Ultimate Spider-Man FAQ/Walkthrough

by DomZ Ninja   Updated to v1.2 on Apr 8, 2013

> **This walkthrough was originally written for Ultimate Spider-Man on the GC, but the walkthrough is still applicable to the DS version of the game.**

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                        "Be legendary. Be predatory. Be both."
                        ------------------------------------



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=============================================================================


                          ULTIMATE SPIDER-MAN
                          -------------------


                          FAQ/Walkthrough
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  Updated: 04/08/13
  Version: 1.2


  NOTE: This guide does contain spoilers!

Unfortunately, it is extremely hard to give directions on the locations of
the tokens without a map for reference. I highly recommend checking out
YuGiOhFm2002/YuGiOhAngel's guides for the locations of the tokens.



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  See that series of numbers to the right of each section? If you want to find
  a specific section in the FAQ, press CTRL + F to open a search box. Type in
  the series of numbers for the desired section that you're trying to find and
  press Enter. Whabam! The search function will take you there in an instant.
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  ==============================================================================


  [1] VERSION HISTORY                                                   [0100]

  ==============================================================================


  FAQ/Walkthrough #8
  ------------------

   Version 1.0 (10/19/05) - FAQ/Walkthrough complete and submitted.
```

```
    Version 1.1 (04/28/06) - All new formatting so it doesn't look as bad.

    Version 1.2 (03/14/07) - I still thinked the guide looked like crap, so...
                          total overhaul.


  _____
  =====================================================================

  [2] CONTROLS                                                    [0200]

  =====================================================================

   NOTE: These are the Gamecube controls. Unfortunately, if you have the Xbox
         version, then you're out of luck. For the PS2 controls, just check out
         comic_geek21's FAQ.


  -----------------------------------------------------------------------
   SPIDER-MAN
  -----------------------------------------------------------------------

        - BASIC CONTROLS -                      - ADVANCED CONTROLS -

  .----------------.--------------.     .--------------.------------------.
  | Control Stick  | Move         |     | A, A         | Double Jump      |
  |----------------|--------------|     |--------------|------------------|
  | D-Pad          | N/A          |     | L + R        | Web Zip          |
  |----------------|--------------|     |--------------|------------------|
  | C Stick        | Move Camera  |     | Release R    | End Web Swing    |
  |----------------|--------------|     |--------------|------------------|
  | Start          | Pause        |     | B (Web Swing)| Speed Boost      |
  |----------------|--------------|     |--------------|------------------|
  | A Button       | Jump         |     | Y (Web Swing)| Climb Web        |
  |----------------|--------------|     |--------------|------------------|
  | B Button       | Punch        |     | X Button     | Wall Stick       |
  |----------------|--------------|     |--------------|------------------|
  | X Button       | Grab         |     | A Button     | Dodge Attacks*   |
  |----------------|--------------|     |--------------|------------------|
  | Y Button       | Kick         |     | L + A        | Hang Enemies     |
  |----------------|--------------|     '--------------'------------------'
  | Z Button       | View Map     |
  |----------------|--------------|
  | L Button       | Web Attack   |     * = When Spider Sense is in effect
  |----------------|--------------|
  | R Button       | Web Swing    |
  '----------------'--------------'


  -----------------------------------------------------------------------
   VENOM
  -----------------------------------------------------------------------

        - BASIC CONTROLS -                      - ADVANCED CONTROLS -

  .----------------.--------------.     .--------------.------------------.
  | Control Stick  | Move         |     | B, B         | Grab and Throw   |
  |----------------|--------------|     |--------------|------------------|
  | D-Pad          | N/A          |     | L + R        | Tentacle Zip     |
  |----------------|--------------|     |--------------|------------------|
```

```
| C Stick         | Move Camera  |    | X Button      | Wall Stick       |
|-----------------|--------------|    |---------------|------------------|
| Start           | Pause        |    | A Button      | Dodge Attacks    |
|-----------------|--------------|    '---------------'------------------'
| A Button        | Jump         |
|-----------------|--------------|
| B Button        | Punch        |
|-----------------|--------------|
| X Button        | Grab         |
|-----------------|--------------|
| Y Button        | Tentacles    |
|-----------------|--------------|
| Z Button        | View Map     |
|-----------------|--------------|
| L Button        | Feed         |
|-----------------|--------------|
| R Button        | Super Jump   |
'-----------------'--------------'
```

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[3] CHARACTERS                                                    [0300]

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 NOTE: The bios for the characters are taken from the Bradygames guide.

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 o------------o
 | SPIDER-MAN |
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Peter Parker lives with his Aunt Mae in Queens and attends Midtown High
School. He's 15 years old, has a budding romance with the girl next door,
gets good grades, and has above-average looks despite being a little socially
awkward at times. In other words, he's your typical teenager. But there is
something that separates Peter from his peers - Peter is a superhero charged
with protecting the people of New York City.

As Spider-Man, Peter possesses incredible athleticism and strength. He is
capable of leaping tall buildings in a, err, double jump, and swinging from
super-strong webs he fires from wrist-mounted devices he has created. FAnd
when it comes to combat, he can easily overpower any enemy with the speed of
his punches and kicks.

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 o------------------o
 | MARY JANE WATSON |
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Mary Jane is Peter's best friend - and potential girlfriend - and is the only
one who knows that he is the person behind the mask. Mary Jane is very
inquisitive and likes to involve herself in much of Ptere's activities as
Spider-Man. She doesn't actually go with him on crime-fighting missions, but
she's always willing to offer him encouragement or even help him mend his
torn costume.

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| GENERAL FURY & SHARON CARTER |
o-----------------------------o
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Rampaging super villains, flying craft, and stolen laboratory samples tend to draw the attention of the authorities. Enter General Fury and Shanon Carter. These two are responsible for containing the super villains that Spider-Man wrangles up for them. The only problem - aside from their inability to ever thanks Spider-Man for his efforts - is that they do a lousy job of actually containing these super villains. It's almost as if they want some of them to escape. There's definitely something askew with these two...

```
o-------------o
| SILVER SABLE |
o-------------o
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Silver Sable (real name Silver Sablinovia) is in charge of an army of mercenaries hired by Trask to keep tab on Venom and to get as much information out of him and Spider-Man as possible. She is extremely confident woman who sports some pretty decent martial arts skills, as well as a laser gun.

Her team of mercenaries are well-equipped with attack vehicles, flying jump-jets, helicopters, and an arsenal of weaponry big enough to make General Fury blush! But if there's one thing to understand about Silver Sable, it is this: she's a professional. Silver Sable is not a super villain, nor is she evil. She's just a hard working woman doing what she's paid for.

```
o-------o
| VENOM |
o-------o
```

Like Peter, Eddie Brock was also born and raised in Queens. Their fathers worked together at Trask Industries and it was only natural that the two body played together a lot while growing up. Unlicke Peter, Eddie is a bit of a loner and doesn't crave the human interaction that Peter does.

Eddie also has a jealous streak and is not known for his ability to be reasonable. When confronted with the news that Peter Parker tried on the Venom Suit, Eddie immediately broke into the lab and stole the suit for himself. Unable to control its powers, the Venom Suit takes over Eddie's life and enhances his nagative tenencies. In short, the Venom Suit fed upon Eddie's rage and created a monster - one with extreme strength!

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o---------------o
| TRASK & TOOMES |
o---------------o
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These two men are in charge at Trask industries and are responsible for preparing the Venom Suit for the billions of dollars in government contracts they hope to win. Sure, the Venom Suit was originally developed to be a potential cure for cancer, but Bolivar Trask and Adrian Toomes feel that there is far more money to be earned in the defense industry. These two have little compassion for Eddit's predicament and are willing to let him die in the name of research than help him shed the suit once and for all.

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o---------o
| SHOCKER |
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Including Shocker in a group of "super villains" is a tremendous compliment
to the man inside the fancy gloves. Shocker (real name Herman Schultz) is
essentially a glorified looter. He is of average height and weight and relies
on the energy waves fired from his gloves to subdue those who get in his way.
Of course, he is utterly inferior to Spider-Man and, worst of all, he knows
it.

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o---------o
| ELECTRO |
o---------o
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Like many super villains, if you look below the surface of Electro (real name
Max Dillon), all you'll find is a meek, feeble, little man. But with those
super powers, he is capable of quite a lot! For starters, Electro can not
only fly, but he can shoot lightning and emit enormous explosive energy domes
capable of repelling any adversary caught within range. Combine this with his
ability to absorb energy and heal himself from any electrical device, and,
well, you've got the makings of an excellent criminal force.

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o--------o
| BEETLE |
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Beetle (real name Abner Jenkins) was a creation of the Latverians and
represents the cutting edge of warfare technology. Beeetle is equipped with a
protective suit, jet engines, and a multitude of laser guns, grenades, and
other assorted high-tech gadgetry. Capable of flying at great speed and
deploying a pair of powerful energy pulsing saber swords, he is the perfect
weapon. And he is quite a threat to anyone who attemps to get in the way of
the Latverians.

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o--------------o
| GREEN GOBLIN |
o--------------o
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Manhattan was in for a long night the moment Green Goblin (real name Norman
Osborne) was freed by Beetle and returned to the Latverian Embassy. It was
only a matter of time before something set him off. And eventually Spider-Man
did just that.

Green Goblin is one giant ball of green muscle, wrapped in a layer of flame.
He is fast, incredibly strong, and has the abiliy to launch fireballs at will.
Only time can extinguish the flames that burn within the Green Goblin - the
trick is to outlast him long enough to be there when he smolders.

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o--------o
| RHINO |
o--------o
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Few enemies - or pieces of heavy machinery, for that matter - can match the
dimensions of Rhino (real name Alex O'Him). In a word, Rhino is huge. But
what's most impressive about this hulking metallic beast isn't that he can
walk on two legs, but that his arsenal of offensive weaponry is on par with
his propertions.

Rhino's armor is nearly imprenetrable, his speed and power unrivalled, and his
ferociousness is enough to make Spider-Man shake in his leotard. Rhino is
everything the man inside him is not.

