

Spider-Man: The Movie FAQ/Walkthrough

by Perfect Light

Updated to v0.6 on Jul 16, 2002

This walkthrough was originally written for Spider-Man: The Movie on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Full FAQ/Walkthrough

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E-Mail: Jetstorm777@aol.com
Today's Topic: Spider-Man the Movie
For the Nintendo GameCube

Version 0.4

THIS GUIDE IS DEDICATED TO THE WEB-HEAD STAR OF THE GAME, WHO BROUGHT HOPE TO THOUSANDS OF NEW YORKERS.

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- * Jeff "CJayC" Veasey
- * Spider-Man
- * Activision
- * My creative abilities
- * Madison
- * Tigger
- * JadeHawk
- * Marveling One
- * theninjamaster
- * sparrowhawkx4
- * bjsk8board
- * DevinCybrus2
- * limpbizkit_af@excite.com
- * Spider-Man board users

XVI) A Fond Farewell!

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Hey, everyone! Remember me? I'm the one that wrote the Spider-Man guide for the old Playstation game that so many people were fans of. Well, when Spider-Man 2 came, I figured I'd write a guide, but never got around to it. Now, I'm back in my second Spidey guide! And, as many of you know, I have Spidey experience!

This game rules all! For one thing, there is no more fog in the city levels like in the older games. And, you can web swing anywhere, not just when you're facing a building. Also, the city levels don't seem to be a straight path! Awesome!

Actually, this game takes place way before the last, at the very

beginning of Spidey's career. It stars the famous Green Goblin, the air-wave vibrating Shocker, the crusty Vulture, and the government-paranoid Scorpion! The very beginning is based off the new Spider-Man movie (which I saw the day it came out, and loved so much) but at about level five it branches on its own.

Bah, enough of my babble! Let's get onto the guide. Have fun, and may the webs be with you! Ahhhh, it's good to be back...

-Tobey

P.S. In the last guide, everyone seemed to love the "Favorite Quotes" section, so I'll compile a list of my favs and add it here in the next update!

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Also, certain e-mails I won't accept. If you scream and shout at me, writing something like: You (insert explicitive here), you said you can kill (insert enemy here) in (insert #) shots and it took me (insert another #) you little (insert various explicitives here)!!! You're not cute, no one's laughing, and you're obviously not very mature. And I don't have anything to say to you if you talk to me like that. However, if you have anything DECENT to contribute, feel free to drop me a line at Jetstorm777@aol.com anytime!

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off this FAQ at all. I believe that part is clear. Next!

Plagiarism is against the law. You know that. I know I repeat myself, but I stress upon the fact that you leave my FAQ be and if you want to copy, go look at a dictionary. Copying someone else's work without acknowledging he/she made it is a crime and it will be forced, and you will pay the price.

REMEMBER: IF YOU SEND ME AN E-MAIL WITH POOR GRAMMAR, YOU WILL *NOT* GET A RESPONSE FROM NOW ON! I'm sick of reading: "I need help but I'm not sure and by the way your guide is cool sweet and lke it do you know how to help me?" No, that's not going to cut it. I want neat, properly written letters so that I can actually READ and UNDERSTAND it! NO MORE GIBBERISH! Also, please put "Spider-Man the Movie Guide" in the title to help me. I get too many guide questions from my other guides to try to organize what question is for what game.

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Version 0.4

Completed: 5/31/02

Okay, thanks for everyone's quotes. I got quite a few of them, so I've added those. Also did some spell-checking again. Oh, I also put in some more FAQs!

NEWS~5/14

Okay, there has been talk lately of a "God Mode", in which you are invincible. Well, there was going to be one in the game, but it was (sadly) yanked out at the last minute before the developers sent the game to be put out on shelves. Therefore, there is no God Mode of any sort that we know of right now. I'll keep you guys posted right here in the Newsroom of anything I can get on the subject.

Version 0.3

Completed: 5/14/02

Okay, I added a "FAQ" section, and updated the ToC yet again. I also fixed some more minor errors and added some new info to the "My Preference" part of the Controls. Oh, and I added some things to the Walkthrough. I'm also proud to say that cheatcc and cheathappens asked to use the guide!

Version 0.2

Completed: 5/13/02

Changed ToC, changed this section to "Newsroom", and made a few minor corrections. I also added the "Favorite Quotes" section. Thanks to Marveling One and theninjamaster for contributing their favorite quotes on the boards!

Version 0.1

- * Started: 5/5/02
- * Completed: 5/12/02

I have written the entire Walkthrough, and all sections are complete. I'm taking submissions for Favorite Quotes to add to the returning crowd-pleasing section.

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CLASSIC CONTROLS

[Basic Fighting]

B Button - Punch/Action - Press once to perform a single punch. Tap three times in a row to unleash a combo attack.

X Button - Kick - Press once to perform a single kick. Tap three times in a row to unleash a combo attack.

A Button - Jump - Press once to jump. While in the air, and not moving, tap A again to perform a double jump.

Control Stick - Move - Use this to move. The farther you tilt the stick, the faster you move.

C-Stick Forward (near enemy) - Lock-On Mode - The camera will lock on to the enemy you are facing and arrows will form around your target. When the target is red, you'll most likely miss with an attack. When it is green, there is a great chance you'll connect. Press forward again to disengage, and press left and right to cycle through available targets.

C-Stick Left/Right - Rotate camera right/left, respectively.

C-Stick Back - Center Cam - Tap to center the camera behind Spidey.

[Advanced Fighting]

A Button (Hold, near enemy) - Ride Enemy - Once you are on the enemy, press B to punch the victim in the head. Press X to flip him backwards.

Directional Pad (hold) + Punch/Kick - Directional Attack - Press the D-Pad in the direction you want to attack and press B or X to punch or kick in that direction.

Directional Pad (hold) + A Button - Dodging - Hold the D-Pad in the direction you want to dodge and then press A. You'll flip or roll in the direction.

[Webbing Attacks]

Y Button - Web Tie-Up - Press when facing an enemy to shoot a little stream that will hold them for a second. Hold down to completely tie up the enemy for some time. While tied, they cannot attack or shoot you!

Y Button + Left (Control Stick) - Web Spikes - Very useful. Press to have Spidey put on his web spikes. His punches will become more powerful, and the spikes will hang around for two full punch combos, or until you use another web attack or climb the walls.

Y Button + Up (Control Stick) - Impact Webbing - You'll shoot out a small ball of webbing. Very useful against far-away enemies, and enemies below you. Very useful against some bosses.

Y Button + Right (Control Stick) - Web Dome - Spidey sprays web behind him and then pulls it up around himself. This will protect you from all attacks. Will break after a limited time, or when you push B or X.

Y Button + Down (Control Stick) - Web Yank - Press to yank your enemies towards you for a nice beating. When you get more skilled with it, try throwing enemies in different directions.

Y Button + L Button - Yo-Yo Spidey - You'll suspend yourself from a web line and hang upside-down, provided there is something above you to hang from. Move up and down with the Control Stick. This is a good way to ambush enemies.

L Button - Zip Line - Press to shoot to the surface above you, or in the direction you're walking/crawling. A good way to quickly scale buildings.

R Button - Web Swing - Ahhh, the signature move of Spidey! Press to start swinging. Press A to cut your line and change direction. While swinging, use the Control Stick to change directions. Hold R to get faster, but you won't be able to turn worth beans.

L Button + Y Button - Zip Line Attack - While Zip-Lining, press Y to turn it into an attack!

ENHANCED CONTROLS

[Basic Fighting]

B Button - Punch/Action - Press once to perform a single punch. Tap three times in a row to unleash a combo attack.

X Button - Kick - Press once to perform a single kick. Tap three times in a row to unleash a combo attack.

A Button - Jump - Press once to jump. While in the air, and not moving, tap A again to perform a double jump.

Control Stick - Move - Use this to move. The farther you tilt the stick, the faster you move.

C-Stick Forward (near enemy) - Lock-On Mode - The camera will lock on to the enemy you are facing and arrows will form around your target. When the target is red, you'll most likely miss with an attack. When it is green, there is a great chance you'll connect. Press forward again to disengage, and press left and right to cycle through available targets.

C-Stick Left/Right - Rotate camera right/left, respectively.

C-Stick Back - Center Cam - Tap to center the camera behind Spidey.

[Advanced Fighting]

A Button (Hold, near enemy) - Ride Enemy - Once you are on the enemy, press B to punch the victim in the head. Press X to flip him backwards.

Directional Pad (hold) + Punch/Kick - Directional Attack - Press the D-Pad in the direction you want to attack and press B or X to punch or kick in that direction.

Directional Pad (hold) + A Button - Dodging - Hold the D-Pad in the direction you want to dodge and then press A. You'll flip or roll in the direction.

(While targeting a foe) R, X (hold) - Cannonball Kick - When swinging near an enemy, hold X to perform a Cannonball Kick. Very useful against Green Goblin and Vulture.

