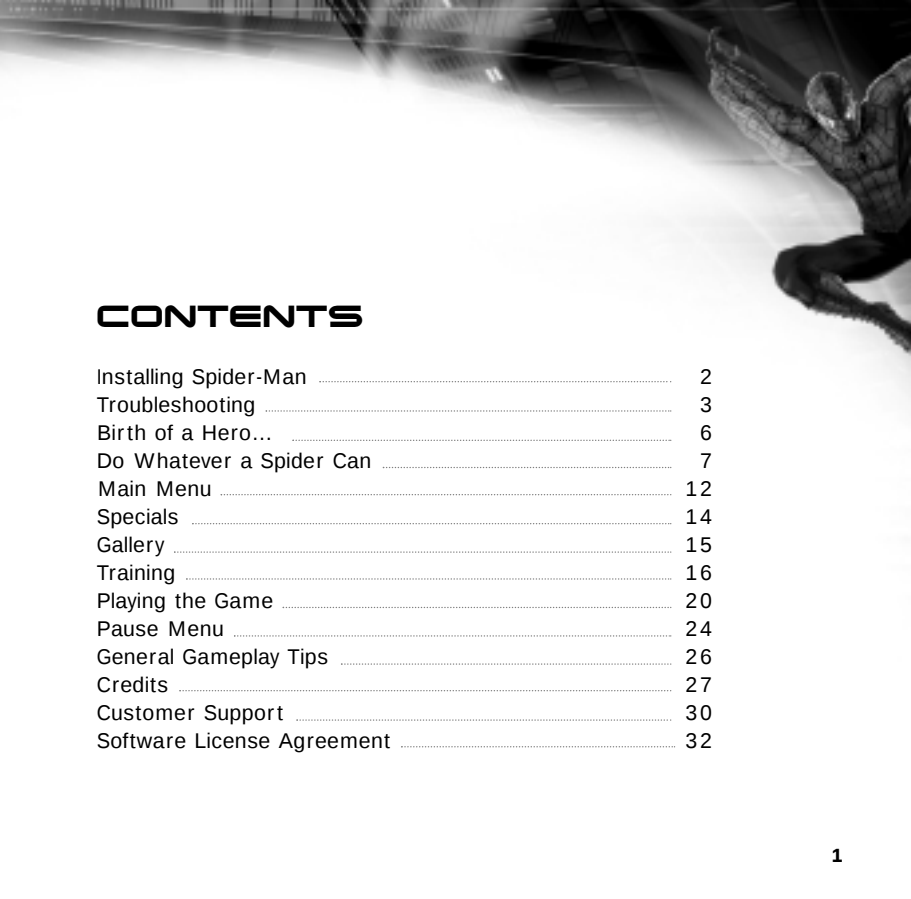


A black and white photograph of Spider-Man in a dynamic pose, swinging or crouching, with a blurred background suggesting motion. The image is positioned on the right side of the page, partially cut off.

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INSTALLING SPIDER-MAN

HOW TO INSTALL

Before installing, close all other applications. Verify that you have the required amount of free hard drive space.

Insert the Spider-Man™ CD into your CD-ROM drive. If AutoPlay is enabled, wait a few moments until the Spider-Man splash screen appears. On the splash screen, click the Install button to begin the installation process, and then follow the on-screen instructions.

If AutoPlay is not enabled, double-click on the My Computer icon on your desktop. Right-click on the CD drive icon, then left-click on Open. Double-click on the Spider-Man Setup.exe icon. When the splash screen appears, click Install.

After Spider-Man setup is complete, your computer will install Microsoft® DirectX® 8.1 if you do not already have it. When DirectX 8.1 installation is complete, you will need to restart your computer for the new drivers to take effect.

Now you can run Spider-Man by choosing Programs\Activision\Spider-Man Movie\Spider-Man Movie from the Start menu or by clicking Play on the CD splash screen.

Please register your copy of Spider-Man. To make it easy and fast, you can use our electronic registration system. There are two ways to access the system: (1) from the Spider-Man splash screen click on Extras, and then click Register or (2) From the Start menu go to Programs\Activision\Spider-Man Movie\Register.

SPLASH SCREEN BUTTON FUNCTIONS

Install – Installs the game. Once the game has been installed, this button will change to Play.

Play – If the game has already been installed to your system, click this button to play Spider-Man.

Reinstall – This function allows you to reinstall the program.

