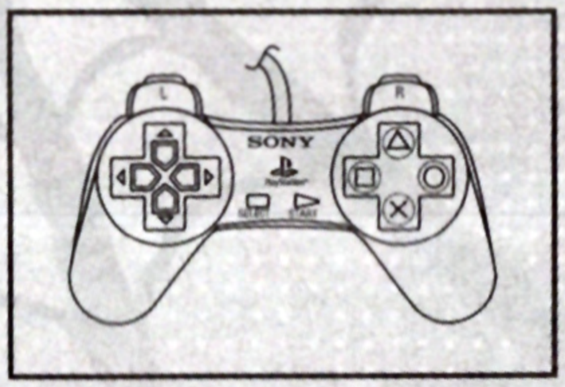
Note: It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on..

GAME CONTROLS

The default controls are shown here. All references to button selection in this manual refer to the default controller configuration. Spider-Man 2 supports the DUALSHOCK™ analog controller. When the ANALOG mode button is on, the left analog stick works the same as the directional buttons.

DUALSHOCK™ analog controller





NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Directional Buttons

To select a menu option, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the ✕ button to accept. However, this section defines commands only for the DUALSHOCK™ analog controller.

Game Reset

To abort a game in progress, press the **RESET** button on the PlayStation game console. This will replay the opening animation and return to the Spider-Man 2 title screen. (To bypass this opening animation, press the ✕ or **START** button.)

Soft Reset

Spider-Man 2 can be reset to the Main Menu any time during gameplay by holding down the **START** button, then pressing and holding the **SELECT** button.

DO WHATEVER A SPIDER CAN

Player Controls	Description	Buttons
Jump	Press to Jump	✕ button
Punch	Press Once to Punch Enemies or Multiple Times for Combos	□ button
Kick	Press Once to Kick Enemies or Multiple Times for Combos	○ button
Web Trap	Press to Trap Opponents or Activate Switches	△ button
Jumping Punch	Perform Jump Move then Punch When Close to an Enemy	✕ button then □ button
Jumping Kick	Perform Jump Move then Kick when close to an Enemy	✕ button then ○ button

Player Controls	Description	Buttons
Grab	Press to Grab Opponents from Behind	□ button + △ button *or* ○ button + △ button
Grab and Punch	Perform Grab Move then Punch Move	□ button + △ button then □ button
Grab and Kick	Perform Grab Moven then Kick Move	○ button + △ button then ○ button
Web Spikes	Creates Spiked Gloves Made of Webbing	△ button + Left directional button
Web Dome	Creates Shield Dome Made of Webbing	△ button Right directional button
Break Web Dome	Press to Break Web Dome and Attack Enemies	□ button *or* ○ button or ✕ button
Impact Web	Press to Shoot a Ball of Webbing	△ button + Up directional button
Web Yank	Press to Trap Enemies in Webbing and Pull Them	△ button + Down directional button
Web Yank Left	Pull Enemies Left	△ button + Down Left directional button
Web Yank Right	Pull Enemies Right	△ button + Down Right directional button
Web Zip Line	Press to Shoot Web and Zip from Wall to Wall	R1 button

Player Controls	Description	Buttons
Web Yank Overhead	Toss Enemies Overhead (when facing an opponent)	□ button then △ button
Web Swing	Press to Web Swing	R2 button or ✕ button + ✕ button (Kid Mode)
Target Mode	Targets Enemies from a Distance (Hold) and Centers Camera (Tap)	L1 button
Auto-Target	Cycle Through Nearby Enemies or Objects in Order to Attack, Yank, or Web-Up	L2 button
Pause	Press to Pause Game and Access Options Menu	START button
Aerial Impact Web	Fire Impact Webbing While Web-Swinging	△ button + Up directional button during Swing
Jumping Impact Web	Fire Impact Webbing While in Mid-Jump	✕ button to Jump, then △ button + Up directional button in Air

INTRODUCTION

Before you Play

Spider-Man 2 requires a MEMORY CARD to save your games. A saved game's 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 2.



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. 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 X button once a letter is highlighted. When you are ready to save, highlight **Finish** and press the X button.

Press the X button to select or the △ button to go back from the MEMORY CARD screen to the Main Menu.

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 X button to accept.

OPTIONS

Use this screen to modify game options. Use the directional buttons up/down and press the X button to accept. Press the △ button to return to the Main menu.