R, A, X - Mid-air Kick - While swinging near an enemy, cut your line and then hold X to home in on that enemy. Also useful against Goblin and Vulture.

R, A, B - Mid-air Punch - While swinging near an enemy, cut your line and hold B to home in on that enemy.

[Webbing Attacks]

Y Button - Web Tie-Up - Press when facing an enemy to shoot a little stream that will hold them for a second. Hold down to completely tie up the enemy for some time. While tied, they cannot attack or shoot you!

L Button (hold) + B Button - Web Spikes - Very useful. Press to have Spidey put on his web spikes. His punches will become more powerful, and the spikes will hang around for two full punch combos, or until you use another web attack or climb the walls.

L Button (hold) + Y Button - Impact Webbing - You'll shoot out a small ball of webbing. Very useful against far-away enemies, and enemies below you. Very useful against some bosses.

L Button (hold) + X Button - Web Dome - Spidey sprays web behind him and then pulls it up around himself. This will protect you from all attacks. Will break after a limited time, or when you push B or X.

L Button (hold) + A Button - Web Yank - Press to yank your enemies towards you for a nice beating. When you get more skilled with it, try throwing enemies in different directions.

L Button (hold) + Z Button - Yo-Yo Spidey - You'll suspend yourself from a web line and hang upside-down, provided there is something above you to hang from. Move up and down with the Control Stick. This is a good way to ambush enemies.

Z Button - Zip Line - Press to shoot to the surface above you, or in the direction you're walking/crawling. A good way to quickly scale buildings.

R Button - Web Swing - Ahhh, the signature move of Spidey! Press to start swinging. Press A to cut your line and change direction. While swinging, use the Control Stick to change directions. Hold R to get faster, but you won't be able to turn worth beans.

Z Button + Y Button - Zip Line Attack - While Zip-Lining, press Y to turn it into an attack!

L Button + A Button + Left/Right on Control Stick, then Rotate - Twirl Yank - Very difficult to do at first, until you get used to it. When you release the buttons, run out of webbing, or stop rotating the Control Stick, you will throw your victim like a battering ram!

 I prefer the Enhanced Controls. It took me some time to get used to the new scheme from the old games, but it'll be great once you do. Try it out, and use Classic if you don't like it. Enhanced gives you more control, so try it first. The way I remembered the new web attacks as opposed to the old ones was simple. L was always in the combo, so that was out of the way. B gives you Web Spikes because it punches normally, and Web Spikes improve your punches. Y shoots Impact Web because it looks like an opening on an arm, and that's how Spidey shoots Impact Webbing. X does Web Dome because it lets no one in, or blocks them out. And A is the only one left, so it Web Yanks! Simple, no?

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There are very few, but some nonetheless. Get used to them and locate each one to survive.

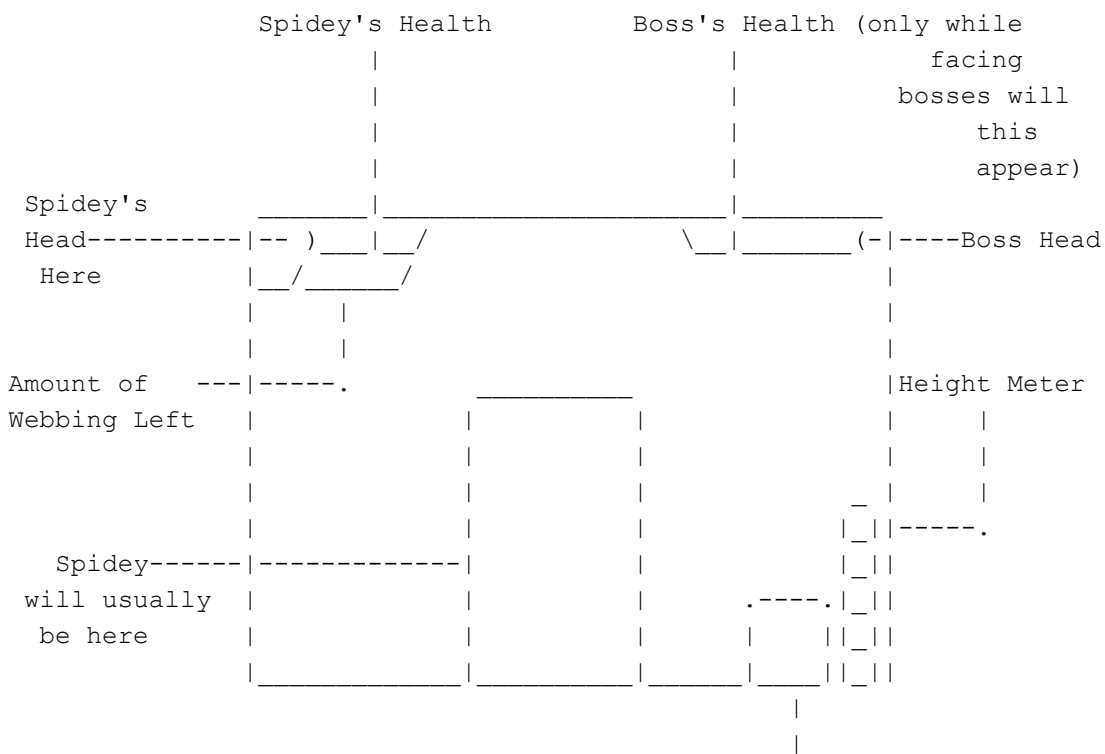
- Red Spider Symbol: Add Health
- Blue Spider Symbol: Add Webbing
- Gold Spidey Symbol: New Combo
- Shining White and Blue Spider: End of Level (not in all levels)
- Items: Through the game, you'll find some items on the ground, like a purse, keys, spout wheel, a Fuse, etc. Pick these up and when you get to the point to use them, you'll have to press B or it'll be done automatically.

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The game does look different than it did last time, but I'll come through for you once again!



There you go! Once again, I have drawn an ASCII diagram of the screen!
Go me!

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This guide may or may not meet your standards. Here, I will describe what will be in the Walkthrough. It is written in the Normal mode, and as if you kind of know your way around. You should know what the Spidey Compass is, the Height meter, etc. Also, you have no codes on, playing normally through the game.

Now, I will only direct you through the basic bonus, level completion, and will only guide through Stealth if needed. However, I do give Golden Spider locations, to help you get your new combos!

Since I point out combos right in the guide where you would normally find them, you'll know there is one near when you see this come up: "COMBO ALERT" in capital letters like that. Read the description to find the combo.

There are four things to watch for: "WARNING!" will describe a warning that is usually fatal if left not taken care of. "NOTE!" and "REMEMBER!" will tell you something you should remember, and "TIP!" will give a tip on doing something that I just described.

Also, remember than this guide is written as if you were using the Enhanced Controls.

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1. Search For Justice

<Combo #1 (Field Goal) & #2 (Web Hit)>

Peter's uncle has just been murdered. You're raging, ready to take out anyone and anything that gets in your way until you stop that killer. Good thing you are half-spider. Peter scales the wall of a large building and changes into his wrestling costume as quickly as he can, within the confines of a small gargoyle on top of the roof. Now, it's time for you to take over. Jump from the gargoyle and activate your Web Swing. Use the Control Stick to steer in the direction that the Spider-Compass is pointing. Remember to use the Height Meter to find your target. You are in red, and your target is in blue. You'll have to head forward and down from your starting position.

COMBO ALERT: Field Goal (B, B, X) - From your starting position, drop down and climb back up. The combo is hidden beneath the gargoyle you start on. (You can even see it in the beginning cutscene).

COMBO ALERT: Web Hit (B, B, Y) - From your starting position, jump and swing to the left, and continue until you hit a very tall beige building and when your Compass is pointing in almost the exact opposite direction

of where you need to go. Land and you'll find two Thugs to handle. The Combo is in a nook on this rooftop. It shouldn't take long to find.

Follow the Spider-Compass to the building below and in front of the starting point. Land and handle both Thugs on the building. The Question Mark will explain fighting tips. Once you dispatch both Thugs, Peter will realize that these guys don't want to talk. So, your Compass points out a new location. Off we go! Follow the Compass and use your Height Meter to get up to the high building. The Control Stick works well when you need to change your height, and the faster Web Swing works wonders. Land and engage both Thugs. They shouldn't pose much of a threat, so you'll have them down fast. Try your new Combos to get used to them. Now, these guys also know nothing/won't talk, so you'll have to move on. Follow your Spidey-Compass to the next building. This time, however, the rooftop is infested with three Thugs.

WARNING!: One of them has a gun!

TIP!: I recommend keeping your distance and using the Web Hit, or your Web Yank. You could also come in with quick Web Spike attacks.

Not much more to go! Follow your Compass to the last roof, kill all three Thugs (remember that one has a gun), and you'll trigger a cutscene. Peter catches a Thug that was trying to get away. He manages to force the information he needs out of the flunky. Your last location now comes up on the Compass. Use the fast Web Swing and Height Meter to find the Blue Spider that ends the level.