Uninstall – Click this button to remove Spider-Man from the system. Some files will be left behind. The Uninstaller will supply a list of leftover files, (e.g., saved games).

Extras – This button will take you to the help files, readme, game manual (.pdf), technical support, online help and electronic registration, along with supplying the options to install DirectX and Acrobat Reader (for reading .pdf files).

Exit – Click this button to close the splash screen and exit Spider-Man.

TROUBLESHOOTING

We have supplied Help documents that can help you in troubleshooting problems. There are two ways to access this help file:

1. From the splash screen, click on Extras then Help Documents.
2. After installation, from the Start menu, select Programs\Activision\Spider-Man Movie\Spider-Man Movie Help.



AUTOPLAY

If the Spider-Man splash screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the Spider-Man CD icon in the window or right-click on the icon and choose the AutoPlay option.
4. After the Spider-Man splash screen appears, click on the Play/Install button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows 98 / ME / 2000 / XP. To verify this, perform the following steps:
 - a. Open the Windows 98 / ME / 2000 / XP Control Panel folder and double-click on the System icon.
 - b. Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 98 / ME / 2000 / XP, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

DIRECTX 8.1

Upon completion of the Spider-Man setup, the installation process will continue by determining if Microsoft's DirectX 8.1 needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.

Q. What is DirectX 8.1 and why do I need it?

- A. Microsoft's DirectX 8.1 is a set of functions that gives Windows 98 / ME / 2000 / XP games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 98 / ME / 2000 / XP games. Spider-Man uses DirectGraphics, DirectSound and DirectInput, three of the DirectX 8.1 functions.

Q. If I don't have DirectX 8.1 will Spider-Man install it for me?

- A. Yes. If the installer does not detect DirectX 8.1 on your computer, it will install DirectX 8.1 for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 8.1 to take effect.

Q. I already have other Windows 98 / ME / 2000 / XP games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

- A. If you already have other Windows games on your computer, chances are you already have an earlier version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 8.1. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 8.1 installed on your computer, the Microsoft DirectX 8.1 installer will detect that and not overwrite any DirectX 8.1 files. You will not need to restart your computer after installation in order to run Spider-Man.



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?

DO WHATEVER A SPIDER CAN

Controls			Notes
Main Buttons	Punch	Num 4	Press to perform a single punch. Press to activate switches or to pick up a civilian who is in danger.
	Kick	Num 6	Press to perform a single kick.
	Web	Num 8	On the Ground: Hold down the Num 8 key to tie up an enemy with webbing. In the Air: Press the Num 8 key 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	Space	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.
Movement	Forward	W	Moves Spider-Man forward.
	Back	S	Moves Spider-Man back.
	Left	A	Turn Spider-Man left.
	Right	D	Turn Spider-Man right.



	Controls	Notes
Web Gloves	Left Shift + Num 4	Press this key combination to wrap your hands in webbing (at the cost of web fluid), increasing the damage your punches do.
Web Dome	Left Shift + Num 6	Pressing this key combination allows you 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 spacebar.
Impact Webbing	Left Shift + Num 8	Press this key combination to shoot a shot of impact webbing (at the cost of web fluid). This shot is most effective against unsuspecting or charging targets.
Web Yank	Left Shift + Spacebar	Press this key 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.
Yo-Yo Spidey	Left Shift + Num 7	Press both keys simultaneously to suspend yourself from a web-line. You can then move up and down with the forward and back keys.

Controls		Notes
Web Swing	Num 5	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	Num 7	Press to vertically zip-line. Press Num 7 while using the movement keys in a direction to execute a directional zip-line. In Look Around Mode, pressing Num 7 will zip-line you to the green cursor spot. While on the side of a building, pressing any combination of W, S, A or D and the Num 7 key will zip-line you in that direction.
Target Camera	Num 9	Press Num 9 to toggle Target Camera on/off. In this mode, use the mouse to move the camera.