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[4] THE BASICS   [0400]

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 o-------------o
 | CITY EVENTS |
 o-------------o

Story Mode isn't the only thing you can do in Ultimate Spider-Man. Most of the
time after each Story Mode mission, you will have to complete a certain number
of city goals to move on to the next mission. City Events involve Spider-Man
protecting or saving a civilian.

Shown on your map as an orange blip, head to the designated area and complete
it. Sometimes it involves beating up a few thugs; sometimes it's saving a
victim that's going to fall off of a building. Either way, get there fast
before the cops do and take over the situation; resulting in you failing the
mission. There are 1,000 total City Events in the game.

 o-------------o
 | TRICK RACES |
 o-------------o

You can also have a little fun in New York between all the evil doers to
defeat and the civilians to save. To compete in a race, you must go to a
purple blip on the map and step on the icon to start it. From here, Spider-
Man must race against the clock to navigate around the city through
checkpoints. Web zip, swing, and wall climb to make your way through the
checkpoints. There are 60 total Trick Races to compete in, and they range in
difficulty.

 o--------------o
 | COMBAT TOURS |
 o--------------o

What would New York be without gangs and thugs? There are dozens of gangs
running amok and it's your job to clean up their mess. Also recognized as
purple blips on the map, step on the icon to start up the Combat Tour. When
one starts, you must rush to the green blip on the map and beat down the gang
members and immobilize them with your webs. Once they're done, another blip
will appear. Keep taking out each group of thugs in each blip to complete the
tour. There are a total of 36 Combat Tours in the game.

 o--------------------o
 | INTERACTIVE OBJECTS |
 o--------------------o

When you see a blue glowing object with an exclamation point in the center,

hurry to that area. Press X to interact with that object to either progress
further into the area or save a civilian. Once you press X, you must hit L
and R alternatively until the arrow stays in the green section of the meter
that appears onscreen. You'll find a lot of these throughout Story Mode
missions.

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[5] WALKTHROUGH   [0500]

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==
 FATHER'S PRIDE   [0501]
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 Progression Requirements
 ----
 0 Tokens
 0 Races
 0 Combat Tours
 0 City Events

What a way to start off the game with a boss battle! Watch the opening
cutscene and get ready for a fight.

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 BOSS: Venom
=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-

Venom is just your average "first boss of the game" boss. He doesn't have
many attacks, and none deal a lot of damage. His first attack is a simple
punch, which deals little damage. The tentacle attack also is very weak, and
his last one isn't bad either. Venom will suck you in and start draining your
health. Just repeatedly press L and R to escape.

As for an offensive maneuver, you can really only punch and kick to deal
damage. No web shooters or anything special, just normal punches and kicks.
You can jump extremely high, so dodging Venom's attacks is cake. Once Venom
starts to use an attack, just jump and press B or Y to do a jump attack.

When you land, give him a flurry of punches and kicks. You can always tell
when Venom will use an attack when your Spidey Sense appears (lightning bolts
will appear over your head). It makes it a lot easier for dodging attacks.
Once you depletea quarter of Venom's health, watch the cutscene and you will
resume the battle in another area.

Venom will begin to feed on Parker. Hit L and R repeatedly for the marker to
move into the green section, then you will be freed. Venom will get angry and
attack faster, as well as feed on innocent bystanders to gain health back.

This area is a lot easier to deal big damage, mostly because of the
environment. You should spot a fallen power line in the middle of the area.
Run around it and Venom should follow you... right through the power line,
damaging him significantly. Repeat this until his health is depleted to a
quarter left. That's when the battle will finally end.

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```

Watch the next cutscene after the battle with Venom to complete your first
mission. Hurrah!