TIP!: Using the fast Web Swing can aid in completing this level quickly.

2. Warehouse Hunt

<Combo #3 (Backflip Kick)>

Now that you've found the warehouse where Uncle Ben's killer is hiding, you can travel through and find the murdering scumbag. After Peter automatically crawls in through the door, go to the door ahead and on the right wall. Walk through the door and walk down the stairs.

COMBO ALERT: Back-Flip Kick (B, X, X) - When you reach the bottom of the stairwell, you'll see the Combo Icon before you find the door.

Okay, exit and door, and Zip-Line up to the ceiling once you exit to make sure that the Thugs don't see you. When you are in the shadows (Spider-Man's head icon in the corner will be blue), you are invisible to all Thugs. There is some Health and Web-Fluid on the catwalks hanging from the ceiling if you need it later.

NOTE!: If you don't want to be stealthy, you can just beat all the thugs in the room. Works every time!

Exit through the door on the wall opposite where you came in, making sure to avoid detection if you want to be stealthy. When the Thugs are turned so they can't see you, drop and run through the door.

REMEMBER!: You only need to avoid detection in that room. You can be seen in the others, just not that one.

Thugs will attack you when you enter. Use Field Goal to dispatch every one. Get to the next room by going through the garage door on the far wall. Once you get through, some Skulls will notice you. Everyone knows

you're there now. When you enter, the killer runs through a garage door and locks it behind him. The Skull controlling the panel that opens the garage door rips the Fuse that operates it and you've got to catch him. Zip-Line up to the ceiling to make the Thugs lose you. While they're busy, jump down behind the semi-trailer and land. As soon as you do, walk forward and Zip-Line to the ceiling to avoid the forklift that tries to ram you. When it explodes, drop down. You'll find a grating past where it exploded. Dodge the Skulls and zip up into it. Since they can't zip after you, you'll won't have to face them right now! Work your way through the vent and you'll see that an electrical barrier is blocking your way. Take the other path and drop down. Flip the switch on the far wall to turn off the power and Zip back into the vent. Drop from the vent and you'll see the control panel where that Skull ripped out the Fuse you need. Now you'll have to teach him a lesson! Leave through the only door in the room and take out the two Thugs behind it. There is a grating on the floor, so remember this location. Continue down and you'll see a door. The Skull that took the Fuse is behind it, but it's locked. Check around to the left of it to find some Webbing and an open vent. Grab the Webbing if you need it and then jump into the vent. Continue through and jump out the end, then flip the switch in this room. Go back into the vent and return to that vent you were supposed to remember. Zip back into it and follow it until you reach the end. The Thug with the fuse will be in here. He takes quite a beating, but he'll go down once you give him some good, solid hits. Retrieve the Fuse and head back to the room where the control panel was. Replace the fuse with B and head back into the first shaft you went in. Now, when you drop down, you'll be attacked by the Thugs you left behind. I find that the Web Dome works wonders. Wait until they get close and then cover yourself. Do this a few times and they'll go down. Since you don't need any webbing for the rest of this level, don't hesitate to use it. If you don't want to do that, the Mid-air Kick/Punch work well. Or, you can hang out on the ceiling and shoot down Impact Webbing. Your call. Anyway, go through the door the killer went into and defeat every Thug you come across to end the level.

3. Birth Of A Hero

<Combo #4 (Handspring) and Advanced Web Dome>

Almost there! There is a vent cover on the ground of the room you start it, so Zip into it. Follow the twists and turns until you reach the exit. Drop down and be ready to fight. There are many Skulls down here, and one guy's got a sub-machine gun. If you down him first with a Web Dome or something, I find the other so much easier. Also, don't forget to take cover if you're getting your but kicked. Duck behind some crates and let the Thugs come to YOU! Once you're done with them, leave through the door that has a question mark in it. After the explanation, enter Look Around Mode and wait until the steam from the pipes stops. When it does, zip through the room and drop from the wall. Continue down the hall and walk through the door at the end.

COMBO ALERT: Handspring (X, A, A) - At the end of the hall, in front of the door, you'll find the obviously placed combo. ;)

COMBO ALERT: Advanced Web Dome (Y Button + Right/L Button + X Button twice) - You can grab the Advanced Web Dome (which I highly recommend) if you sneak through the room previous to the steam one on the ceiling to avoid detection. You'll find the Advanced Web Dome just before the steam room if you avoided detection.

In the next room, you'll be attacked by a flood of Skulls, some of which

have guns.

WARNING!: The guns take a huge bite out of your Health, so be careful!

When you've killed each one, check around for the Key one should have dropped, and pick it up. Grab the Health and Web-Fluid Spiders above you if need be, and then go through the door in a corner of the large room. Go up the stairs and avoid the steam. When you reach the top, you've finally found what you came for.

BOSS FIGHT - Uncle Ben's Killer

As soon as you reach the top of the staircase, the little murderer will shoot you with a powerful shotgun. Zip-Line to the ceiling to avoid it. Crawl into the next room and stay on the ceiling. He'll run around below, repeating that he can hear you, and screaming about not knowing where you are. Get a lock on him and get ready for payback. If you drop down, he'll blast you with his gun, and on the ceiling, he runs away from you, only shooting if he finds you, so I recommend staying on the ceiling. There are girders you can stand on just below the ceiling if you like. I like webbing him up and then using the Web Yank to smack him into things. Impact Webbing works wonders as well.

NOTE!: If you need Health or Webbing, there are regenerating amounts in the corners of the room, on the ceiling.

I've also found an equally as good way after some experimenting, but a bit more dangerous. First, crawl on the ceiling until you find him. Then, drop onto a girder, but make sure you keep him in sight. Equip Web Spikes and then drop down. Lock-on to him and avoid the shot that he first. Come in quick for some punishment with your Spikes. Then, Zip back to the ceiling.

WARNING!: When doing that last method, you MUST avoid his shotgun fire. If you get more than three or four times, you'll be gone. Make sure to replenish your Health before you die.

4. Oscorp's Gambit

Now that Peter appears in his famous red-and-blue suit for the remainder of the game, rather than his ratty old wrestling costume, he needs to earn some money for Spidey pictures, since they seem to be hot news. Well, this is a cover-up for control instructions, but you'd better follow them anyway. The first thing Peter figures he should do is photograph himself web-swinging. You don't have to be fancy about it, just launch from the roof and activate the Web Swing! After Peter's automatic camera snaps a few shots, you've got to perform an aerial stunt. You need to cut your line and begin swinging in the opposite direction. So, press A and Down on the Control Stick to spin around. Then, tap R again to start up your swing. Next, land on the building you started on and wait for instructions. Peter says to lock-on to a target balloon, so start swinging and then lock-on to the balloon a bit ahead of the building. Once you've done that, you'll need to attack it. While near it and when the target arrows are green, cut your line and perform a Mid-air Kick at it. Swing back to the building you started on and touch the Spider Symbol to end this section. Now that you've got some pictures, it's time to head back to the Bugle. However, on his way back, Spidey runs into some Hunter Killer robots, and that can only mean trouble. You'll have to destroy all the robots that come in waves. Once you do, Spidey's path will be clear!

5. The Subway Station

<Combo #5 (Scissor Kick) & #6 (High Web Hit)>

When Spidey arrives at a subway days later, because he heard of an attack there, he has a meeting with a big, green bird that flies away, and Spidey is unable to catch him. Spidey notices the Shocker going into the subway, and follows him down. When he arrives inside the subway, Shocker runs away, and Spidey notices some civilians being beaten by Shocker's men. Now you have to stop them. At the very beginning, a security guard is being beaten up by three Thugs. Jump over there and intervene with some webs and your strong feet.

COMBO ALERT: Scissor Kick (X, B, X) - Before you finish all Shocker's goons off, check the side of the subway, behind the walls to the side to find this useful attack. Try it out on some of the baddies.

COMBO ALERT: High Web Hit (B, X, Y) - Before you finish all Shocker's goons off, zip up to the ceiling and check around here. You'll find the High Web Hit up there.

Once you've taken out every enemy, Spider-Man's spider-sense will go off for the first time! It flashes ahead of him and shows a thug guarding the doorway. Past that, there is a security guard having some villain trouble. And even farther into the subway, is a civilian being brutally beaten by a thug. Then, it zaps back out to Peter. You've got to save them. They're more important than catching Shocker! Follow the Spidey-Compass and swing to the doorway. Take the thug in the doorway down and continue through until you come to the security guard. Web the thug up and get to the weaker civilian, and rescue him first. Then, go back for the guard. Actually, the security guard can almost hold his own in a fight. Once you do that, your spider-sense will again go off at full-blast. This time, a security guard is being attacked by two of Shocker's cronies. Once the cinematic ends, follow your Spider-Compass to their location. Dispatch the two thugs and then Spider-Man will swing onto a pillar. When Shocker shows up, Spidey makes a few sarcastic attempts at guessing his name, eventually coming up with "The Cushion". Shocker (for it is he) tries to buy himself some time by blasting the pillar Spider-Man is on. Spidey quickly jumps away, but a hapless civilian is a different story. Talking on his cell phone, he never notices the pillar. When you regain control, swing to him and pick him up with B. Turn around and swing to the Spider-Pad on the ground. Place him back down and then you've saved him. Shocker is gone, but three of his friends aren't. Beat them off with a Handspring and some fist fighting, only to have your spider-sense go off at full-tilt again. Two security guards are being attacked deeper into the terminal. Use the Compass and follow the long passage to their location. Once you kill every Thug around the security guard, Shocker blasts a hole in the floor, fleeing from Spider-Man, but not before cursing that little bug. He and a few buddies drop down the hole in terror. Of course, Spider-Man relentlessly follows.