Camera Lock Mode	Num 2	Press Num 2 to engage Camera Lock. Use the A and D keys to cycle through available targets. Press Num 2 again to disengage Camera Lock.
Rotate Camera	Mouse or Arrow Keys	Move the mouse left or right or press ← or → to rotate the camera when not in Camera Lock Mode.
Re-Center Camera	+	Press the ↓ key to recenter the camera behind Spider-Man.
Riding Enemies	Spacebar	Jump, then hold the spacebar until you land on the enemy's head, then release the spacebar. After that you can punch, body slam (using the kick Key) or jump off again.
Force Crawl	C	Press C while standing still to engage Force Crawl. Press again to exit Force Crawl mode.
Pause	Esc	Press Esc to toggle the Pause menu on / off.
Directional Attacks	Directional Keys + Punch / Kick	Hold the directional keys and hit an attack key (punch or kick) to do an attack in that direction. Note: The direction is relative to Spidey.
Dodging	Directional Keys + Jump	Hold the directional keys and hit the jump key to dodge in that direction. Note: The direction is relative to Spidey.
Zip-Line Attack	Press Num 8 While Zip-lining	Pressing Num 8 while zip-lining will turn your zip-line into an attack (at the cost of web fluid).

Controls		Notes
Instant Swing Turns	Left Shift + Spacebar	While web-swinging, hold the Left Shift key, hold a direction, then press jump to instantly swing in that direction. This move allows you to maintain your velocity while changing directions.
Twirl Yank	Left Shift + Spacebar + (A or D) then Rotate	Hold the Left Shift key, then press and hold the spacebar to begin the web yank. Hit A or D on the keyboard, depending on which direction you want to twirl them in. Once you stop rotating (or rotate too slowly), release any key, 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 begin Training.



LOAD/SAVE

Select this to Load or Save your games. Use the arrow keys or mouse to select one of the following options:

Load Game Data: To load a saved game, use the arrow keys or mouse to select the desired save game and press Enter or the left mouse button to proceed.

Save Game Data: To save a current game, use the arrow keys or mouse to select a save game slot and press Enter or the left mouse button to proceed.

Press Esc to return to the Main Menu.

OPTIONS

Use this screen to modify game options. Use the arrow keys or mouse and the Enter key or left mouse button to accept. Press Esc 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 arrow

keys or use the mouse to toggle between sound effects, music, voices, and movie volume levels. Move the arrow keys left and right to raise or lower the volume of each option.

Defaults—Reset audio levels to their original configuration.

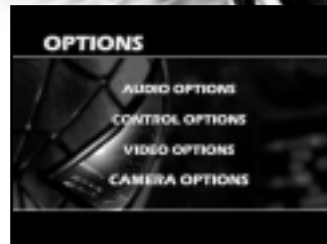
Control Options: This screen allows you to select a controller for use with the game, customize your keyboard and mouse, as well as turn vibration on / off if you are using a controller that supports vibration. Use the arrow keys or mouse to navigate the menu. Press Esc to return to the Options Menu.

Video Options: This screen allows you to customize viewing options. Here you can set your viewing resolution and adjust the level of graphical detail.

Camera Options: This screen will allow you to select your camera options. Use the arrow keys or mouse to highlight an option. Press Enter or the left mouse button to toggle an option on or off. Press Esc 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 arrow keys.

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



CONTINUE

Select this option to continue your current game or one that has been loaded from the hard drive.

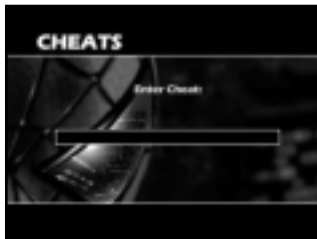
SPECIALS

CREDITS

This game didn't just make itself! See the cast and crew that brought Spider-Man to life for his latest adventure. Press Esc to return to the Specials Menu.

CHEATS

Like to open your Christmas presents early? Or just want access to all of the great costumes? Enter a cheat code by using the keyboard to input letters. When you have finished inputting the code, press Enter or the left mouse button to confirm the code. Press Esc at any time to exit.



TRAINING

Use this selection to access any of the training levels mentioned earlier. Press the arrow keys or use the mouse to scroll through the levels. Press Enter or the left mouse button to access a level or press Esc to return to the Specials Menu. (See "Training" on page 20 for more details.)

SECRET STORE

As you finish levels in the game, you will accumulate bonus points that can be used to unlock special features in the secret store. Alternate costumes and special mini-games are just some of the surprises that can be accessed here. Press the arrow keys up/down or use the mouse to scroll through the available secrets. Press the arrow keys left/right to toggle a selected unlocked feature on or off.

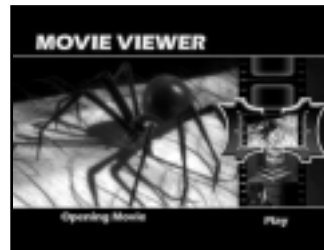
LEVEL WARP

Select which unlocked level to play in the game. Scroll through and highlight available levels by using the up/down arrow keys or the mouse. Confirm your choice by pressing Enter or the left mouse button. Press Esc 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 will result in more mini-movies becoming available for viewing.