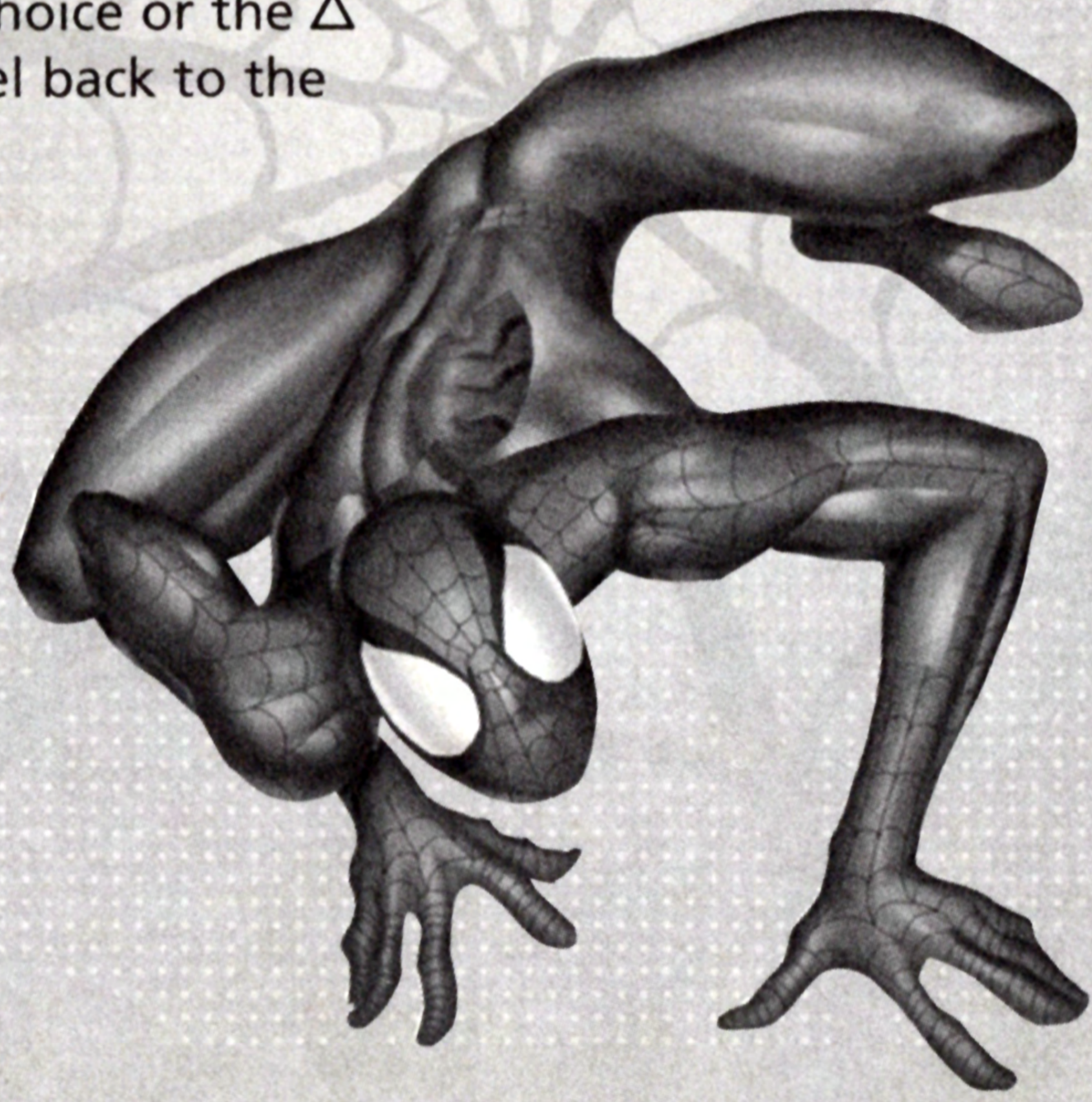
Controller Configuration: Choose this option to select a Controller configuration for the game. Use the directional buttons up/down to select from the several options. Press the X button to select a configuration or the △ button to cancel back to the Options Screen.

Music and Sound: This screen allows you to change the volume of sound effects (SFX), music, voices, and movies in the game. Move the directional buttons up/down to toggle between sound effects, music, voices, and movie volume levels. Move the directional buttons left, to lower the volume, or right, to raise the volume, of each option.

Select Audio to change between mono and stereo.