6. Chase Through The Sewer

<Combo #7 (Dive-Bomb), Advanced Web Spikes, and Advanced Impact Web>

Now that Shocker is in the sewers, he thinks he's safe from good old Spider-Man. He's wrong. He'll start out by sending some of his goons after you, just as you drop in, running behind a door himself. When you gain control, kill the Thugs that are coming at you and move down the hall. Once you exit the hall into a more open area, there'll be a stronger-than-average-thug to your left. Use Web Yanks and Impact Webs

to take him down. Once he croaks, grab the Key he dropped and progress through the door behind you. Through the door you'll find a long channel of water...

NOTE!: Water is no longer lethal to Spidey, so feel free to splash around in it!

...and no one in sight. Jump and swing to the left, and go down the tunnel. To the left you'll find an alcove with Health and to the right you'll find a big opening. Drop in here and enter the tunnel ahead. Two Thugs will attack you when you walk in.

WARNING!: One has a gun, so take him out first. He's the one to your left when you walk in!

Once they're down, grab the Webbing if you need it and continue down the only hallway. When you emerge into a large room, two Thugs will come at you. Kill both of them and then jump to the level right under you. There are two guys down here that have guns. Kill them both (aided by a Web Dome) and then flip the switches on both sides.

TIP!: There is some Webbing in the center of the room on the catwalk if you need it after the fight since you used Web Dome.

Drop down into the center area to be attacked by the last guy. He's stronger than your run-of-the-mill thug, but a couple Handsprings and some Scissor Kicks will help out. Kill him and continue through the only door. When you get into the next area, Shocker is waiting in a pipe on the left wall. He tells his right-hand man, Vic, to seal off your path by pumping water from the pipe. Vic follows the instructions and turns on the water after Shocker is gone. Then, he little booger rips the valve control wheel from the wall and runs off. Now you regain control. Handle both baddies, grab the Health in the nook or save it for later, and follow Vic into the mesh maze. As you follow him, his buddies jump out to fight you. After you teach them that guns are bad and webs are good, follow Vic and take him out by riding on him and punching him in the head, then throwing him down with X. After quite a beating, he'll fork over the valve wheel. Pick it up and then return to where he ripped it from. Place it back on with B and then activate it with B again.

COMBO ALERT: Dive-Bomb (B, A, A) While the water stops, swing across the gap (the water is electrified) and grab the combo.

When it does stop, swing into the tunnel to follow the Shocker.

WARNING!: The water is electrified! Do not touch it, or you'll lose!!!
JUST STAY AWAY UNLESS I TELL YOU OTHERWISE!

Follow the tunnel until it opens above you. Jump out and kill the thugs that come after you, making sure to avoid the one that throws flash-grenades.

COMBO ALERT: Advanced Web Spikes (Y Button + Left/L Button + Y Button twice) - Once they're all gone, zip to the ceiling and find the switch up there. Flip it and head back into the pipe. Jump into the now-safe water and go through the now-open door to collect your prize.

TIP!: I really recommend you pick this up. It will help you in a future battle and many others to come. Just get them, okay! I said get them!

Continue down the only opening and go through the channel. When you reach the end, go under the open door to your right and it will slam closed on you. Zip to the ceiling and Web Yank the four thugs in this room, mixed in with a Handspring or two to finish them. When more Thugs come in from the closed door. use Impact Webbing or pure fighting skills to kill them all. Grab the power-ups if need be, and then go to the door across from where you came in. There is a thug with a machine gun here, so take him out with Advanced Web Dome attacks. When he goes down, grab the key he drops then jump down into the space below. Enter the door to the right (when facing the door above) and flip the switch. It opens the door above. Get out of the room and Zip-Line up. Jump to the door to end the level.

(Enhanced Mode Only) COMBO ALERT: Advanced Impact Web (HOLD Y Button + Forward/L Button + Y Button) - Before you go through the last door, enter the door below it on the left (while facing the door) to find this power-up!

7. Showdown With Shocker

<Combo #8 (Uppercut)>

Shocker is not a very hard boss. However, you'll have to work a bit to get there. When you first begin, move behind one of the pillars in the middle of the tunnel. Shocker is at the other end and will fire blasts of energy back at you, doing massive damage!

WARNING!: You can only take three hits, so be careful.

TIP!: The easiest way I've found to make your way down the passageway is with the Web Zip. Seeing as how it's the fastest mode of travel, use Look Around Mode and the Web Zip to safely make your way down the tunnel. Aim for the backs of the pillars you hide from Shocker behind, and Zip to them before Shocker can blast you.

When you reach the end, Shocker backs into a tunnel and uses his blasters to block your path. However, you can open a detour. On the left and right sides of the area, there are two levers. Flick them with B to move the trains on the tracks. The one on the left reveals a flight of stairs. Travel up them into the next area. The stairs opens up into a sewer channel at the top.

COMBO ALERT: Uppercut (X, X, B) - When you reach the sewer channel, the Golden Spider will begin to float away very fast. Web Swing after it and retrieve it before it passes through the grating. Trust me, it's very useful against Shocker.

Swing right down the channel and into another tunnel. After a few more passages and one more flight of stairs, you finally reach the Shocker!

BOSS FIGHT - The Shocker

Right after Shocker finishes taunting you, get a lock on him. Since he's got electrical energy he can fire at will, it's good to keep your distance. Jump away from his blasts and peg him with Impact Webbing. When he does the Tornado Attack, Web Swing away from him to stay out of it. Come back in with some Impact Webbing. If you picked up the Advanced Web Spikes, they work even faster than Impact Webbing, but are more dangerous, since you have to get close. If you need Health, there is some in the corners of the room.

Once you down Shocker, a cutscene comes up. Shocker tells Spidey where to find this new Vulture guy, reasoning that if he can't get his cash, neither will Vulture. Spider-Man ties Shocker up for the authorities and leaves to find Vulture.

8. Vulture's Lair

<Combo #9 (Gravity Slam)>

Spidey swings to Vulture's hideout, in an old belltower. He figures that to find Vulture, he'll have to climb through it to the top. Now, this level is actually easier than you might think. There are traps and such, but nothing Spidey can't get past. Go through the doors and you'll find the tower you need to climb. Run up the ramps and Vulture will begin throwing grenades at you.

WARNING!: Throughout the level, you'll find little Spider-Explosives that follow you with webs and explode when they get near. You'll also run into stationary bombs and a flaming log!

After about half-way through, Vulture tries to get you off his trail by blowing up a section of the tower, lighting it on fire, and starting a giant log that swings around, ready to pelt Spidey. To get past it, go up the ramps until you come to a broken ledge. Jump, hold Left on the Control Stick and tap Z. You'll shoot past the log and latch onto the ledge past it. Grab the Health and repeat for the next ledge. Keep going up and you'll eventually find Vulture at the top with his precious jewels.

COMBO ALERT: Gravity Slam (B, B, A) - Under one of the broken staircases you'll find this useful combo attack.

9. Vulture Escapes

Right after you catch him, Vulture grabs his jewels and flies right out the clock tower window and Spidey follows him, unsurprisingly. They end up out in the city, with Spidey right on his tail. Now it's time for you to pick up the chase to stop Vulture. As this is your first chase level, you might need to know a few things. Firstly, the meter at the top works just like it did in the first game. The closer the Spider symbol is to the Vulture symbol, the closer you are to Vulture. Make sense? If you stay behind him for too long, you lose him. Secondly, Vulture will throw things at you to stop you from following, but they're generally easily avoided. Bear in mind, however, that they can cut your web line, forcing you to start another one up again. I find it easier if you get a lock on him from the start and keep it that way, but if you do lose him, he leaves a green trail behind him, so follow that if you get disoriented.

TIP!: Part-way into the level, Vulture will throw bombs at a billboard's support beams. It starts to wobble, threatening everyone below it. Quickly disengage the old bird and land next to it. Use your webs to fix the support beams and then resume your fight with Vulture.

TIP!: A little further into the level, Vulture will blast a water tower's support beams, claiming the civilians are 'thirsty'. Again, land and web up the support beams, then resume the chase.

Overall, you shouldn't have too much trouble with this.