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===============================================================================
 TIME FOR A WORKOUT                                                   [0502]
===============================================================================
```

 Progression Requirements
 ----
 0 Tokens
 0 Races
 0 Combat Tours
 0 City Events

This next mission starts off with Peter at school. You must return home to
Aunt May's home, which isn't too far away. This whole mission is basically a
tutorial for you to get used to Spider-Man's controls and movements. Use your
super powers to head through each green beacon. Once again, you don't have
your web shooters, so it's back to good old jumping.

Your first exercise is to wall climb. Once you jump towards a wall, press X to
stick to it. Now you can walk on the walls. Climb to the top of the building
now. When jumping, hold A to jump higher than normally and press A in midair
to double jump. Jump to the beacons on the roofs of the houses. Head to Aunt
May's house and Peter will go into the basement and pick up web shooters.

Once Peter's home, he sees a robbery on the news. Now you must go to Mary
Jane's house and retrieve your costume. Now you can finally test out your web
shooters. Press L and R together to web zip. Web zipping lets you travel much
faster than walking. Peter will shoot out a web strand forwards and as it
gets stuck to an object, he will get yanked over to that position. If there
is something above you (a building, billboard, etc.), you can web swing.

Press R to shoot a web strand above you as you swing along. Press Y while web
swinging to climb the strand and press B to get a speed boost. Press R to let
go of the strand. To actually move while web swinging, press R, then when
you're high enough, let go and press R again to create another web.

I recommend spending a couple minutes swinging around to get the feel of it.
When you're ready, head to to green beacon to meet up with Mary Jane. Peter
grabs the suit and heads off to the bank where he finds Shocker.

I can't call Shocker a boss. Not even a mini-boss. He's just a pathetic joke
whom is only here to show you the powers of your web shooters as an offensive
move. The police are having trouble with this guy, so it's time for you to
step in.

Don't go up to Shocker and attack him, because he'll use his electric gloves
to shock you. Instead, press L to smother Shocker with webs. Hold it down
until he is completely immobilized. Once he's defenseless, the cops take over.

Spider-Man gets a distress signal from a woman getting mugged. Head over to
her location to face the thugs. Each enemy will have an exclamation point
over their head. The color signifies their health. Green means their health
is full, yellow is a bit depleted, orange is about halfway depleted, and read
means they're almost dead.

Take out their health and when they are on the ground with the spider web icon
over their head, press L to bind them with your webs. If you don't, the thugs
will regain their health again. Once you defeat the thugs, more comes out of
an alleyway. Practice combos on them and move the control stick while hitting
attack buttons to bounce off walls into your enemies. Once all of the thugs
are immobilized, you can go on your way.

Head back to Midtown High School (look for the green beacon) to meet up with
Johnny Storm from the Fantastic Four. What the hell is he doing in your
game?! The cocky hero wants to race you around the city, so accept his offer.
This race will put your web shooting skills to the test. Johnny Storm can be
pretty quick, but your web shooters are better.

Web zip towards each checkpoint and swing or zip through them. The latter
portion of the race has the checkpoints high in the air, so you'll need to
jump rooftops to reach them. Don't be afraid to wall climb or double jump.

Use the meter on the top of the screen to show you and Storm's locations. Once
you win (it's not hard), you will gain access to City Goals and Easy Trick
Races. You can now cross the river and gain more access to the city. Lastly,
Spider-Man's web swinging abilities will go up one level. Now you will go
slightly faster while web swinging.

Every time you finish a mission, you will most likely have to finish City
Goals, Combat Tours, or Trick Races before you can gain access to the next
mission. I will post the requirements for each mission.

===
 FEEDING TIME   [0503]
===

 Progression Requirements
 ----
 1 Token
 1 Race
 0 Combat Tours
 1 City Event

What's this? For this mission, you take control of Venom. Now this'll be fun!
This is just a tutorial mission for Venom. His controls are pretty similar to
Spider-Man. First off, lumber into the alley through the beacon. Next, press
R to super jump. Just like jumping with Spidey, hold down R to go higher. You
should jump to the top of the building. Pass through the green beacon and
follow the arrow.

You'll come across a small group of thugs. As Venom, these guys are a frickin'
joke. Just press Y to use your tentacles and swat them aside. If you want to
have fun, press X to grab them, then press B to slam their face into the
ground. For another move, press B, then X to grab them and snap them like a
wishbone. Mmm, instant kills...

A great feature that Venom has is that he can feed on people. When you're
health is low, walk up to anyone, it can be a civilian or an enemy, and press
L to wrap them up with your tentacles. You will slowly regain health as you
drain theirs. Leap over the buildings to the next beacon and try it out on
the little kid with the balloon. As terrible as this sounds, you must feed on
the small child. I know, I didn't want to do it either. ;_;

Press L and R to perform a tentacle zip. Zip over to the next beacon and try

out wall climbing. Press R when climbing to jump up the building. Head
through the next beacon on the roof and take out the thugs. Super jump across
rooftops to the next beacon. Take out the thugs here as well; just use your
tentacles to slap them all into submission.

Continue following the beacons until you reach a bar and find a motorcycle. It
starts to glow blue, so walk up to it and press X. Venom will through it into
the bar, totaling the place as well as the bike. Too bad he doesn't know who
that bike belongs to until it's too late...


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================================================================================
 HELL OF A MESS                                                           [0504]
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 Progression Requirements
 ----
 1 Token
 1 Race
 0 Combat Tours
 1 City Event


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 BOSS: Wolverine
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What the hell? Another superhero cameo? Well, Wolverine is the unfortunate
owner of that motorcycle you just destroyed, and he isn't too happy about it.
Wolverine is an extremely quick opponent, so you must use your minimal Venom
skills to defeat him.

He will lunge across the area at you and begin to slash you. His first attack
is in overhead toss. It's not powerful, but it slows you down and gets him
ready for another attack. A simple punch deals moderate damage and is
dangerous. This is Wolverine's most common attack. His third attack is a swift
combo involving numerous slashes.

You must match Wolverine in speed to beat him. Your tentacles are your best
form of attack, since they can be long range. Wolverine can block your
attacks, which actually hurts you a tad, so lay up on the assault if you see
that he's blocking your attacks.

Don't bother feeding on him either, because he will just counterattack. Your
best bet is to frequently jump across the bar and smack him with your long
tentacles. Don't get caught up in a combo either, because Wolverine will just
stop and attack in the middle of it.

Once you deal around two-thirds of Wolverine's health, both of you will clash
and grapple. Press L and R alternatively to throw Wolverine through a wall
into a new, larger area. The new area should make the battle much easier, for
there is so much more room to dodge Wolverine's attacks. Continue your
assault using tentacle attacks and the occasional grab to deal massive damage
to Wolverine. The battle ends once you deplete Wolverine's health. Phew!

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Watch the cutscene as the mission ends.

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================================================================================
 LIKE A RHINOCEROUS, BUT BIGGER                                          [0505]
================================================================================


 Progression Requirements
 -----------------------
 3 Tokens
 2 Races
 1 Combat Tours
 4 City Events


No time for test taking, Spider-Man! As Peter is studying for a test, Rhino
is rampaging through the city. Peter exits the school to find the town in
wreckage. You will have to rescue several citizens in this mission. The first
one is straight ahead.

You may notice a bar above the civilian's head. If that bar is depleted, then
the civilian wasn't saved in time and you fail the mission. Keep that in mind
when in tight situations.

When you reach the civilian, pick him up and set him down next to the
ambulance straight ahead. Remember, you can only set down civilians if they
have a green outline around them. Follow your map to the next point which
isn't too far away. A store owner is stuck under a large TV. Press X to grab
it and alternate between L and R to lift it off of the man.

Of course, as this is happening, the store is being robbed. With the civilian
in a safe condition, web zip down the street and beat up the thugs who stole
the goods. They aren't tough, just a few combos will do. The next civilian is
trapped under a car in a large pothole.

As with the TV, grab the car and alternate between L and R until the arrow is
in the green section of the meter. Pick up the woman once she's freed and
bring her over to the nearby ambulance. The car blows up and lands in a subway
entrance. Run over to the car and grab it. Use L and R to pull the car out of
the staircase to free the people underneath.

Spider-Man finally meets up with Rhino, but finds out that he's bigger than
expected. He gets blindsided as Rhino flees again. Follow Rhino as he smashes
through a building. Rhino hits a car into a building with a person inside!

Web zip up to where the car is stuck inside the building and grab the person
about to fall. Set him down on the ground near the ambulance and continue
your pursuit. Web swing to catch up to the metal monstrosity until you are
called upon by the cops. Help them take down a few criminals before you can
chase down Rhino. After a bit more of chasing, the mission ends and the
battle begins!



================================================================================
 INEXPUGNABLE                                                            [0506]
================================================================================


 Progression Requirements
 -----------------------
 3 Tokens
 2 Races
 1 Combat Tours
 4 City Events
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Rhino ends up being chased into a construction area. You will need to
immobilize him here. When Rhino starts to lumber over to the fuel crate, run
up to him and stick onto his back (press X). Start to press B or Y to attack
his back. Rhino will get angry and drop the tank. Jump of of him, or he'll
fall back onto the ground, crushing you.

Once you get Rhino's attention, he will start to chase you. All Rhino does is
punch the ground, causing a shockwave. Run over to the wet cement and lure
Rhino into it. When he punches the ground, he will get his hand stuck in the
cement.

Hurry over to the crane next to the fuel crate and hit X near the blue glow to
swing the wrecking ball into Rhino. This will tear a hole in his back and get
him really pissed off. He'll storm down the street into a parking lot. Follow
him to start the real fight.

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 BOSS: Rhino
=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-

Rhino is a big guy, so you can expect his attacks to pack a pack a punch. His
first attack is a simple charge. He'll ram you, dealing minimal damage. His
punch attacks are also very weak. Rhino will also pound the ground, creating
a shockwave. This deals a good amount of damage to you. The parking lot is a
dangerous place to fight, for Rhino will throw cars at you constantly, which
deal a lot of damage. They deal even more damage if they explode in your face.

Your best way of avoiding these attacks is to either double jump or web zip
out of the way. Rhino is fast despite his size, so it's best to stay on your
toes. The gaping hole in Rhino's back is your main priority for this battle.

Jump and stick onto his back and punch away. Just like earlier, he will
attempt to crush you under himself. First though, he will fall to his knees.
When he gets up on his feet, jump off of his back to avoid any damage. Only
attempt to get on his back when a small panel showing a closeup of his back
pops up onto the screen.

Rhino will get more angry as the battle rages on. Rhino will develop two new
attacks. The first is where he will create electricity of the ground as it
rushes towards you. Double jump to avoid it or stick to a wall. His next
attack is the strongest yet, so be very careful for this one. Rhino will stop
and begin to charge at you with full speed.

Do not let him get near you with this attack, because it will demolish you.
When you see him stop for a second, either web zip to the side or jump high up
to a wall and stick to it to avoid damage. Of course, if you use that method,
then you're a sitting duck for Rhino to chuck a car at you. Repeat the process
of slamming on his back until his health is depleted.

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Watch the cutscene once the battle ends. With Rhino out of the picture, the
mission ends. Now Spider-Man can take his test! ;)

===
 THROW DOWN   [0507]
===

Progression Requirements
 ----
 5 Tokens
 3 Races
 1 Combat Tours
 6 City Events

We're back with yet another Venom mission. This time you are going to have to
deal with Silver Sable and her band of mercenaries. When the mission first
starts, you will have to deal with a group of the hunters. Use your tentacle
attack to kill them from far away. Long range attacks are the way to go.

Check the orange blips on the map to find more bands of mercenaries and hunt
them down. If you are destroying a group of enemies and there aren't a lot
left, be sure to eat them instead of killing them. Always keep your health up
and make sure to only feed on enemies or civilians when there aren't a lot of
enemies around so you don't get swarmed.

Just hop from point to point and take out the mercenaries. Usually a tentacle
attack can sweep a group off of their feet; it shouldn't be too tough. After
a while, cars with mercenaries on the back will come speeding after you. Just
pick it up and throw it at a group of other enemies, so you can kill them as
well as the guy on the back of the car.

You can also use parked cars in the city as weapons. This mission takes
roughly seven to eight minutes to complete, so remember to feed on people and
keep taking them down to avoid getting ganged up on. You'll know the mission
ends when a cutscene starts.

===
 CLASS TRIP   [0508]
===

 Progression Requirements
 ----
 6 Tokens
 3 Races
 2 Combat Tours
 8 City Events

Just like the first mission, this one only consists of a boss battle with
Venom.

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 BOSS: Venom
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You will be fighting Venom on top of a large building and this battle will be
a lot tougher than the last. Spider-Man can't stay near Venom for a long
time, or else he'll get a headache and will be open to attack. So these
headaches won't allow you to pound Venom with combos. The rooftop you are on
isn't HUGE, but is enough for you to easily dodge his attacks.

Venom has the same attacks as the last time you fought him. His basic punch
deals little damage to you, and his tentacle attack is not strong either. The
only attack that will deal moderate damage to you is his feeding attack.
Remember, just alternate hitting L and R to escape.

The best way to attack Venom is to use a hit-and-run tactic. You basically
use any type of combo on him, because you'll be stunned and left open for
attack. What you should do is jump in the air, then press X or B twice. This
allows Spider-Man to jump and kick Venom, then bounce off, and kick him
again. This move is very useful (it will be used in later boss fights) and is
the best way to defeat him without getting a headache.

His attacks are easy to dodge, so when your spidey sense flashes, jump and
start the attack. Once Venom's healh bar is depleted, the battle will end.
It's not so hard once you get the idea.

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The mission will end with a cutscene.

===
  PURSUIT   [0509]
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  Progression Requirements
  ----
  7 Tokens
  4 Races
  2 Combat Tours
  10 City Events

You will play as Venom this mission, and it's similar to Spidey's encounter
with Rhino. You must chase Electro throughout the city all the way to Times
Square. This mission incorporates the Chase Meter, which shows your position
compared to Electro.

If your marker falls off of the meter, then it's game over. You must keep up
with Electro at all times to continue the mission. The fact that you're
chasing a man in a black suit at nighttime is pretty frustrating, so always
pay attention to the arrow pointing to his general location.

Electro starts off by shooting Venom a few times to try to get the upper
hand. Dodge to avoid them and tentacle zip to catch up. Always tentacle zip
to follow him; running is too slow. It's alright if you zip past Electro and
land in front of him; he will catch up.

Once you see Electro stop, that's your cue to back up. Electro will stop and
release an electrical dome, damaging anything in it's way. Make sure to back
up a considerable amount to avoid damage. This is the time where you should
feed on civilians. You have no other time to regain HP unless Electro is
issuing his electrical dome attack, which is pretty frequently.

Pay attention to when Electro says phrases. If he says something like, "moving
on up!", then you know he will begin to fly up the side of a skyscraper. Also
pay attention to your map which shows the elevation of Electro. When chasing
Electro up a building, super jump and cling to the building, then keep
hitting R to scale the building.

Once Electro flies down to the ground, make sure to stay with him. Jumping off
of the building to the ground isn't a good idea, because you will fall faster
than Electro and get too ahead of him. That will make you lose the mission as
well.