Select Default Levels to reset audio levels.

Screen Adjust: This screen allows you to center your viewing screen. Press the directional buttons to adjust the screen. Press the ✕ button to select your choice or the △ button to cancel back to the Options screen.



TRAINING

Normally designed to test the powers and abilities of the Uncanny X-Men®, Prof. Xavier has modified the Danger Room to allow Spider-Man to better hone his skills in a number of ways.

Web-Swinging

The Web-Swinging session will allow Spider-Man to hone his skill at what he does best, web-swing. Successfully complete this session by making contact with all of the Green areas. Contact with the Red area means failure. To swing, press the R2 button (or the jump button twice in Kid Mode).

Web Yank

Like tossing bad guys around like rag-dolls? The web-yank session will train Spider-Man to toss an enemy in a multitude of ways. The Danger Room will generate opponents that must be tossed either left, right, overhead, or towards him in order to proceed.

L1 Targeting

Using L1 Targeting is an effective way to move from place to place safely. By pressing and holding the L1 button, Spider-Man can take his time to plan out that next big swing. Move from wall to wall in an effort to reach the top. The gray areas mean certain failure.

L2 Targeting

Villains are a cowardly lot, and tend to attack in numbers. In order to combat them more efficiently, the L2 targeting features allows Spider-Man to cycle through nearby targets. This "shooting gallery" will test Spider-Man's speed and accuracy with a multitude of targets. When presented with a target, press the L2 button to bring up the targeting reticule. Press the L2 button repeatedly to cycle through multiple targets. Shoot impact webbing to knock out targets.

Zip Line

Zip-Line webbing is a useful tool in evading enemies or avoiding long falls. The Danger Room has constructed an area to improve Zip-Line reaction time and maneuverability. Be careful of gray areas in this room. Release from the ceiling by pressing the **jump** button, and Zip-Line by pressing the R1 button. Just to make things more challenging, the Danger Room will not allow Web-Swinging during this session.

Stealth

Sometimes the direct approach is not the smartest strategy. Here the Danger Room has crafted a number of scenarios where Spider-Man must use stealth to avoid being seen by enemies. Proceed with caution, as the wrong step may jeopardize the mission. Watch out for red floors!

Attack

This will test Spider-Man's basic combat skills. Spider-Man must survive for two full minutes against any number of opponents. Use the Punch and Kick buttons to attack as well as webbing to defeat the bad guys.

CHALLENGE SESSION

Successful completion of any Training Mission will open up its Challenge Session counterpart. Compete here for best time or highest score. The very best scores will end up in the Records section.

INSTANT ACTION

This is the Danger Room's main simulation unit. This "virtual city" houses a number of opponents which Spider-Man will have to discover through exploration. Spider-Man must use everything he's learned in training in order to make it out in one piece!

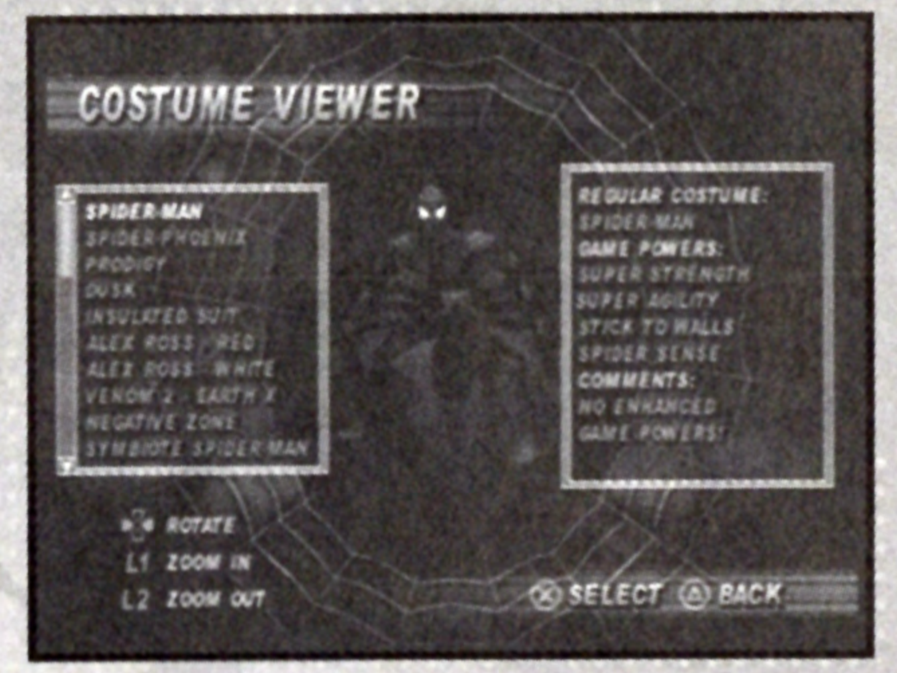
RECORDS

Those that really know what it takes to be a superhero make it into the Records section.