10. Air Duel With Vulture

<Combo #10 (Dive-Kick) & Combo #11 (Sting)>

BOSS FIGHT - The Vulture

This level shouldn't be too hard, but it can be if you don't know the geezer's attack pattern. The blue meter is what you have to deplete so you can make him land, and thereby making him vulnerable to your attack. Only when he's ground can you attack him. I recommend a Cannonball or Midair Kick to him when in the air, and the Camera lock is very useful. Try to ground him as fast as possible. When he does land, equip Advanced Web Spikes (you did pick them up, didn't you?) and pound the feathers out of him until he takes flight again.

COMBO ALERT: Dive Kick (B, A, X) - While Vulture is down (and after the storm has subsided somewhat), climb the building he is on. Use Web Zip to get up until you can't any longer. When you get to the very top, you'll collect this combo!

COMBO ALERT: Sting (B, X, B) - Again, get this while Vulture's down. This one is under the gargoyles, past them a little bit.

After you give Vulture the beating of his life, Spidey retrieves the jewels and leaves Vulture hanging by a web for the police to apprehend, with even the cops mocking him!

11. Corralled

<Advanced Web Dome; if you didn't get it in "Birth Of A Hero">

As Peter rides the elevator up, he starts to talk to himself. He figures that the damage Shocker caused wasn't all bad, seeing as how Peter could take shots of the damage for cash from J. Jonah Jameson. Lost in thought, he starts to realize he's not done as Spider-Man when the elevator begins to rock. Prying the elevator doors open, now in his Spider-Man costume, he looks to his left to see a strange figure burst from the ground, followed by a trail of machines that resemble spiders! They're Spider Slayers, and they want Spider-Man as well as the new guy. When the level begins, start by destroying any oncoming Slayers until you catch up with Scorpion. Don't let his Health drop too low, so swat away any threatening Spider Slayers. Follow Scorpion as you descend through the garage. Use anything around you, cars, cans, anything to aid in destroying the Spider Slayers.

COMBO ALERT: Advanced Web Dome (Y Button + Right/L Button + X Button twice) - If you didn't grab this in "Birth Of A Hero" you can get it on the ramp leading up to the third floor.

Once you get to the top and destroy all the Slayers, you and Scorp are safe!

12. Scorpion's Revenge

<Combo #12 (Tackle)>

As Peter struggles to open a closed garage door, Scorpion begins to yell about being taken away, and that Spider-Man is with them. Confused, Spidey continues to open the garage door. Suddenly, Scorpion tackles him and as they fly under the garage door, it slams shut, barely missing them. Spidey gets up and notices a Spider Slayer. Scorpion takes this chance to smack Spider-Man away. Then, he takes off down a tunnel. Spider-Man quickly jumps up and follows. Scorpion emerges in the area you confronted Shocker earlier, and now he's ready to fight you! Begin by locking onto him, then jump away before he strikes you. Don't get too

near him or he'll pound you with that tail. Remember that he can leap very far, and easily dodges your Impact Webbing. The best time to attack him is when he just missed with his own attack. You can also find Webbing and Health around the arena.

COMBO ALERT: Tackle (X, A, A) - Near the pillars at the side where you found the Scissor Kick earlier, you'll find the Tackle combo.

Once you nab the Tackle, I recommend using it repeatedly. It deals adequate damage and puts Scorpion on his back. When Scorpion stops for a while and begins to flash, he is charging a super-powerful laser attack. Get out of his way! Swing as fast as you can to avoid it, as it takes a large hunk of your Health away.

13. Coup d'Etat

<Combo #13 (Low Web Hit)>

COMBO ALERT: Low Web Hit (X, X, Y) - From the building you start on, climb to the very top. REMEMBER!: Once you near the top, you can't web swing at this altitude, and you'll be forced to crawl. Make sure to avoid Gobby during your ascent.

Goblin has put Mary Jane in danger with a Pumpkin Bomb. You need to save her before you go after the Green Goblin. Swing over to her on the panda float and pick her up. Jump and swing to the SE of your location and place her on the safe area. A cinematic ensues with Mary Jane thanking Spidey, and him finishing with a cocky comment. You'll then need to get into the air and keep your lock with Green Goblin. Repeatedly attack him with Swinging Kicks/Punches while he attacks you with various bombs. When you inflict enough damage, he'll fly away. Don't let him get away. Retain the lock on him and begin the chase. Follow him until he blows out four support beams to a large tower. You have a time limit, so try to hurry and fix all four quickly. Then, resume the chase. After you follow him some more, he'll destroy two support beams for a rather large covered bridge. Land on the little platforms near the broken beams and use your webbing to fix them. Keep attacking the Green Goblin until he runs away, wanting to find a new playground.

14. The Offer

<Combo #14 (Flip Mule)>

Now Gobby is beginning to get mad at you. He decides to bring Multi-Homing Bombs into the mix. You start with a lock on him, and I recommend keeping it. You can't damage him up in the air, so let's get him down onto the ground! Use Midair Kicks until you drain his blue meter, making sure to avoid his attacks. When you do drain the blue bar, Green Goblin will be forced down. He goes crashing through a rooftop, leaving his glider behind. Swing down and follow him into the building. Grab the Health on the roof before you do, if you need it. As soon as you get in, get a lock on him and begin to run. When he throws a bomb, it'll have less a chance of hitting you while you're moving. When he pauses to come after you, fire Impact Webbing at him. Don't get near him, or he'll pummel you with an unavoidable combo attack, which REALLY hurts.

COMBO ALERT: Flip Mule (X, X, A) - In a corner of the room, you'll spot the combo. Use it on Gobby when your webs get low.

Once you've done significant damage, Green Goblin will flee again, jumping onto his glider. Grab the Health if you need it and follow him.

Back in the air, Gobby brings his machine guns into the mix, as well as his Homing Blades. Not good! Keep moving, and avoid those weapons. When you get enough hits in, Green Goblin will be forced to land again, this time into another building. Grab the Health on the rooftop and continue your chase. By now, he'll be pretty weak. Grab some Webbing in the corners, as well as Health if need be. Target him and use Impact Webbing and Web Domes to finish him off.

15. Race Against Time

Just before Goblin leaves, he makes Spider-Man choose. He's planted bombs through the city, and Spidey can either chase him, or stop the bombs. Peter obviously goes for the bombs. Some people hate this level, but I find it rather fun in the lower difficulties...on Normal, it isn't too bad. Now, the Goblin has placed seven bombs around the city. You can use your Spidey-Compass and Height Meter to find them.

TIP!: I know it may seem like you need to fight the enemies, but they're really there to distract you. Use the quick Web Swing to avoid them. Basically, ignore them.

You do have a time limit to deactivate the bombs, but it isn't that hard to do (although it is on Hero). To begin, leap from the building and swing for the building ahead.

WARNING!: Avoid the spotlights, because they'll pelt you with gunfire if you get into them.

Land and use B to deactivate the bomb (Bomb #1). Quickly turn left and jump from the building. Follow your Spidey-Compass and Height Meter to the second bomb (Bomb #2), which is placed between two buildings (and higher than the last one). Turn around and swing for the next bomb. Touch down next to the bomb after following your Compass and deactivate it (Bomb #3). Now, do an about-face and use the accelerated Web-Swing to head for the fourth bomb, which is kind of far away. You'll find it near the back of a building covered in enemies. Deactivate it (Bomb #4) and turn left. Begin swinging. The fourth bomb is not too far away. Follow the Spidey-Compass and deactivate it (Bomb #5)...Two to go. Turn around and veer right while web swinging in accelerated mode. Turn it off (Bomb #6) and then swing to the left. The last bomb is quite a ways away, and you'll have enemies gunning for you. After you switch it off (Bomb #7), the level is over!

TIP!: When you're swinging towards a bomb, do it in accelerated swing. That way, when you cut your line, you'll travel at an arc and you can set yourself down right in front of the bomb, ready to disarm it.

16. The Razor's Edge

If you cleared "Race Against Time", this level will be like a walk in the park in comparison. Green Goblin has released tons of little annoying Razor Bats at you. All you have to do is swing around and destroy fifty of them. I recommend remaining in the air the whole time and just Cannonball Kick the robots. You begin locked onto them from the beginning, so keep it that way.

NOTE!: Although Gobby flies around the level above you, he won't attack Peter in any way, and you likewise cannot attack him.

After you down fifty Razor Bats, follow the Spidey-Compass to the end of

the level!