Eventually, Electro will fly to an extremely high skyscraper. Super jump and

wall climb, hitting R to sling up the wall even faster. This is tough, so
don't be frustrated if you lose. Going down is also hard. The skyscraper has
ledges protruding outwards, so fall down from ledge to ledge and continue
your pursuit. It's a pretty long mission and it's quite hard, so don't give
up on hope if you may have to retry several times.

Eventually, Electro leads Venom to Times Square. Don't feed, even if you're
low on health (you will get a chance to next mission). Once you reach Times
Square, the mission ends.

==
 MINE   [0510]
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 Progression Requirements
 ----
 8 Tokens
 4 Races
 3 Combat Tours
 12 City Events

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 BOSS: Electro
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Just like the previous mission, you will be playing as Venom. Of course,
there has to be a catch in the battle. Electro has attacked Spider-Man and
left him unconscious. As Spidey lies on the ground helpless, Electro will
attack Spider-Man at any given chance.

You should protect Spider-Man from these attacks and if Spidey dies, then you
lose. Electro will only attack if you're not pounding him, so he tends to
attack you and while you are dazed and confused, he beats down on Spidey. Do
your best to keep Electro's attention on you.

First off, his attacks. His first and most common attack is where Electro
shoots a lightning bolt at you. That's it; it deals barely any damage and is
used often. Electro will also use the Energy Dome attack, dealing quite a bit
of damage if you're hit. Just like in the chase, it's best to feed when he is
using that attack.

There are several ways to hurt Electro. The best way to defeat him is to jump
in the air and press Y to do an alteration of your tentacle attack. You can
even get as close to Electro to give him a couple punch combos. It isn't best
offensively, but hey, it's still a way to defeat him. Remember to always stay
on him so he doesn't stray over and hurt Spider-Man.

Once you deplete three-quarters of Electro's health, he will rise up to a
neon billboard and consume all of its electricity which makes him a lot
stronger. It also gives him a slick blue hue. Electro regains full health
back, so get ready to battle again. Now Electro will hover high in the air,
resistant to punches or tentacle attacks. Now you'll have to throw a car at
him. It deals a lot of damage to him.

That's really the only way to hurt him other than a very tricky method. I
don't suggest this method, but it deals more damage than throwing cars at him.
Lure Electro over one of the fire hydrants and when he's above it, destroy the
hydrant to spray Electro with water. He will take damage and turn back to his

normal self. Now you can beat him down with combos and tentacle attacks.

You can only hurt him in his electrified state with cars or fire hydrants.
The only way to attack him normally is to chuck a car at him several times,
and he should lose his electrified state. Once Electro loses a reasonable
amount of health, he'll start to panic and fly over to the nearest neon
billboard.

He will drain the electricity from the sign and refill his energy to the max!
The only way to prevent this is to destroy all the neon signs around the area,
so he has nowhere the fuel up. It isn't a tough battle, but somewhat long and
full of different ways to complete it. Once you finish off Electro's second
bar of health, the battle will finally end. Whew!

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Watch the cutscene after the battle with Electro, which ends the mission.

===
  COOL SUIT   [0511]
===

  Progression Requirements
  ----
  10 Tokens
  5 Races
  3 Combat Tours
  14 City Events

Well now that Electro is out of the picture, it looks like we need a new
villain! Well, here's where he comes in. This is of course another Spidey
mission. The opening cutscene shows us this new villain, Beetle. He's one
badass dude, equipped with a rocket pack, slick armor, and an attitude.

Spider-Man chases him down the street like any good superhero should do. When
the mission starts, you will be shasing Beetle down the streets. Use your web
swing to swing on the skyscrapers across the streets. Not long from when the
mission starts, Beetle will detonate some grenades on a tunnel.

You will have to pick up two civilians (one at a time) and bring them to the
ambulance behind the tunnel. You must hurry, or the civilians will die before
you can save them. Continue chasing Beetle through New York. It's pretty easy
to spot Beetle due to the yellow glow his jet pack emits.

Soon after the tunnel incident, Beetle will chuck a grenade inside a
skyscraper, destroying a floor and traping a woman in a burning room. Web
swing to the building and zip up to the burning floor. Enter through the
destroyed window and grab the woman. Exit through the other side, jump to the
ground, and set her safely on the ground next to the ambulance.

Beetle will start making things very tricky for you. He will start to form
force fields on the streets. You will either have to swing over them or go
under them. Remember than you can press Y while swinging to climb the web and
gain more height. Quickly navigate around the force fields so you don't lose
Beetle.

Beetle will plant more force fields behind him. Now as you slip around them,
he will be shooting at you with red lasers. They have a pretty good range and
are wide, so watch out for them when they are coming towards you. Once you

enter the park, Beetle will cause some more havoc with his grenades. He lobs
them at three cars, igniting them. Jump over to the cars and press X to open
the door and grab the driver out.

Do this with all three to save the civilians and continue your chase. Beetle
will try to get away from Spidey for a moment and flies in a lab. He picks up
a test tube sample marked "SO5 Sand Man", only to be found by Spider-Man. He
chases Beetle out of the building.

Beetle will set more force fields, usually in pairs of three. They tend to be
higher than the force field behind it, so swing and climb the web to get over
them. Not long after, Beetle will retreat into a skyscraper. Here's where the
chase and the mission finally ends.

==
 SKYSCRAPER BATTLE   [0512]
==

 Progression Requirements
 ----
 10 Tokens
 5 Races
 3 Combat Tours
 14 City Events

Like the past missions, this one starts right with a boss battle.

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 BOSS: Beetle
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Beetle isn't as tough as Electro, but he is a force to be reckoned with. His
large arsenal attacks prove to be a very dangerous force, so he is definitely
a very powerful offensive opponent. He doesn't have many attacks, but they
all suck and will deliver the pain on you. Beetle's most common attack is the
red laser blast. You should know how to dodge it, since you have seen it
throughout the chase with this guy.

The lame explosive grenade he lobs at you can deal massive damage to you as
well, but luckily you have your spidey sense. Beetle's most powerful attack is
a large energy field, similar to Electro's electric dome attack, is his most
powerful attack and will cut your health down like a hot knife through butter.

The battle takes place on an unfinished skyscraper. You can fight on two
floors, but I reccommend to just stay on one. Beetle will hover on the ground
most of the time, so low that he is in range of punches and kicks. Your best
form of attack is the jump and kick method (described in the second battle
with Venom). It won't deal as much damage as swift combos, but it is
definitely the safest way to go.

The arena isn't that big to maneuver around, so you may fall off of the
skyscraper. If you fall to the floor, then the battle ends because for some
strange reason, the chase meter is still implemented in the mission/battle. If
you stick onto the wall in time, then just climb up to the top and resume the
battle. Your offense should only consist of the jump kick and the occasional
punch combo. Beetle shouldn't be that much of a problem.

I'm not sure if this is just in my game or if it's a glitch, I found a very

easy way to defeat Beetle pretty much without getting a scratch on you.
Sometimes Beetle will hover very close to the ground. When you see him,
quickly run over and chain together as many combos.

When I did this, he froze and got stuck in the wall, leaving him open for
several combos before regaining composure. Like I said, I'm not sure if this
was just my game or if it's a glitch, but if you can do it, then this battle
will be ten times easier. Either way, the battle shouldn't be that bad.

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Cutscene, end of mission, etc. :P

==
  THE GREAT ESCAPE   [0513]
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  Progression Requirements
  ----
  12 Tokens
  5 Races
  4 Combat Tours
  16 City Events

This Venom mission starts off with you pitted again Silver Sable. Woo hoo!

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  BOSS: Silver Sable
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Silver Sable is pretty much no match for the power of Venom. With that said,
don't expect a tough fight. She's speedy, I'll give her that. Most of the
time you will spend your time chasing her around after she jumps wildly
around the city. She doesn't have any powerful attacks, but she can catch you
off guard during the fight. Her martial arts skills are pretty good, but they
are very weak and won't take much out of you.

Her gun is her biggest threat (if you even call it a threat), and she uses it
for two attacks. The first is a simple shot of the laser gun. It doesn't deal
much and is used from far away. Silver Sable will sometimes charge up the
laser and shoot a more powerful blast. It's stronger, but not anything to be
worried about.

Like I said, Silver Sable is very agile. Hitting her with punches and kicks
may be a tad difficult, because she likes to somersault and backflip out of
the way a lot. Use a tentacle attack to do some good harm to her from afar.
If you can, try to grab her and smash her into the ground, which deals a
great amount of damage to her.

Throwing cars at her is another way to deplete a good chunk of her health, but
she is more likely to dodge them. If you want to continuously throw cars at
Silver Sable, you're bound to hit her a few times, which will damage her a
lot. All in all, it's a very easy battle. Throw cars at her, use tentacle
attacks, or just grab and pound her; it's an easy battle to get out of. You
probably won't need to feed on people either. Unlike the other missions, it
continues after the boss is defeated. Ooh!

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Not long after Sable's defeat, mercenaries come to track you down. They
shouldn't be a problem to defeat. Your task is to survive until an opportunity
arises to get out of there.

First off, just keep killing mercenaries while feeding on civilians (or
enemies) if your health gets low. Soon after, an arrow shows up on your
screen. Follow it or just use the map to reach the green blip on the map. Once
you find it, a cutscene begins.

Now you'll have to fight off some enemy helicopters. They can be pretty tough
to defeat, especially if you have a bunch on your tail. Their guns can really
damage you fast, so try to hide behind a billboard or something. You can jump
and use the tentacle attack to damage them, or just throw cars at them.

If you notice a red target around a helicopter, pick up a car and throw it. It
will home onto the target and destroy the copter. Another arrow will soon
appear. Hurry over to it (super jumping is your best bet) to activate another
cutscene.

After the cutscene, you will have to fight more helicopters and mercenaries.
The strategy applies the same as the last part. Try to kill two birds with
one stone by throwing a mercenary vehicle at a helicopter to take them both
out. Once again, an arrow appears. Follow it to the green blip to start up
yet another cutscene.

Now Silver Sable will be chasing you in her jet. Hurry over to the nearest
park and take refuge in the trees. Mercenaries will swarm you, but they
shouldn't be a problem. Hunt for civilians in the park or in the near
sidewalks and replenish your health.

You can't damage Sable's vehicle, so just hide. There should be a small bridge
that you can hide under for cover. When the arrow appears, get to the green
blip on your map to end the mission.

===
 18 AND OVER   [0514]
===

 Progression Requirements
 ----
 14 Tokens
 6 Races
 4 Combat Tours
 18 City Events

Spider-Man gets in a nasty confrontation with a familiar villain. It's your
job to do in none other than the Green Goblin! First (like all the other
missions), you gotta wildly chase him around the city first.

Green Goblin will of course speed through the city while attacking Spider-Man
at any chance. Web swing and zip to catch up with him and keep an eye on the
chase meter. Pay attention to the flames and the arrow at the top of the
screen to avoid losing your nemesis.

At times, he will stop in the middle of the street and lob fireballs at you.
He usually throws two or three, so double jump out of the way. You can't
attack Green Goblin because the flames around him not only protect him, but
they will hurt you if you come in contact with them.

Green Goblin will soon get tired of you and try to distract you with other
problems. He'll then destroy a large billboard, leaving it to fall on top of
several cars with innocent people inside.

Ignore Green Goblin's barrage from afar and quickly swing on over to the
accident. Press X next to the blue glowing area and press L and R to remove
the billboard from a car. Now do the same with the other two pieces of the
billboard to have everyone out of there safely.

The chase is very straightforward. After you chase Green Goblin some more, he
will come to a halt and fight you one on one.


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 BOSS: Green Goblin
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Spider-Man is in for a tough battle with Green Goblin. He is the toughest
enemy you've fought so far. He has a large number of attacks ready for his
disposal, and all pack quite a punch. He has some vicious attacks, though may
seem basic. The normal claw slash or uppercut which are used commonly can
deal a lot of damage to you. Green Goblin will lob fireballs constantly and
lunge over to you in order to smash you into the ground.

You still must stay on the defensive side in this battle. Green Goblin will
still have his flame shield up, so you can't hurt him just yet. He will lob
three fireballs at you. Double jump or web zip to the side; they deal a lot
of damage to stay out of the way. Immediately after, he will jump at you in
an attempt to smash at you with his fists.

Eventually, Green Goblin will fizzle out and his flame shield will disappear
for a short time. This is your opportunity to attack. Lunge at him and unleash
all sorts of combos. Use the buildings to try to use a bounce attack to knock
him over. His body will be engulfed in flames again and the procedure will
start over.

When Green Goblin is down to half health, a cutscene will begin and the
battle will change. Now you will be inside of a building with an even angrier
goblin to take care of. You do not have as much room as you did than outside,
but the Green Goblin will end up destroying all of the furniture that's
cluttered around the room to make things easier for you. Now Green Goblin will
change his attack pattern a tad. He will now only use one or two fireballs,
but uses a new attack.

He jumps in the air and slams into the ground, creating a wall of fire that
extends outwards. Not only does his slam attack hurt you insanely if you get
caught in the attack, but the wall of fire damages you a lot as well. Double
jump to avoid, but beware of the lasers on the ceiling.

Once Green Goblin uses this attack two or three times, he will fizzle out and
get tired. Rush to his location and use a flurry of combos on him. He will
start to attack you in the same way. Repeat the process to defeat him.

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Now that the Green Goblin is out of the way, the mission will end.


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 Progression Requirements
 ----
 17 Tokens
 6 Races
 5 Combat Tours
 20 City Events

Beetle is once again wrecking havoc on the city, but this time it's Venom
who's going to put an end to his reign! This is obviously a Venom mission,
and your goal is to chase Beetle through the city. Beetle and Venom meet up,
and they exchange little more than a glance before Beetle opens fire on Venom
without warning.

This chase is more or less the same as last time, but of course, you're Venom
instead of Spider-Man. Luckily, this chase is nowhere near as difficult as
the one with Electro. Beetle will calmly take his time as he flies through
the city with Venom on is tail. He will stop and shoot at you several times
every once in a while.

You shouldn't have trouble keeping up with him. All you need to do is super
jump onto building and follow him from above. Once he heads up to your
location atop the roofs, then you can tentacle zip to each rooftop. Sometimes
Beetle will throw a grenade in your direction. If so, then just hop onto a
different roof to avoid damage.

Beetle ends up luring you around town and soon reaches an abandoned warehouse.
Here's where the boss battle begins.


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 BOSS: Beetle
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Unfortunately for you, Beetle is much harder this time around. Beetle will
spend most of the battle flying around above you. He has a lot more attacks,
which include basic attacks, such as an uppercut to you. He still fires
lasers and throws grenades at you, but they don't deal that much damage. A
new attack that Beetle has gained is where he will spawn two large blades and
slices you as he flies around the room. They are pretty powerful, so stay
away when you see the swords.

The first stage of the battle consists of Beetle flying above while you try
to attack from below. The best way to attack him is to jump and press Y for a
tentacle attack. It's not that strong of an attack, but there's really only
one other way of damaging Beetle. The other way is to throw objects at him.

The four forklifts around the room can deal a lot of damage if it comes in
contact with Beetle, but he is very fast and you may just end up mission. You
can use the boxes around the room as well, but they don't deal much damage.

Once you drain about one third of Beetle's health, the battle drastically
changes. Yeah, it changes for the worse, if you were wondering. Beetle will
set up four force fields, decreasing the size of the arena significantly.
Second, he blows four holes in the floor; one in each corner.

There are laser traps in the holes, so you'll get hurt if you fall in. Beetle