Press up / down on the arrow keys or use the mouse to scroll through available choices, then press Enter or the left mouse button to select a movie.

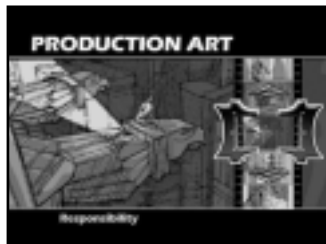
To exit the Movie Viewer at any time, simply press Esc.

PRODUCTION ART

Working in conjunction with the Movie Viewer, this section 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 arrow keys or mouse to highlight the item you wish to view. Press Enter or the left mouse button to view that item.

To exit the Production Art section at any time, simply press Esc.



TRAINING

The training levels have been designed to teach you the basics of controlling Spider-Man. Follow the question marks (?) throughout this level to get an overview of Spider-Man's many abilities. Follow your compass when you don't know where to go.

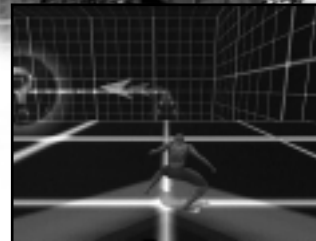
Note: The only training level accessible from Start at the Main Menu is Basic Training. All other Training levels must be accessed from Specials under Options in the Main Menu.

BASIC TRAINING

Also called the Tutorial, this exercise will teach you the basics of Spidey control.

BASIC COMBAT

Go mano-a-mano with thugs in Bone Saw McGraw's wrestling ring. This level will allow you to practice the basics of ground-based combat. See how many thugs you can defeat!



BASIC AIR COMBAT

It's one thing to swing around the city at your leisure. It's quite another to fight villains such as the Green Goblin from 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 of the targets? (See Aerial Combat 101 for more on the mechanics of air combat.)

TARGET SWITCHING

When in Camera Lock mode, the arrow keys allow Spider-Man to cycle through nearby targets. When a target is highlighted, press the arrow keys to cycle to that target. Shoot impact webbing to knock out the target. The more you hit, the faster the targets are highlighted.

BASIC SWING TRAINING

Swing through this maze without touching walls, floors and ceiling. Hold down the swing key in straight-aways to gain extra speed. Landing on red areas will cost five seconds of your time. How fast can you swing through the course?

ADVANCED SWING TRAINING

Things get a little tougher here. Narrower corridors and sharper corners make this course a bit more difficult. Remember, landing on red areas will add a five second penalty.

EXPERT SWING TRAINING

This is it! The ultimate test of your swinging skills. If you haven't mastered them by now, you'd better figure it out fast, because this course will challenge even the best web-slinger.

BASIC ZIP TRAINING

Your web swing is disabled, so use your zip-lining skills to make it through this maze. You'll never get the fastest time if you don't zip!

ADVANCED ZIP TRAINING

Mastered the basics of zip training? Try to navigate your way through a more complicated course in this advanced training level. Look out! This one's rough...

EXPERT ZIP TRAINING

The ultimate zip-line training course. See if you can beat the clock and rise to the top of the leader board in this fiendish maze. This is the ultimate test for the ultimate hero.

SWING RINGS

Large red rings are hovering all over the city. Follow your Spidey compass and swing through each ring, turning it green. New rings will appear as you swing through the proper target.

SWING PLATFORMS

Follow the Spidey compass to jump on platforms placed throughout the city. A new platform will appear each time you hit your target. Watch out—the platforms shrink as you progress!

BIG BRAWL

Wage battle with razor bats and thugs in this vast virtual environment. Use your webs, fists, feet and cunning to stay alive. Remember that throwing oil drums and canisters at enemies can be a powerful attack. It will take every ounce of your spider abilities to defeat all of these enemies.

OBSTACLE COURSE

Can you make it through this 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.



PLAYING THE GAME

POWER-UPS

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.

Capture Webbing: The classic Spider-Man action that allows you to tie up your foes. Hold down the Web key to tie up enemies so that they cannot attack Spidey. Enemies will eventually break out of the webbing, so be sure to keep an eye on them so you aren't caught off guard.

Web Gloves: Use this feature to spray webbing on your hands and increase the power of your punches. You can find a Gold Spider icon that will allow you to perform this maneuver twice in a row to get even more power from your punches.