17. Breaking And Entering

<Combo #15 (High Stomp)>

While Peter is busy discovering that Green Goblin is working for Oscorp, Norman begins some plans of his own. He changes into his costume after he sees Spidey with Mary Jane. Peter enters Oscorp as Spider-Man. When the level begins, Spidey is in a duct. Follow it until you reach the end. As soon as you exit, you enter a long hallway. Immediately zip to the ceiling to avoid detection. Crawl forward, making sure to stay in the shadows, away from the guard below. When you reach the door, exit only when the guard isn't looking your way. If you are caught, kill quickly with Impact Webbing. When you exit, immediately zip to the ceiling. That green light on the floor to your left is a camera. If get in the light, you're caught! Of course, the door you need to go through is right next to the camera. So, wait for the cam to look away, then slip through the door. You're now in a stairwell, with a camera to your left. Zip to the ceiling and crawl forward. Drop down and go through the door. Once you get through, Peter remembers what Harry told him. To open the security door, you'll need the complete code to open it. Zip to the ceiling and crawl forward, avoiding the watchful eye of the guards below. What you're looking for is activate computers...that is, ones that are lit up. Now, the first computer is ahead of you, and on the left wall. Drop down and wait until the guards' backs are turned. Approach the computer and quickly press B to get the code. Zip back to the ceiling before you are noticed.

COMBO ALERT: High Stomp (X, B, A) - In between some computers in this room is the combo. Drop to get it when the guards' backs are turned.

If you are found, hide in the shadows until the robots go away. Don't be surprised, just get up there and wait. You still need four more pieces. Now, if you go back out the way you came and head right, and keep going, you'll find another room that looks just like the other one, but this one has TWO parts of the code in it! Score! Once you have them both, you only need two more. Now, return to the first open area you were in, and go to the very end of the area. A camera silently searches. When the guards are turned away, and when the camera is not looking, slip through the door on the right wall. Zip up the stairs and enter the next door. When you do, freeze, or the camera right in front of you will spot you. When it looks away, carefully Zip to the ceiling. If you are caught, hide in the shadows until the alarm is turned off. The final two pieces of the code are in this room. One is watched by a camera, and the other a guard. When the camera is looking away, nab the code. When the guard is walking away, get the last piece. Now, your Spidey-Compass comes up, making things much easier! Follow the Compass to the end of the area, and slip through the door when no one's watching. In the next area, zip to the ceiling. Crawl forward, and go through the door ahead when the camera moves away. You're home-free! Run forward and press the keypad. You now have to crack a code, by putting the previous codes together. Now, to correctly arrange the pieces of the code, select the blue piece, then the blue/purple piece, then the purple/red piece, the purple/orange piece, then the last one. You're done with this level!!

18. Chemical Chaos

<Combo #16 (Palm) & #17 (Head Hammer)>

Boy, do I hate this level. Anyway, Spider-Man and one of Osborn's scientists have decided to team up, and drain all the chemicals from the

lab. As you might have guessed, this won't be easy. From the very beginning, move to the door on the right wall and press the pad on the left side to open it. Right when you walk out, Zip-Line up to the ceiling above. Now, crawl to your right and follow your Spidey-Compass. You'll go into a smaller tunnel area with a few guards in it. Remember, you are invisible on the ceiling even if you're not in the shadows, so don't worry too much. Move forward and you'll spot a door to your left. If you want to keep your safety, I suggest waiting until the guard's backs are turned. If you don't care too much, justice one up with Trap Webbing and then Web Yank the other into the wall. Keep doing that until both are dead. Drop down and enter the door after pressing the keypad. Now you'll be pacing a large grid of tripwires. They flash on and off, and if you trip one, the alarm will go off. Stand on the floor and Zip-Line to the other side when the lasers turn off. If you accidentally hit one, hide on the ceiling until the robots go away. Head forward, following the Compass, and watch for any cameras that might be in here. To avoid them, zip back to the ceiling. There is another grid-type thing here. To get by it, activate Look-Around Mode and use your Zip-Line to go straight past them. Below you should be a lone guard. Tie him up and destroy him with three quick Impact Webbing shots before he sounds the alarm. Crawl left and past the camera. Drop down at the very end of the hallway. Enter through the door and flip the switch, then head back out. Immediately Zip to the ceiling. Now, crawl back past the camera and drop the ground. There will be a door on your left. Enter and flip the switch. Exit this room and turn right. Avoid the camera and slip into the room in front of it. When you get inside, the doctor will tell you to flip on of the switches. Flip the one on the right and then go back into the hallway, and get onto the ceiling.

WARNING!: If you flip the wrong switch, you lose.

Now, turn left and follow the Compass into the room at the end of the hall.

COMBO ALERT: Palm (B, X, A) - You'll find the Palm combo on the ceiling at the very end of the hallway you're in.

Immediately jump onto one of the bookcases and use Look-Around Mode to aim for the far side of the huge grid. Don't be too worried about this, it's not as hard as it looks. Aim for the farthest bookcase to the left. Zip-Line over there when the cameras are faced away. Now, turn left and Zip down to the bottom of the door (via Look-Around Mode). Enter through the door. Zip to the ceiling and follow your Compass around the huge machinery, and enter the door around it. Now, Zip line through the grid at the right time and enter the door behind you marked 'C'. Flip the switch and then go to door D, to the left of door C.

COMBO ALERT: Head Hammer (B, A, B) - Before you try to enter door D, go into the room behind it. Inside is the combo.

When you try to enter the door, it is locked. Quickly zip to the ceiling as a guard and his friend will soon come. When the robot is gone, kill the guard and take his Keycard. Now enter D and flip the switch. Work your way back to the large room where you first flipped the A/B switch. Hit the C/D switch to end the level. Finally!

19. Oscorp's Ultimate Weapon

You now have to face the strongest boss in the game. Although it isn't that difficult, you still will have to be moving the whole time just to

survive. Basically, the ultimate weapon is a GIGANTIC robot that you must destroy. When you are near it, the robot is totally motionless. However, it has little gun things that don't like bugs, and therefore will try to destroy you. This robot has ten Generators placed around it that keep it working. To beat this guy, you must destroy all ten. Sound simple enough? Just wait. As I mentioned before, the guy is motionless when you're on it. However, when you move away to get other generators, it fires gigantic lasers that can kill you in three shots even if you're at full Health. To counter this, you must be constantly moving, as the laser doesn't 'sweep' or anything. Now for the Generators: there are four on its "back", two in front of it, and four more on the catwalk in front of it. You have to destroy all ten to win. Once you do that, you must jump back to its 'neck' and hit that twice. Piece of cake. Yeah, right...

20. Escape From Oscorp

<Combo #18 (Haymaker)>

Now that you've destroyed the robot, the entire base is on full-alert! You have to get out or be killed. Those are your only two options. No hiding, just run, flip switches, and escape.

COMBO ALERT: Haymaker (X, A, B) - Right in front of your starting position is this useful combo.

From the beginning, run forward, and don't worry about the cameras and web-rip to the flight of stairs. Quickly turn left and web-rip to the far wall. There will be a flashing red switch. Ignore it and turn to the right, avoid the robots shots and then head in the room he's guarding. Flip the switch Peter notices to turn off the lasers outside the room. Tie up any on-coming robots and head out the door. Peter mentions the gun turrets that you have to shut off. Better to take that advice than to ignore it.

WARNING!: If you do not turn off the turrets, and they hit you, you'll be dead with the first shot.

Anyway, back out in the hall, grab the webbing and turn left. Use your Web-Zip to quickly get to the other end of the hallway. Turn left and head towards the doors. Enter, avoid the robot, and flip the switch. Now that the turrets are off, you can continue! Grab the Health and head back into the hallway. Swing over the robots and turn into the large area. Go all the way to the end and land at the right. You'll find a switch which you should activate with B. On the opposite wall, quickly run through the now-open door. Jump down the staircase and exit the door at the bottom. As soon as you enter, destroy the lone robot and deactivate the energy door by flipping the switch on the control panel to the left of the door (while facing it). The door will slowly begin to open as more robots pour in. Almost there! When the door opens, tear through it and swing over the mess in this hall. When you reach the end of the hall, you're out!

21. Mary Jane Kidnapped

When Mary Jane walks into her house, Green Goblin surprises her. He has finally captured her, and now Peter is really P.O.'ed! He quickly follows both of them, ultimately to end this big brawl!

TIP!: Never slow down. You need to be going full-tilt almost the whole time. Gobby is going as fast as he can, which is very fast. Stay with

him, and make sure he doesn't get away.

When Goblin releases his floating bombs, make sure to swing away from them, as they have a short fuse. If you keep up with Goblin the whole time, he finally decides to end the fight right now!

22. Face Off At The Bridge

It's all come down to this! Spider-Man has caught Gobby, who finally let go of MJ. When you begin, swing forward and pick up Mary Jane on the bridge. Hurry before the fire gets to her. Pick her up and turn left. Swing down to the ground and place MJ on the giant Spider-Pad. Now that she's safe, you can tango with the Green Goblin.

BOSS FIGHT - Green Goblin

Begin by taking to the air. You have to get a lock on Gobby. Once you do, use a series of Mid-air Kicks to bring him down. Also, avoid his Pumpkin Bombs, they're killers! It isn't that hard to down him, and once you do, land and get near him.

WARNING!: If you get too near Gobby, he'll pound your butt in with a few combo moves! Be careful.