will now hover in the air, and stop over one of the holes. He will pause,

then shoot a laser beam across the room. Jump over it and use your tentacle
attack (he's low enough to the ground) and get in a few hits before he
retreats across the room.

As his health wears down, Beetle will blow more holes in the floor inbetween
the others, so there are three across. It makes the arena a lot smaller, so
even turning around can be a chore. It's a very tough fight, so prepare for
the worst.

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The mission ends once you defeat Beetle. Watch the next cutscene and move on.

==
 CRAZY   [0516]
==

 Progression Requirements
 ----
 17 Tokens
 6 Races
 5 Combat Tours
 20 City Events

This Spidey mission starts off with a boss battle against Silver Sable.

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 BOSS: Silver Sable
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Silver Sable was a pushover last time you fought her, but do not expect an
easy fight this time. The only real reason who this battle is so tough is
because you don't have your web shooters. It's just Peter Parker vs Silver
Sable. She has a bunch of physical attacks which don't deal a lot of damage
by themselves, but hurt if she uses a long combo on you. Her gun can deal a
moderate amount of damage as well. Silver Sable always blocks, so hitting her
can be pretty hard.

As Peter, you don't have a large range of strong attacks. You will have to
resort to jump attacks throughout the whole battle. She might block most of
them, but it is the best way to hurt her without staying close to her a lot.
Use a hit and run strategy in this fight, and you should be fine. At first,
Silver Sable will be accompanied by two henchmen. Take them out when the
battle first starts.

Four more will come later in the battle, but it's just you and Sable for the
time being. Remember, all you need to do to attack is jump, then press Y or B.
It's the only good offensive maneuver that will keep you alive. The only
downside is that you'll be jumping so much, you could accidentally jump off of
the bridge. It is a pretty difficult battle.

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When the battle ends, you will watch a cutscene. You will have to clean up
the mess that Silver Sable accidentally started. First off, rush to the car
that's about to fall off of the bridge. Grab it and Sable will help you pick
it up.

Next up is the car flipped on the median. Get a hold of it and alternate
between pressing L and R to save the person inside. Climb up on the bridge
(you can still wall stick) and get to the horizontal beam with the guy hanging
on. Pick him up and drop down to the bridge where you can lay him down.

The last rescue is by Silver Sable. She will be standing next to a pileup.
Grab the car on top and press L and R to flip it off of the car under it.
With all the rescues done, the mission ends.

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 RESCUE   [0517]
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 Progression Requirements
 ----
 17 Tokens
 6 Races
 5 Combat Tours
 20 City Events

Venom has captured Silver Sable and ran away with her. Even though you just
got your ass kicked by her, you still have to do the right thing and stop
Venom! Web swing across the bridge and turn left to follow Venom. He will
jump across rooftops carrying Silver Sable with him.

He will trek across the tallest buildings in the city, and those tranquilizers
are taking into affect. They actually blur your vision and slow you down in
this mission. Still, web zip (you're so high, there's nowhere to swing) to
catch up to Venom through the city. He will stop to take a breather a couple
times, so that will buy you some time to find him.

The chase isn't that long and you really shouldn't have trouble despite the
disadvantages. Venom will stop in an intersection and start yet another
battle between you two.

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 BOSS: Venom
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Spider-Man has fought Venom two times before, and this time is not much
different than the other encounters. You will have to deal with thrown cars,
the effects of the drugs, and of course more headaches. Like the Electro
battle, Silver Sable is a victim here. Try not to stray from the battle, or
Venom will try to take out Sable. If she's gone, then it's game over.

The attacks that Venom uses on you are all the same. He doesn't try to feed on
you anymore, but he still has his punch and tentacle attacks. Venom also will
throw cars at you, which are incredibly dangerous.

The drugs actually have a sort of advantage in this fight. The drugs will
prevent Spidey from getting headaches, so go in and wail on Venom all you
want. It isn't until later in the battle when Spider-Man mentions the drugs
wearing off. When you hear that, don't stay near him for a while or else you
will get a headache.

For when you are still drugged, use long combos and bounce attacks to damage
Venom. When you get healthy again, switch to jump attacks. Always pay good
attention to your Spidey Sense, because a car may be coming your way when you

get that tingly feeling. Cars explode a couple seconds later after thrown, so
keep your distance from them. All in all, a rather easy fight.

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The battle with Venom signifies the end of the mission. After the fight, go
on to the next mission.

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  BROTHERS   [0518]
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  Progression Requirements
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  17 Tokens
  6 Races
  5 Combat Tours
  20 City Events

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  BOSS: Carnage
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I actually didn't expect Carnage to be in the game, but boy am I glad. I knew
this would be an interesting and fun battle. Carnage isn't so strong, but is
quite agile and speedy. Plus he is small, so he can weave behind you and smack
you around a bit. Carnage has a large arsenal of attacks at his disposal.

His punch, kick, and headbutt attacks are all very weak, but can be stringed
together into combos which can prove to be deadly. Carnage can grab and throw
you as well. Dodge when he lunges at you. His strongest attack is very
predictable. When you see Carnage wave his tentacles up in the air, stay far
away. He will begin to spin his tentacles in a circle, hitting everything
around him, so stay back unless you want to take major damage.

The first stage of the battle takes place in an extremely claustrophobic
laboratory. There is little room to move around and nothing to throw. Carnage
will most likely start off by leaping at you. Use a tentacle attack to knock
him over, then run over to issue some serious combos on his symbiotic butt.

Remember to watch for the cue of his tentacle attack. Carnage will jump all
around the room as he's so quick, it's annoying. Try to stop his mindless
hopping with a tentacle attack. I really hope you know by now that you can't
feed on bosses. Do not even bother trying. Once you deplete a third of
Carnage's health, he slips through a security door.

Run over to the door and press X to grab it. Press L and R alternatively to
open the door, only to find Carnage healing himself in the middle of the
room. Run over and hit him with a tentacle attack to interrupt the process.
Carnage will flee in the next room. Like before, pry open the door and head
into the room ahead.

Carnage will be healing again, so attack him to interrupt him. Soldiers will
run into the room and shoot at both of you with guns. Simply run over to them
and feed on their worthless souls to get some juicy health back. By now, the
two of you will have gained most of your health back.

You can start to attack Carnage after the people are gone. Wail on the sorry

punk with tentacle attacks and try to grab and slam him. Once you take out
half of Carnage's health, the pansy runs away into the last room.

The last room is a very large area. You should have no trouble dodging his
attacks, but it's very possible to lose track of the little bugger, with him
sprinting and jumping all over the place.

You can use the soldiers attacking you for health, but since they deal so
little damage, wait until you really need the health to eat them. Fortunately
for you, there are a lot of throwable objects here. I suggest knocking Carnage
over, then throwing something at him to assure a direct hit.

Carnage will sometimes try to retreat into a corner or a high ledge in order
to heal. So if you can't find him, try to look in a more hidden area, such as
a corner or on top of one of the three big tanks. He may be healing up there,
so knock him down to stop him and continue the fight. Carnage will be defeated
once you deplete all of his health.

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Mission over. Next up: the final one! *gasp*

==
  FINAL BATTLE   [0519]
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  Progression Requirements
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  17 Tokens
  6 Races
  5 Combat Tours
  20 City Events

Here it is; this is the final battle, the last encounter with Venom. Yeah, I
know, frickin' Venom AGAIN. Oh well.

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  BOSS: Venom
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Venom has now gained the power of Carnage, so he's all super and stuff. Of
course, Venom is totally pissed at Trask and so wants to kill him right now.
Well, Spider-Man thinks differently. Throughout the course of the battle,
Venom will concentrate on trying to knock Trask's helicopter (with him in it)
off of the skyscraper. You as Spider-Man must stop Venom from doing this, or
it's game over.

Venom still has the same predictable attacks. Yawn. The only two differences
is the raging fire behind you and the helicopter blades. Don't jump near the
helicopter, or you might hit the spinning blades and get a LOT of damage dealt
to you.

Spidey will have to grab Venom's attention in this battle. The battle first
starts off with Venom throwing a barrel at you. If you dodge it, then he will
stay concentrated on you. If you get hit, you'll be knocked over and he will
run over and hit the helicopter. If so, run over to him (don't jump!!) and
just punch him one or twice. Don't get into a combo or he will retaliate.

When you have his attention, lure him away from the helicopter. Venom will do
the normal attacks. You won't get any headaches this battle, so dish out the
combos all you want to deal as much damage in one go-around. Venom will
retreat if he hurts you, so try to dodge his attacks as much as possible.
Throughout the battle, the fire will build up, lessening your area to fight.
If you ever fall off of the skyscraper, you can just web zip back up.

Repeat the process of getting his attention and attacking him a bit before he
goes back to his task. I was pretty disappoined at the simplicity of the final
battle. Once Venom's health is depleted, the mission as well as the Story Mode
ends. All in all, it's a pretty lame final boss. I would have preferred
Carnage to be the final battle, since that one was actually... good.

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Congratulations, you just beat Ultimate Spider-Man! There's still a lot more
stuff you can do. Now go have fun tearing the city apart as Venom! ^_^

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[6] BOSSES   [0600]

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 BOSS: Venom
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Venom is just your average "first boss of the game" boss. He doesn't have
many attacks, and none deal a lot of damage. His first attack is a simple
punch, which deals little damage. The tentacle attack also is very weak, and
his last one isn't bad either. Venom will suck you in and start draining your
health. Just repeatedly press L and R to escape.

As for an offensive maneuver, you can really only punch and kick to deal
damage. No web shooters or anything special, just normal punches and kicks.
You can jump extremely high, so dodging Venom's attacks is cake. Once Venom
starts to use an attack, just jump and press B or Y to do a jump attack.

When you land, give him a flurry of punches and kicks. You can always tell
when Venom will use an attack when your Spidey Sense appears (lightning bolts
will appear over your head). It makes it a lot easier for dodging attacks.
Once you depletea quarter of Venom's health, watch the cutscene and you will
resume the battle in another area.

Venom will begin to feed on Parker. Hit L and R repeatedly for the marker to
move into the green section, then you will be freed. Venom will get angry and
attack faster, as well as feed on innocent bystanders to gain health back.

This area is a lot easier to deal big damage, mostly because of the
environment. You should spot a fallen power line in the middle of the area.
Run around it and Venom should follow you... right through the power line,
damaging him significantly. Repeat this until his health is depleted to a
quarter left. That's when the battle will finally end.

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 BOSS: Wolverine

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What the hell? Another superhero cameo? Well, Wolverine is the unfortunate
owner of that motorcycle you just destroyed, and he isn't too happy about it.
Wolverine is an extremely quick opponent, so you must use your minimal Venom
skills to defeat him.

He will lunge across the area at you and begin to slash you. His first attack
is in overhead toss. It's not powerful, but it slows you down and gets him
ready for another attack. A simple punch deals moderate damage and is
dangerous. This is Wolverine's most common attack. His third attack is a swift
combo involving numerous slashes.

You must match Wolverine in speed to beat him. Your tentacles are your best
form of attack, since they can be long range. Wolverine can block your
attacks, which actually hurts you a tad, so lay up on the assault if you see
that he's blocking your attacks.

Don't bother feeding on him either, because he will just counterattack. Your
best bet is to frequently jump across the bar and smack him with your long
tentacles. Don't get caught up in a combo either, because Wolverine will just
stop and attack in the middle of it.

Once you deal around two-thirds of Wolverine's health, both of you will clash
and grapple. Press L and R alternatively to throw Wolverine through a wall
into a new, larger area. The new area should make the battle much easier, for
there is so much more room to dodge Wolverine's attacks. Continue your
assault using tentacle attacks and the occasional grab to deal massive damage
to Wolverine. The battle ends once you deplete Wolverine's health. Phew!

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 BOSS: Rhino
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Rhino is a big guy, so you can expect his attacks to pack a pack a punch. His
first attack is a simple charge. He'll ram you, dealing minimal damage. His
punch attacks are also very weak. Rhino will also pound the ground, creating
a shockwave. This deals a good amount of damage to you. The parking lot is a
dangerous place to fight, for Rhino will throw cars at you constantly, which
deal a lot of damage. They deal even more damage if they explode in your face.

Your best way of avoiding these attacks is to either double jump or web zip
out of the way. Rhino is fast despite his size, so it's best to stay on your
toes. The gaping hole in Rhino's back is your main priority for this battle.

Jump and stick onto his back and punch away. Just like earlier, he will
attempt to crush you under himself. First though, he will fall to his knees.
When he gets up on his feet, jump off of his back to avoid any damage. Only
attempt to get on his back when a small panel showing a closeup of his back
pops up onto the screen.

Rhino will get more angry as the battle rages on. Rhino will develop two new
attacks. The first is where he will create electricity of the ground as it
rushes towards you. Double jump to avoid it or stick to a wall. His next
attack is the strongest yet, so be very careful for this one. Rhino will stop
and begin to charge at you with full speed.

Do not let him get near you with this attack, because it will demolish you.
When you see him stop for a second, either web zip to the side or jump high up

to a wall and stick to it to avoid damage. Of course, if you use that method,
then you're a sitting duck for Rhino to chuck a car at you. Repeat the process
of slamming on his back until his health is depleted.

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 BOSS: Venom
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You will be fighting Venom on top of a large building and this battle will be
a lot tougher than the last. Spider-Man can't stay near Venom for a long
time, or else he'll get a headache and will be open to attack. So these
headaches won't allow you to pound Venom with combos. The rooftop you are on
isn't HUGE, but is enough for you to easily dodge his attacks.

Venom has the same attacks as the last time you fought him. His basic punch
deals little damage to you, and his tentacle attack is not strong either. The
only attack that will deal moderate damage to you is his feeding attack.
Remember, just alternate hitting L and R to escape.

The best way to attack Venom is to use a hit-and-run tactic. You basically
use any type of combo on him, because you'll be stunned and left open for
attack. What you should do is jump in the air, then press X or B twice. This
allows Spider-Man to jump and kick Venom, then bounce off, and kick him
again. This move is very useful (it will be used in later boss fights) and is
the best way to defeat him without getting a headache.

His attacks are easy to dodge, so when your spidey sense flashes, jump and
start the attack. Once Venom's healh bar is depleted, the battle will end.
It's not so hard once you get the idea.

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 BOSS: Electro
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Just like the previous mission, you will be playing as Venom. Of course,
there has to be a catch in the battle. Electro has attacked Spider-Man and
left him unconscious. As Spidey lies on the ground helpless, Electro will
attack Spider-Man at any given chance.

You should protect Spider-Man from these attacks and if Spidey dies, then you
lose. Electro will only attack if you're not pounding him, so he tends to
attack you and while you are dazed and confused, he beats down on Spidey. Do
your best to keep Electro's attention on you.

First off, his attacks. His first and most common attack is where Electro
shoots a lightning bolt at you. That's it; it deals barely any damage and is
used often. Electro will also use the Energy Dome attack, dealing quite a bit
of damage if you're hit. Just like in the chase, it's best to feed when he is