Here are listings of the very best times and scores from the Challenge Sessions. Use the up/down directional buttons to highlight a specific set of records. Press the ✕ button to confirm the selection. To exit, press the △ button.

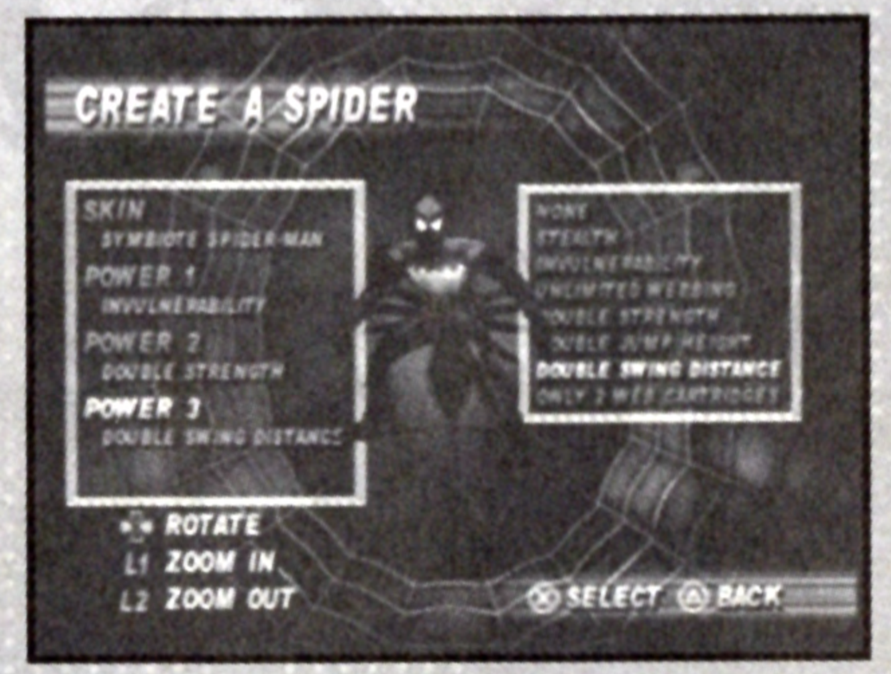
SPECIAL

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. To operate the costume viewer, use the up and down directional buttons to scroll through your available choices, then press the ✕ button to select. Using the left or right directional buttons 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 costume you have selected.

Create-A-Spider



Sometimes Spider-Man runs into trouble that's more than he can handle. Fortunately, he is a resourceful hero, and will acquire, or invent, the tools he needs to get the job done. Create-A-Spider allows Spider-Man to mix-and-match the abilities gained from different costumes to

greatest effect. All selections can be made by using the directional buttons to scroll through choices and the ✕ button to select.

Start by selecting a costume from the list of currently unlocked costumes. Then proceed to add up to three different Powers to the suit by again scrolling through a list of available abilities and pressing the ✕ button. When finished, press the △ button to exit.

View Credits

This game didn't just make itself! See the cast and crew that brought Spider-Man to life for his latest adventure here in the Credits.