I keep my distance until he is done attacking. Then, I get close enough to hit him with Impact Webbing but far enough that he can't combo me. I avoid his glider's attacks and his bombs, and come in with a few advanced Impact Webbing shots. Repeat this until he takes to the air again. This time, he uses more powerful bombs and such. Ground him with Mid-air Kicks and repeat your dodge, Impact Webbing strategy.

NOTE!: The glider will be attacking you the whole time. Avoid its shots and then attack him!

When he gets back onto his glider again, he'll fire at you with Homing bombs and Blades, and use his Machine Gun. You'll have to avoid these and Mid-air Kick him until he lands. Dodge a few more Homing Bombs and come back with Impact Webbing.

REMEMBER!: There is Impact Webbing and Health above you, on the walkways that lie above the street. Get it if you need webbing and/or health.

Once you down Gobby, you have won. Peter looms over the Green Goblin in the end, and MJ comes up behind him. He begins to tell her he's Peter Parker, but she already knows. The game ends with you kissing her (through your mask?), panning upwards...

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ON BEATING THE GAME!!!

OK, now that you've beaten the game, and if you followed everything (like the Normal difficulty), there should be some rewards.

You will get:

Peter Parker Costume
Wrestling Costume
Alex Ross Spider-Man
All Movies in Movie Viewer
All Storyboards
Pinhead Bowling (depends)
All Combos

If you did this on Hard, you will also get:
Green Goblin

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   \_  \|  |\ /  | IX) Combo List
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For those of you that don't want to know the EXACT combo locations, I have provided a small cheat sheet, that only gives the levels, not where to find it.

COMBO

Name: Duel Fists
Found: Begin With It
How to Do: B, B, B

Name: Mule Kick
Found: Begin With It
How to Do: X, X, X

Name: Elbow Slam
Found: Begin With It
How to Do: X, B, B

1. Name: Field Goal
Found: Search For Justice
How to Do: B, B, X

2. Name: Web Hit
Found: Search For Justice
How to Do: B, B, Y

3. Name: Back-Flip Kick
Found: Warehouse Hunt
How to Do: B, X, X

4. Name: Handspring
Found: Birth Of A Hero
How to Do: X, A, X

5. Name: Scissor Kick
Found: The Subway Station
How to Do: X, B, X

6. Name: High Web Hit
Found: The Subway Station
How to Do: B, X, Y

7. Name: Dive-Bomb

Found: Chase Through The Sewer

How to Do: B, A, A

8. Name: Uppercut

Found: Showdown With Shocker

How to Do: X, X, B

9. Name: Gravity Slam

Found: Vulture's Lair

How to Do: B, B, A

10. Name: Dive Kick

Found: Air Duel With Vulture

How to Do: B, A, X

11. Name: Sting

Found: Air Duel With Vulture

How to Do: B, X, B

12. Name: Tackle

Found: Scorpion's Rampage

How to Do: X, A, A

13. Name: Low Web Hit

Found: Coup d'Etat

How to Do: X, X, Y

14. Name: Flip Mule

Found: The Offer

How to Do: X, X, A

15. Name: High Stomp

Found: Breaking And Entering

How to Do: X, B, A

16. Name: Palm

Found: Chemical Chaos

How to Do: B, X, A

17. Name: Head Hammer

Found: Chemical Chaos

How To Do: B, A, B

18. Name: Haymaker

Found: Escape From Oscorp

How to Do: X, A, B

ADVANCERS

1. Name: Advanced Web Dome

Found: Birth Of A Hero and Corralled

How to Do: Y Button + Right/L Button + X Button twice

2. Name: Advanced Web Spikes

Found: Chase Through The Sewer

How to Do: Y Button + Left/L Button + B Button twice

3. Name: Advanced Impact Web

Found: Chase Through The Sewer and Escape From Oscorp

How to Do: Hold Y Button + Forward/L Button + Y Button

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   \_  \|  \|/| |  X) Alternate Costumes
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There are four alternate costumes you can wear without cheats, but you must earn them! Here's a short list telling you how.

Beat Easy difficulty or higher: Play as Peter Parker and Spider-Man's Wrestling Costume

Beat Normal Difficulty or higher: Play as Alex Ross Spider-Man. With this on, Green Goblin looks different when you face him, too, in Alex Ross's design.

Beat Hero Difficulty or higher: Play as Green Goblin (Harry, not Norman). This costume actually changes the game and the controls!

GREEN GOBLIN CONTROLS

[Basic Fighting]

B Button - Punch/Action - Press once to perform a single punch. Tap three times in a row to unleash a combo attack.

X Button - Kick - Press once to perform a single kick. Tap three times in a row to unleash a combo attack.

A Button - Jump - Press once to jump. While in the air, and not moving, tap A again to perform a double jump.

Control Stick - Move - Use this to move. The farther you tilt the stick, the faster you move.

C-Stick Forward (near enemy) - Lock-On Mode - The camera will lock on to the enemy you are facing and arrows will form around your target. When the target is red, you'll most likely miss with an attack. When it is green, there is a great chance you'll connect. Press forward again to disengage, and press left and right to cycle through available targets.

C-Stick Left/Right - Rotate camera right/left, respectively.

C-Stick Back - Center Cam - Tap to center the camera behind Gobby.

Y Button - Mach Run - Hold down the Y Button to run at super-speed. Actually, you run fast enough to ignite the ground beneath your feet! However, this drains your webbing meter (fancy that).

Z Button - Razor Bats - This is one of Goblin's coolest attacks. Gobby summons a Razor Bat above his head. It's the ones that he uses in the movie to throw at Spidey. You can have up to five out at one time. Detonate them manually by holding L and pressing Z. They follow you when they're out, and attack anyone you get near. Also, they work like webbing, like when you have to fix the structures that Norman knocks over in some levels.

[Advanced Fighting]

A Button (Hold, near enemy) - Ride Enemy - Once you are on the enemy, press B to punch the victim in the head. Press X to flip him backwards.

Directional Pad (hold) + Punch/Kick - Directional Attack - Press the D-Pad in the direction you want to attack and press B or X to punch or kick in that direction.

Directional Pad (hold) + A Button - Dodging - Hold the D-Pad in the direction you want to dodge and then press A. You'll flip or roll in the direction.

[Special Attacks]

R Button - Glider - Press this button to summon your glider. It allows you to go anywhere that Spidey can. Once you are on, hold R to move, and press A while moving to go faster (at the cost of Overheat resistance).

L Button (hold) + B Button - Pumpkin Bomb - Hold R and press B to throw on Pumpkin Bomb that does average damage.

L Button (hold) + Y Button - Multi-Homing Bomb - Gobby shoots out one homing bomb that splits into many bombs!

L Button (hold) + X Button - Homing Pumpkin Rocket - Throws a single homing Pumpkin Bomb.

L Button (hold) + A Button - Multi Bomb - Throws one bomb which eventually becomes four bombs, but don't home in on anything.

[Glider Attacks]

B Button - Machine Gun - B turns on the machine gun. This makes taking down any opponent a cinch. However, it will overheat the glider if used too much.

A Button - Jump Off - Press A to jump off of your glider, making it go away.

X Button - Homing Blades - Press X to shoot out homing blades. Watch that meter in the corner, which drains as you use them, and will take some time to fill back up once you're out.

Y Button - Inferno Bomb - Gobby will release one bomb straight down from the bottom of the glider. Try this in the air, because it will hurt you if you're caught in the blast.

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There are many wondrous cheats to use, some of them affect gameplay, some don't. The ones that do are very cool, though!

"ARACHNID": Unlocks all Movies, Levels in Level Select, have Pinhead Bowling, have all Production Art

"CAPTAINSTACEY": Play as a Helicopter Pilot

"CHILLOUT": The Green Goblin's glider will never overheat

"DODGETHIS": Every time you are about to hit an opponent with a hard-

hitting attack, the game goes into slow motion, kind of like the Matrix, only not with the air effects.

"FREAKOUT": Okay, now I know who this is. *MOVIE SPOILER* In the movie, there was a guy that was testing the goblin glider when you first see it. This is that guy.

"GIRLNEXTDOOR": Play as Mary Jane

"GOESTOYOURHEAD": Makes your head and feet very big. Do this while playing as Shocker and you look like a duck!!

"HEADEXPLODY": Enable Pinhead Bowling

"HERMANSCHULTZ": Play as Shocker

"IMIARMAS": Unlock all Levels in Level Select

"JOELSPEANUTS": Makes enemies have big heads

"KNUCKLES": Play as red-colored thug

"KOALA": Enables all Combat Controls (combos)

"ORGANICWEBBING": Infinite webbing

"REALHERO": Play as a police officer

"ROMITAS": Under the Pause menu, you will now have a "Next Level" option

"SERUM": Play as the one scientist that helped Norman become Green Goblin

"SPIDERBYTE": I really hate this one. You become very small, and can barely move. Swinging is ten times faster than walking, and it takes forever even then.

"STICKYRICE": This one's rather ironic. You play as Uncle Ben's killer!