using that attack.

There are several ways to hurt Electro. The best way to defeat him is to jump
in the air and press Y to do an alteration of your tentacle attack. You can
even get as close to Electro to give him a couple punch combos. It isn't best
offensively, but hey, it's still a way to defeat him. Remember to always stay
on him so he doesn't stray over and hurt Spider-Man.

Once you deplete three-quarters of Electro's health, he will rise up to a
neon billboard and consume all of its electricity which makes him a lot

stronger. It also gives him a slick blue hue. Electro regains full health
back, so get ready to battle again. Now Electro will hover high in the air,
resistant to punches or tentacle attacks. Now you'll have to throw a car at
him. It deals a lot of damage to him.

That's really the only way to hurt him other than a very tricky method. I
don't suggest this method, but it deals more damage than throwing cars at him.
Lure Electro over one of the fire hydrants and when he's above it, destroy the
hydrant to spray Electro with water. He will take damage and turn back to his
normal self. Now you can beat him down with combos and tentacle attacks.

You can only hurt him in his electrified state with cars or fire hydrants.
The only way to attack him normally is to chuck a car at him several times,
and he should lose his electrified state. Once Electro loses a reasonable
amount of health, he'll start to panic and fly over to the nearest neon
billboard.

He will drain the electricity from the sign and refill his energy to the max!
The only way to prevent this is to destroy all the neon signs around the area,
so he has nowhere the fuel up. It isn't a tough battle, but somewhat long and
full of different ways to complete it. Once you finish off Electro's second
bar of health, the battle will finally end. Whew!

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 BOSS: Beetle
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Beetle isn't as tough as Electro, but he is a force to be reckoned with. His
large arsenal attacks prove to be a very dangerous force, so he is definitely
a very powerful offensive opponent. He doesn't have many attacks, but they
all suck and will deliver the pain on you. Beetle's most common attack is the
red laser blast. You should know how to dodge it, since you have seen it
throughout the chase with this guy.

The lame explosive grenade he lobs at you can deal massive damage to you as
well, but luckily you have your spidey sense. Beetle's most powerful attack is
a large energy field, similar to Electro's electric dome attack, is his most
powerful attack and will cut your health down like a hot knife through butter.

The battle takes place on an unfinished skyscraper. You can fight on two
floors, but I reccomend to just stay on one. Beetle will hover on the ground
most of the time, so low that he is in range of punches and kicks. Your best
form of attack is the jump and kick method (described in the second battle
with Venom). It won't deal as much damage as swift combos, but it is
definitely the safest way to go.

The arena isn't that big to maneuver around, so you may fall off of the
skyscraper. If you fall to the floor, then the battle ends because for some
strange reason, the chase meter is still implemented in the mission/battle. If
you stick onto the wall in time, then just climb up to the top and resume the
battle. Your offense should only consist of the jump kick and the occasional
punch combo. Beetle shouldn't be that much of a problem.

I'm not sure if this is just in my game or if it's a glitch, I found a very
easy way to defeat Beetle pretty much without getting a scratch on you.
Sometimes Beetle will hover very close to the ground. When you see him,
quickly run over and chain together as many combos.

When I did this, he froze and got stuck in the wall, leaving him open for

several combos before regaining composure. Like I said, I'm not sure if this was just my game or if it's a glitch, but if you can do it, then this battle will be ten times easier. Either way, the battle shouldn't be that bad.

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 BOSS: Silver Sable
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Silver Sable is pretty much no match for the power of Venom. With that said, don't expect a tough fight. She's speedy, I'll give her that. Most of the time you will spend your time chasing her around after she jumps wildly around the city. She doesn't have any powerful attacks, but she can catch you off guard during the fight. Her martial arts skills are pretty good, but they are very weak and won't take much out of you.

Her gun is her biggest threat (if you even call it a threat), and she uses it for two attacks. The first is a simple shot of the laser gun. It doesn't deal much and is used from far away. Silver Sable will sometimes charge up the laser and shoot a more powerful blast. It's stronger, but not anything to be worried about.

Like I said, Silver Sable is very agile. Hitting her with punches and kicks may be a tad difficult, because she likes to somersault and backflip out of the way a lot. Use a tentacle attack to do some good harm to her from afar. If you can, try to grab her and smash her into the ground, which deals a great amount of damage to her.

Throwing cars at her is another way to deplete a good chunk of her health, but she is more likely to dodge them. If you want to continuously throw cars at Silver Sable, you're bound to hit her a few times, which will damage her a lot. All in all, it's a very easy battle. Throw cars at her, use tentacle attacks, or just grab and pound her; it's an easy battle to get out of. You probably won't need to feed on people either. Unlike the other missions, it continues after the boss is defeated. Ooh!

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 BOSS: Green Goblin
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Spider-Man is in for a tough battle with Green Goblin. He is the toughest enemy you've fought so far. He has a large number of attacks ready for his disposal, and all pack quite a punch. He has some vicious attacks, though may seem basic. The normal claw slash or uppercut which are used commonly can deal a lot of damage to you. Green Goblin will lob fireballs constantly and lunge over to you in order to smash you into the ground.

You still must stay on the defensive side in this battle. Green Goblin will still have his flame shield up, so you can't hurt him just yet. He will lob three fireballs at you. Double jump or web zip to the side; they deal a lot of damage to stay out of the way. Immediately after, he will jump at you in an attempt to smash at you with his fists.

Eventually, Green Goblin will fizzle out and his flame shield will disappear for a short time. This is your opportunity to attack. Lunge at him and unleash all sorts of combos. Use the buildings to try to use a bounce attack to knock him over. His body will be engulfed in flames again and the procedure will start over.

When Green Goblin is down to half health, a cutscene will begin and the
battle will change. Now you will be inside of a building with an even angrier
goblin to take care of. You do not have as much room as you did than outside,
but the Green Goblin will end up destroying all of the furniture that's
cluttered around the room to make things easier for you. Now Green Goblin will
change his attack pattern a tad. He will now only use one or two fireballs,
but uses a new attack.

He jumps in the air and slams into the ground, creating a wall of fire that
extends outwards. Not only does his slam attack hurt you insanely if you get
caught in the attack, but the wall of fire damages you a lot as well. Double
jump to avoid, but beware of the lasers on the ceiling.

Once Green Goblin uses this attack two or three times, he will fizzle out and
get tired. Rush to his location and use a flurry of combos on him. He will
start to attack you in the same way. Repeat the process to defeat him.

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 BOSS: Beetle
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Unfortunately for you, Beetle is much harder this time around. Beetle will
spend most of the battle flying around above you. He has a lot more attacks,
which include basic attacks, such as an uppercut to you. He still fires
lasers and throws grenades at you, but they don't deal that much damage. A
new attack that Beetle has gained is where he will spawn two large blades and
slices you as he flies around the room. They are pretty powerful, so stay
away when you see the swords.

The first stage of the battle consists of Beetle flying above while you try
to attack from below. The best way to attack him is to jump and press Y for a
tentacle attack. It's not that strong of an attack, but there's really only
one other way of damaging Beetle. The other way is to throw objects at him.

The four forklifts around the room can deal a lot of damage if it comes in
contact with Beetle, but he is very fast and you may just end up mission. You
can use the boxes around the room as well, but they don't deal much damage.

Once you drain about one third of Beetle's health, the battle drastically
changes. Yeah, it changes for the worse, if you were wondering. Beetle will
set up four force fields, decreasing the size of the arena significantly.
Second, he blows four holes in the floor; one in each corner.

There are laser traps in the holes, so you'll get hurt if you fall in. Beetle
will now hover in the air, and stop over one of the holes. He will pause,
then shoot a laser beam across the room. Jump over it and use your tentacle
attack (he's low enough to the ground) and get in a few hits before he
retreats across the room.

As his health wears down, Beetle will blow more holes in the floor inbetween
the others, so there are three across. It makes the arena a lot smaller, so
even turning around can be a chore. It's a very tough fight, so prepare for
the worst.

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 BOSS: Silver Sable
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Silver Sable was a pushover last time you fought her, but do not expect an
easy fight this time. The only real reason who this battle is so tough is
because you don't have your web shooters. It's just Peter Parker vs Silver
Sable. She has a bunch of physical attacks which don't deal a lot of damage
by themselves, but hurt if she uses a long combo on you. Her gun can deal a
moderate amount of damage as well. Silver Sable always blocks, so hitting her
can be pretty hard.

As Peter, you don't have a large range of strong attacks. You will have to
resort to jump attacks throughout the whole battle. She might block most of
them, but it is the best way to hurt her without staying close to her a lot.
Use a hit and run strategy in this fight, and you should be fine. At first,
Silver Sable will be accompanied by two henchmen. Take them out when the
battle first starts.

Four more will come later in the battle, but it's just you and Sable for the
time being. Remember, all you need to do to attack is jump, then press Y or B.
It's the only good offensive maneuver that will keep you alive. The only
downside is that you'll be jumping so much, you could accidentally jump off of
the bridge. It is a pretty difficult battle.

=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-
 BOSS: Venom
=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-

Spider-Man has fought Venom two times before, and this time is not much
different than the other encounters. You will have to deal with thrown cars,
the effects of the drugs, and of course more headaches. Like the Electro
battle, Silver Sable is a victim here. Try not to stray from the battle, or
Venom will try to take out Sable. If she's gone, then it's game over.

The attacks that Venom uses on you are all the same. He doesn't try to feed on
you anymore, but he still has his punch and tentacle attacks. Venom also will
throw cars at you, which are incredibly dangerous.

The drugs actually have a sort of advantage in this fight. The drugs will
prevent Spidey from getting headaches, so go in and wail on Venom all you
want. It isn't until later in the battle when Spider-Man mentions the drugs
wearing off. When you hear that, don't stay near him for a while or else you
will get a headache.

For when you are still drugged, use long combos and bounce attacks to damage
Venom. When you get healthy again, switch to jump attacks. Always pay good
attention to your Spidey Sense, because a car may be coming your way when you
get that tingly feeling. Cars explode a couple seconds later after thrown, so
keep your distance from them. All in all, a rather easy fight.

=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-
 BOSS: Carnage
=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-

I actually didn't expect Carnage to be in the game, but boy am I glad. I knew
this would be an interesting and fun battle. Carnage isn't so strong, but is
quite agile and speedy. Plus he is small, so he can weave behind you and smack
you around a bit. Carnage has a large arsenal of attacks at his disposal.

His punch, kick, and headbutt attacks are all very weak, but can be stringed
together into combos which can prove to be deadly. Carnage can grab and throw

you as well. Dodge when he lunges at you. His strongest attack is very
predictable. When you see Carnage wave his tentacles up in the air, stay far
away. He will begin to spin his tentacles in a circle, hitting everything
around him, so stay back unless you want to take major damage.

The first stage of the battle takes place in an extremely claustrophobic
laboratory. There is little room to move around and nothing to throw. Carnage
will most likely start off by leaping at you. Use a tentacle attack to knock
him over, then run over to issue some serious combos on his symbiotic butt.

Remember to watch for the cue of his tentacle attack. Carnage will jump all
around the room as he's so quick, it's annoying. Try to stop his mindless
hopping with a tentacle attack. I really hope you know by now that you can't
feed on bosses. Do not even bother trying. Once you deplete a third of
Carnage's health, he slips through a security door.

Run over to the door and press X to grab it. Press L and R alternatively to
open the door, only to find Carnage healing himself in the middle of the
room. Run over and hit him with a tentacle attack to interrupt the process.
Carnage will flee in the next room. Like before, pry open the door and head
into the room ahead.

Carnage will be healing again, so attack him to interrupt him. Soldiers will
run into the room and shoot at both of you with guns. Simply run over to them
and feed on their worthless souls to get some juicy health back. By now, the
two of you will have gained most of your health back.

You can start to attack Carnage after the people are gone. Wail on the sorry
punk with tentacle attacks and try to grab and slam him. Once you take out
half of Carnage's health, the pansy runs away into the last room.

The last room is a very large area. You should have no trouble dodging his
attacks, but it's very possible to lose track of the little bugger, with him
sprinting and jumping all over the place.

You can use the soldiers attacking you for health, but since they deal so
little damage, wait until you really need the health to eat them. Fortunately
for you, there are a lot of throwable objects here. I suggest knocking Carnage
over, then throwing something at him to assure a direct hit.

Carnage will sometimes try to retreat into a corner or a high ledge in order
to heal. So if you can't find him, try to look in a more hidden area, such as
a corner or on top of one of the three big tanks. He may be healing up there,
so knock him down to stop him and continue the fight. Carnage will be defeated
once you deplete all of his health.

=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-
  BOSS: Venom
=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-=-=+=-

Venom has now gained the power of Carnage, so he's all super and stuff. Of
course, Venom is totally pissed at Trask and so wants to kill him right now.
Well, Spider-Man thinks differently. Throughout the course of the battle,
Venom will concentrate on trying to knock Trask's helicopter (with him in it)
off of the skyscraper. You as Spider-Man must stop Venom from doing this, or
it's game over.

Venom still has the same predictable attacks. Yawn. The only two differences
is the raging fire behind you and the helicopter blades. Don't jump near the

helicopter, or you might hit the spinning blades and get a LOT of damage dealt
to you.

Spidey will have to grab Venom's attention in this battle. The battle first
starts off with Venom throwing a barrel at you. If you dodge it, then he will
stay concentrated on you. If you get hit, you'll be knocked over and he will
run over and hit the helicopter. If so, run over to him (don't jump!!) and
just punch him one or twice. Don't get into a combo or he will retaliate.

When you have his attention, lure him away from the helicopter. Venom will do
the normal attacks. You won't get any headaches this battle, so dish out the
combos all you want to deal as much damage in one go-around. Venom will
retreat if he hurts you, so try to dodge his attacks as much as possible.
Throughout the battle, the fire will build up, lessening your area to fight.
If you ever fall off of the skyscraper, you can just web zip back up.

Repeat the process of getting his attention and attacking him a bit before he
goes back to his task. I was pretty disappoined at the simplicity of the final
battle. Once Venom's health is depleted, the mission as well as the Story Mode
ends. All in all, it's a pretty lame final boss. I would have preferred
Carnage to be the final battle, since that one was actually... good.

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[7] CITY EVENTS   [0700]

===

 Easy Difficulty: Default

 Medium Difficulty: Complete 10 City Events and finish "Inexpugnable" mission.

 Hard Difficulty: Complete 20 City Events and finish "Class Trip" mission.

  o---------------o
  | INJURED PEOPLE |
  o---------------o

Whether there is a bad guy destroying the city, a car accident, or someone
slipping and falling, there's always a civilian in need. When you see a
person glowing blue, rush over to them and press X to grab them. Look for the
nearest ambulance and drop them off next to it to complete the mission.

Sometimes you will have to place them in the wheelchair in front of the
hospital. Remember, you can only let go of people when they start to glow
green. That means it's safe to set them down. If they are red, then you must
still hold them until you get to safety.

  o---------------o
  | FALLING PEOPLE |
  o---------------o

Although it isn't nearly as rare as injured people, civilians will sometimes
find themselves to be hanging off the edge of a tall building. Jump to the
top of the building and grab them by pressing X. Drop down to the ground and
place them down.