Cheats

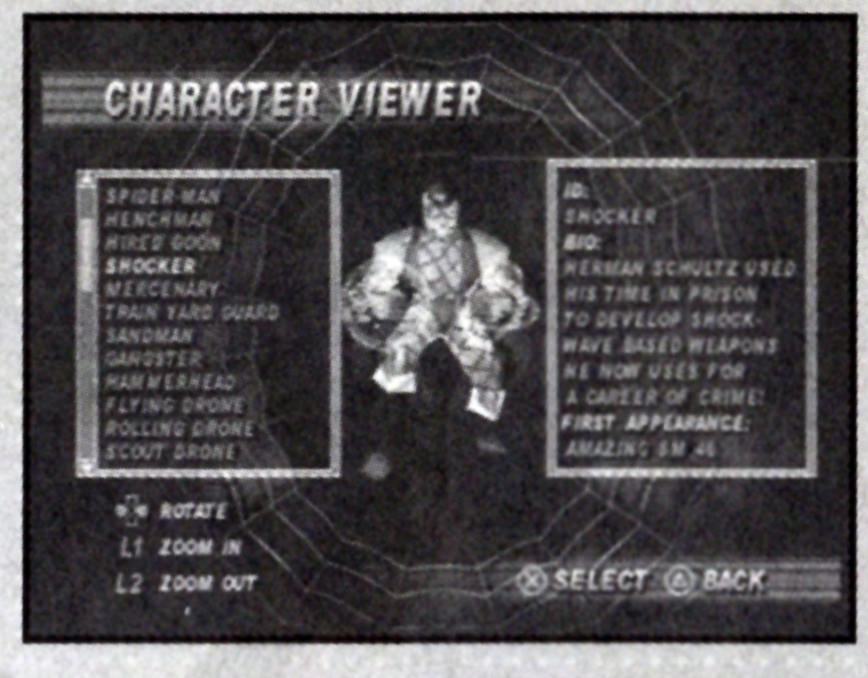
Like to open your Christmas presents early? Or just want access to all the great costumes? Enter the cheat code using the directional buttons to select letters. Highlight **SPACE** and press the ✕ button if the cheat code contains a blank space in it. Highlighting **BACKSPACE** and then pressing the ✕ button can correct errors. When finished inputting the code, use the directional buttons up/down to highlight **FINISH**. Press the ✕ 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 up/down directional buttons. Confirm your choice by pressing the the ✕ button. The △ button can be pressed at any time to exit.

GALLERY

Character Viewer



Become more acquainted with the people in Spider-Man's world through the Character Viewer. Included with each character is a short biography and narrative, as well as when the character first appeared in comic books. Any listing that contains a question mark (?) is unavailable until unlocked from within either the Game or Training Modes.

As progress is made through the game, more and more characters will become available for viewing. To operate the character viewer, use the up and down directional buttons to scroll through available choices, then press the ✕ button to select. Use the left or right directional buttons to rotate the image of the selected character 360 degrees. Press the L1 and L2 buttons respectively to zoom in or out on the character you have selected.

To exit the Character Viewer at any time, simply press the △ button.

Movie Viewer

This feature will allow you to view any of the movies that have been unlocked during the course of gameplay. Progressing through the game results in more and more movies becoming available for viewing. Like the Character Viewer, use the up and down directional buttons to scroll through available choices, then press the ✕ button to select.

To exit the Movie Viewer at any time simply press the △ button.



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 comic book cover from Spider-Man lore that is stored in the Comic Collection area. These comics detail historic events in Spider-History, including a brief synopsis pointing out the highlights of that particular issue.

To exit the Comic Collection at any time simply press the △ button.

Bugle Headlines

As the story unfolds, each chapter will be prefaced with the latest edition of the Bugle newspaper. These editions are made available for viewing in the Bugle Headlines section. Use either the up and down directional buttons to highlight an edition once it's unlocked. View the highlighted edition by pressing the ✕ button. To go back, press the △ button.

To exit Bugle Headlines at any time simply press the △ button.

Storyboards

Working in conjunction with the Movie Viewer, 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 as gameplay progresses.

Use the up/down directional buttons to highlight the storyboard to be viewed. Press the ✕ button in order to view that storyboard. In order to scroll through the storyboard, use the left/right directional buttons.

To exit Storyboards at any time simply press the △ button.



Parker's Portfolio

Peter Parker has to pay his rent somehow, right? J. Jonah Jameson pays top dollar for pictures of Spider-Man, with the hopes that he'll catch Spidey doing something criminal. Much to his dismay, all of Peter's pics are of Spidey defeating one bad guy or another. Parker's Portfolio is a collection of these photos. At some point during a fight with any super-villain, Spidey's camera (secreted away in some convenient corner) takes a "snapshot" of the fight. This "snapshot," gained only after a super-villain is defeated, can be viewed in Parker's Portfolio in the Gallery. ("Snapshots" made possible by renowned Marvel Artists: Kaare Andrews, Mark Bagley, and John Romita Sr.)

Highlight the "snapshot" to be viewed using the directional buttons, and view the picture full screen by pressing the ✕ button. Scroll through unlocked snapshots by pressing left or right on the directional buttons, and go back by pressing the △ button.