"THUGSRUS": This time, you play as one of the thugs from the sewers and the later levels

"UNDERTHEMASK": Now this is cool! You play in a first-person view. You can even see Spidey's arms and legs while playing. The only bad part is when the camera changes angle, you can get disoriented. It can be kind of confusing at first, but all right once you get used to it.

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* Sometimes in the sky, you can read the word "CHAOS". Hmmm....

* Freeze! - If a thug falls off a platform onto lower ground, he sometimes gets stuck and goes all glitchy, frozen in place.

* Stuck Goblin - Sometimes in the last level, Green Goblin will get stuck on a raised part of the bridge. He will be flying into it, not

moving, and not attacking. This no fun, so if it happens, try to free him with a Web Yank or Cannonball Kick.

* Ride That Train! - On the Showdown With Shocker level, you can ride the cart on the right of the tunnel at the end. Flip the lever and jump on the cart when it moves. You can ride all the way until it stops. Pointless, but interesting.

-That's all I have, but if you'd like to send anything in, please do!

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_ \| | \| | | XIII) FAVORITE QUOTES
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Favorite One-Liners

"So, you must be Quilt Man? Padded Pete? Mr. Triple Ply? Oh! I've got it! 'The Cushion!'"
From: Spidey
Where: The Subway Station

"This guy's a few sandwiches short of a picnic, but I'll help him out."
From: Spidey
Where: Corralled

"Now, Vulture, you can't go around taking things that don't belong to you. What kind of example does it set for impressionable youngsters out there?"
From: Spidey
Where: Air Duel With Vulture

"C'mon old timer...wouldn't want you falling before we can book you, right? Heh heh."
From: Officer Smith
Where: Air Duel With Vulture

"Chemical weapons? That's a definite no-no."
From: Spidey
Where: Chemical Chaos

"Let me introduce you...to my fist!"
From: Spidey
Where: Random places

"Give my regards to my friends...in the slammer."

From: Spidey

Where: Showdown With Shocker

"No problem. Grab hold of a rogue balloon anytime. Rescuing damsels in distress is my specialty."

From: Spidey

Where: Coup d'Etat

"...when they go off, well...use your imagination! Haha!"

From: Green Goblin

Where: The Offer

"I'm going to have some nasty words for that creep on the glider. But first, I'm gonna go somewhere quiet...and have a heartattack."

From: Spidey

Where: Race Against Time

"...and about a zillion robots standing between me and it!"

From: Spidey

Where: Escape From Oscorp

"Wow! That kink in my back is gone! You're like the world's most deadly chyropractor."

From: Spidey

Where: Showdown With Shocker

~Contributed by theninjamaster on the GameFAQs message board

"Hey, tell me you're gonna squash me like a bug. It always cracks me up when you guys say that!"

From: Spidey

Where: Showdown With Shocker

~Contributed by theninjamaster on the GameFAQs message board

"Do those gloves have a puree setting?"

From: Spidey

Where: Showdown With Shocker

~Contributed by theninjamaster on the GameFAQs message board

"Gotta hand it to Shocker, he's a fast runner!"

From: Spidey

Where: Showdown With Shocker

~Contributed by theninjamaster on the GameFAQs message board

"Hey come back! The food in the old folks' home couldn't be THAT bad!"

From: Spidey

Where: Vulture Escapes

~Contributed by theninjamaster on the GameFAQs message board

"Wow! Getting groceries up here must be annoying!"

From: Spidey

Where: Vulture's Lair

~Contributed by theninjamaster on the GameFAQs message board

"Where does Shocker get all you guys? Is there a web site or something?"

From: Spidey

Where: Chase Through The Sewer

~Contributed by theninjamaster on the GameFAQs message board

"Sorry, no autographs."

From: Spidey

Where: Coup d'Etat

~Contributed by theninjamaster on the GameFAQs message board

"Excuse me sir, that is not a urinal."

From: Narrator

Where: Pinhead Bowling Game

~Contributed by limpbizkit_af@excite.com

FAVORITE FEW-LINERS

Spider-Man: "A car-jacker killed an old man earlier today. The killer's a Skull. Where is he?"

Thug: "I can't tell you, he'd kill me!"

Spider-Man: "What makes you think I won't?"

Where: Search For Justice

Lady: Could you find my purse? It's on a rooftop.

Spider-Man: On a different rooftop?

Lady: Yes.

Spider-Man: Different than this one?

Lady: Yes.

Spider-Man: Are you taking some kind of tour of city rooftops or something?

Lady: Yes!

Where: Search For Justice

~Contributed by Marveling One, on the GameFAQs message board

Shocker: "You need to learn a lesson. Good thing Shocker's school of hard knocks is now open!"

Spider-Man: "I don't think you even have class, let alone an entire school's worth."

Where: Showdown With Shocker

~Contributed by theninjamaster on the GameFAQs message board

Spider-Man: "Tough guy, huh? Always let your thingamajig to your fighting for you?"

Green Goblin: "Common sense, my friend, it's something you could benefit from."

Spider-Man: "Hey, my rep's without you calling us friends."

Where: The Offer

~Contributed by sparhawkx4@hotmail.com

Green Goblin: "I can't believe you can't sense our kinship. We are truly brothers!"

Spider-Man: "Brothers, huh? Then I'm telling mom."

Where: The Offer

~Contributed by sparhawkx4@hotmail.com

Citizen below: "Look mom, it's the Spider-Man!"

Spider-Man: "It's Spider-Man, there's no 'THE'!"

Where: Anywhere outside

~Contributed by bjsk8board@aol.com

Green Goblin: "Can't you see we are cut from the same cloth? We aren't like normal people."

Spider-Man: "Speak for yourself."

Where: The Offer

~Contributed by DevinCybrus2

FAVORITE CONVERSATIONS

Please, contribute your own favorites! I'll put them up in this section, and add your name to the "Acknowledgments" section.

THE MOVIE
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XIV) FREQUENTLY ASKED QUESTIONS
=====

Now that the guide is up, I've gotten quite a few RELEVANT questions from people. Some of the most common ones are up here.

Q: Is there an Invincibility cheat?

A: When the game was first going to be developed, there was an Invincibility cheat. The code was "RESPONSIBILITY". However, that code was yanked by the programmers at the last second. No one currently knows if there is an invincibility cheat or not, but I'm trying to find out.

Q: I unlocked Green Goblin, and my friend told me about a Green Goblin video. Is there a video of Green Goblin?

A: Not to my knowledge. I myself have Green Goblin, and don't know of any Green Goblin video thus far.

Q: How do I get past the burning part of Vulture's Lair. It's very hard! Please help me!

A: If my description wasn't enough (which there's no reason it shouldn't have been), here's a better one. When you watch the swinging log, you'll notice it swings in a pattern. Looking at it, you notice it hits the right side of the wall, then the left, the right, the left...When it's just gone off the wall you're next to, jump up and hold A to go higher, then double jump. At the apex of your jump, tap Zip-Line to go flying past the log. Quickly scramble up to avoid being knocked back down and repeat on the next part. You'll now be past it. If you can't follow that, you're pretty useless!

Q: On Vulture Escapes, when Vulture destroys the billboard supports, it keeps falling before I can put it back up! Help!

A: Many people have been asking about this, and I have a solution. The reason webbing up the supports is taking too long is because you're too far behind Vulture when he starts. The whole time, stay VERY close to him, and try to swing above him to avoid those darts. If you use an Accelerated Swing, you can cut your line at the apex of your swing and land right by the supports. Begin working quickly, especially on the harder difficulties.

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XV) ACKNOWLEDGMENTS
=====

* Jeff "CJayC" Veasey for running one of the best gaming site, GameFAQs, and for posting my guide!

* Spider-Man, for saving the world, for the first time.

* Activision, for making this great game!

* My creative abilities, which helped me make this awesome guide.

* My dog, Madison. I don't know why, but she sure is cute!

* My cat, Tigger! I also don't know why, but he's great!

* JadeHawk, for playing with me until he was bored to tears. Thanks, man! You're great!!! Oh, he and I are writing a Halo: Combat Evolved Multiplayer guide soon, so watch for that.

*Marveling One, for contributing one favorite quote.

*theninjamaster, for contributing eight favorite quotes and one few-liner.

*sparhawkx4, for contributing two few-liners.

*bjsk8board, for contributing a few-liner.

*DevinCybrus2, for contributing a few-liner.

*limpbizkit_af@excite.com, for contributing a favorite quote.

* Finally, everyone at the Spider-Man Message Board at GameFAQs, for answering my questions and talking with me!

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  \_ \| |\| | XVI) A F O N D F A R E W E L L !
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We made it, guys and gals! You did well in the game. Thanks for playing and hanging in there with me. I look forward to seeing you in future guides. Thanks!

"A new day brings new adventure. But for now...rest easy heroes." ~Sonic Adventure 2 Battle

I give you the Kirby salute: (>-.-)>

This is Perfect Light, signing off!

This document was written by and is a property of, Perfect Light ;)

Thanks for reading my Spider-Man the Movie Guide, from:

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"Until next time, true believers..."