```
o----------o
| MUGGINGS |
o----------o
```

Sometimes you'll encounter something so simple as a group of thugs mugging a
helpless woman in an alley. Once you reach their position, defeat the looters
and tie them up with your webs. Pick up the stolen item and return it to the
victim to complete the event.


```
o------------------o
| POLICE STANDOFFS |
o------------------o
```

Thugs will not only steal from defenseless victims, but also pick fights with
cops (not the smartest thing to do). Hurry to the location and beat down all
of the criminals. Make sure to do it quickly, because the cops can also take
down the criminals. If they do, then you fail the mission.


```
o-----------o
| ROBBERIES |
o-----------o
```

Once you hear the alarms ringing, you know there's a robbery occurring. Head
to the bank and take down the crooks quickly before they get away. There are
also armored truck robberies. Find the truck (it will be located on your map)
and defeat the robbers before they get away or before the cops take over.


```
o----------o
| SPEEDING |
o----------o
```

You will also encounter car-related crimes. Some criminals will be found
speeding throughout the city. Jump on top of the speeding car and press B to
start punching the roof of the car. Spider-Man will have to move the control
stick left or right to avoid gunshot from the driver as well.

Once the car stops, defeat and immobilize the criminal. Ordinary citizens will
also have a case of road rage and start speeding. Use the same methods in
which you would for a criminal, but there is no need to beat the citizen to
submission. (it would be fun though...)

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[8] TRICK RACES   [0800]

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First off, let's describe the different types of checkpoints.

 Blue Glow   - Pass through in any fashion to get credit.
 Green Glow - Must land in upright to get credit.
 Red Glow   - Must wall crawl through to get credit.
 Yellow Glow - Must wall jump through to get credit.
```