THE STORY THUS FAR...

The threat of the Symbiote Invasion is over, and Doctor Octopus and his cronies are once again behind bars. The city, and the people that call it home, can collectively breath a sigh of relief. Or can they? Evil abhors a vacuum, and with Doc Ock gone, can it really be that long before another rises in his place?

Not likely.

Unaware that her work has drawn the attention of sinister forces, Dr. Watts has completed a miraculous new device that would give any man or woman unspeakable power. In the hands of one such as Electro, who knows what deviltry may be wrought. Electro, for one, intends to find out.

As before, Electro has managed to assemble a cadre of allies and followers, from lowly street-thugs to hardened super-villains. His goal: to steal and assemble the Bio-Nexus device; and with it bring the city, if not the world, to its knees...

PLAYING THE GAME



Our friendly neighborhood Spider-Man:

Name: Peter Parker
Age: Mid-twenties
Height: 5′ 10″
Weight: 165 lbs.
Eyes: Hazel
Hair: Brown
Identity: Secret

1st Appearance: Amazing Fantasy #15 (Aug. 1962)

Affiliates: Avengers (reserve member)

Occupation: Photographer at the Daily Bugle

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

Place Of Birth: Forest Hills, Queens New York

Usual Place Of Operations: Manhattan and all of New York

Powers

- The proportionate strength and speed of a man-sized spider.
- Spider-Sense that warns him of pending danger and gives him the ability to detect signals from his Spider-Tracers.
- Ability to adhere to walls and most other surfaces with his extremities.

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FOR PARKER'S PORTFOLIO
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Normal – Mark Bagley
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Thanks guys!

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Lizard/Dr. Connors
Hammerhead
Beast

Kathryn Fiore as . . . . . .Computer Voice

Daran Norris as . . . . . .Sandman
Beetle
Public Address
Shocker
Professor X

Jennifer Hale as . . . . . .Rogue
Dr. Watts
Computer 2

And

Stan Lee as . . . . . .Stan Lee

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X-Men Character Models by Paradox Development

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/ cheats; only technical issues.

Internet: http://www.activision.com/support
Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com
A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

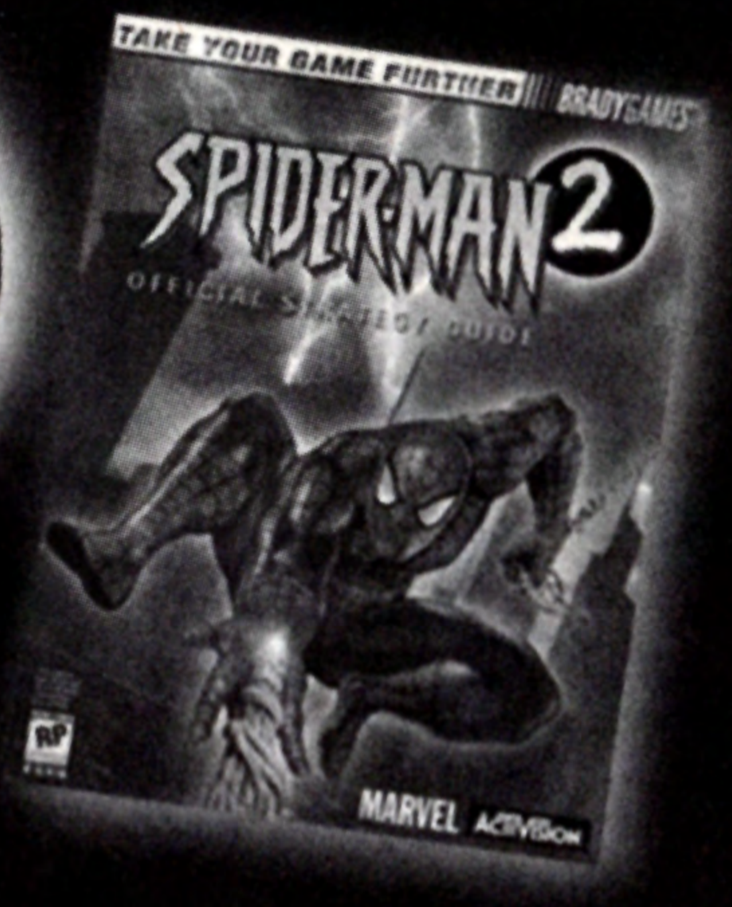
Phone: (310) 255-2050
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

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