Web Dome: The Web Dome will create a shield around Spider-Man that temporarily protects him from damage. When Spidey breaks out of this dome, enemies will be knocked back and take some damage in the process. While in your Web Dome, perform the maneuver a second time for a more powerful Web Dome that does twice as much damage!

Impact Webbing: This is the bread and butter web attack for our arachnid hero. Spidey uses his webbing to create a web ball that damages opponents, but does use a large amount of web fluid. Because of its slow speed, it may not be the weapon of choice against fast aerial opponents.

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. This will allow you to swing an enemy around on the end of your web, rodeo style, knocking other enemies down in the process.

Web Laser: This fast web attack is just what Spidey needs to take on aerial enemies. Press the Web key 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

Since Spider-Man is still exploring his new-found powers, players will learn new combo attacks as they 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 lookout for the Gold Spider icons that grant Spidey new combo moves and advanced web attacks. Some will be easy to find, but others may be hidden deep within the levels. Access the Pause Menu and select "Combat Controls" to view which combos you have unlocked and how to perform them.

AERIAL COMBAT 101

There are many aerial opponents in Spider-Man. This section is designed to get you up to speed on the basics of aerial combat.

Simply press Web Swing once to continuously web swing. Once swinging, you're free to steer through the environment and focus on your opponent. If your web is cut during battle, you'll need to hit Web Swing again to continue swinging. Remember to pay attention to the height meter to help get the upper-hand on your enemy.

To keep an eye on your opponent, press the Camera Lock key to engage Camera Lock mode. Camera Lock will keep your opponent in your line-of-sight throughout the battle. You can turn and face an opponent by single or double jumping. Once you press the Jump key while swinging (twice for double jump), Spider-Man will cut his web

and begin to fall. With the extra height you gain by jumping (or even more height with double jumping), quickly turn towards the enemy before engaging Web Swing again.

To attack an opponent, swing into position to turn the enemy's red attack cursor green. When it's green, you can successfully attack an opponent. While web swinging, you can press Punch, Kick, or Web Attack to damage your enemies. You can also press Jump to leap up from the web, then Punch or Kick to attack. Pressing Jump twice will allow Spider-Man to gain more height before he attacks.

When directly above an opponent, press Jump once (or twice if you need more height!) then hold it to land on most opponents. Once he jumps onto the enemy, Spidey can land a few well-placed punches.



PAUSE MENU

Press Esc during gameplay to access the Pause Menu. Use the arrow keys or mouse to scroll through the options in the Pause Menu. Press Enter or the left mouse button to select the highlighted option or press Esc to return to your game.



AUDIO OPTIONS

Use the arrow keys or mouse to scroll through the volume controls. Press the left / right keys to adjust the selected volume control. Press Esc to return to the Pause Menu.

RESTART LEVEL

Press Enter or the left mouse button while this option is highlighted to restart the current level.

OPTIONS

Movement

Press Enter or the left mouse button to toggle character movement between the left analog stick or the directional buttons (when using a supported analog controller).

Camera Mode

Press Enter or the left mouse button to toggle between active or passive camera mode. Please note that in passive camera mode you must adjust the camera using the arrow keys.

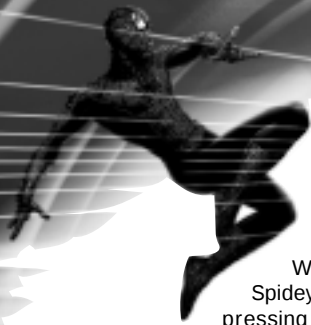


COMBAT CONTROLS

Select this option to view the available combos, web attacks and how to perform them. Press Esc to exit the Combat Controls Menu and return to the Pause Menu.

EXIT TO MENU

Press Enter or the left mouse 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 from the Main Menu.



GENERAL GAME PLAY TIPS

- In some levels, Spider-Man will be required to rescue civilian characters. Have Spidey face the character to be rescued and press the Punch / Action key to pick them up.

When carrying a civilian and web swinging, Spidey can only do one swing at a time, so keep pressing the Web Swing key to stay in the air. Press the Punch / Action key again to put down a civilian.

- Some doors and obstacles will require the operation of a switch to get past them. To activate a switch, face the switch and press the Punch / Action key.
- Some doors in the game will require a key to open them. Various thugs 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 overhead walkways.

CREDITS

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