And one more thing: you must unlock each difficulty by beating Johnny Storm
in a race. For example, if you beat Johnny Storm for the first time, you will
unlock Easy races. Next time you beat him, you will unlock the Medium
difficulty. If you beat him again, then you'll unlock the Hard difficulty,
and so on.

Alright, from now on I will show the times needed to complete the races.


================================================================================
 EASY RACES                                                           [0801]
================================================================================


You must beat Chapter 2 in order to get a chance to face Johnny Storm. You
will automatically race with him. Beat him to unlock Easy races.

```
        o-------------------o-o-----------------------------------------o
        | Trick Race E-1    | |                                    _    |
        |                   | | Bronze   -  1:05                  |_|   |
        |                   | | Silver   -  0:54                  |_|   |
        |                   | | Gold     -  0:50                  |_|   |
        |                   | | Ultimate -  0:40                  |_|   |
        |                   | |                                         |
        o-------------------o-o-----------------------------------------o
        | Trick Race E-2    | |                                    _    |
        |                   | | Bronze   -  0:59                  |_|   |
        |                   | | Silver   -  0:52                  |_|   |
        |                   | | Gold     -  0:43                  |_|   |
        |                   | | Ultimate -  0:18.5                |_|   |
        |                   | |                                         |
        o-------------------o-o-----------------------------------------o
        | Trick Race E-3    | |                                    _    |
        |                   | | Bronze   -  0:59                  |_|   |
        |                   | | Silver   -  0:52                  |_|   |
        |                   | | Gold     -  0:43                  |_|   |
        |                   | | Ultimate -  0:18.5                |_|   |
        |                   | |                                         |
        o-------------------o-o-----------------------------------------o
        | Trick Race E-4    | |                                    _    |
        |                   | | Bronze   -  1:01                  |_|   |
        |                   | | Silver   -  0:53                  |_|   |
        |                   | | Gold     -  0:45                  |_|   |
        |                   | | Ultimate -  0:31                  |_|   |
        |                   | |                                         |
        o-------------------o-o-----------------------------------------o
        | Trick Race E-5    | |                                    _    |
        |                   | | Bronze   -  0:50                  |_|   |
        |                   | | Silver   -  0:43                  |_|   |
        |                   | | Gold     -  0:35                  |_|   |
        |                   | | Ultimate -  0:14.6                |_|   |
        |                   | |                                         |
        o-------------------o-o-----------------------------------------o
        | Trick Race E-6    | |                                    _    |
        |                   | | Bronze   -  0:45                  |_|   |
        |                   | | Silver   -  0:38                  |_|   |
        |                   | | Gold     -  0:32                  |_|   |
        |                   | | Ultimate -  0:25                  |_|   |
        |                   | |                                         |
        o-------------------o-o-----------------------------------------o
```

```
        | Trick Race E-7       | |                                   _   |
        |                      | | Bronze  - 0:30                   |_| |
        |                      | | Silver  - 0:25                   |_| |
        |                      | | Gold    - 0:19                   |_| |
        |                      | | Ultimate - 0:12                  |_| |
        |                      | |                                       |
        o---------------------o-o-------------------------------------o
        | Trick Race E-8       | |                                   _   |
        |                      | | Bronze  - 0:37                   |_| |
        |                      | | Silver  - 0:33                   |_| |
        |                      | | Gold    - 0:27                   |_| |
        |                      | | Ultimate - 0:18.2                |_| |
        |                      | |                                       |
        o---------------------o-o-------------------------------------o
        | Trick Race E-9       | |                                   _   |
        |                      | | Bronze  - 0:25                   |_| |
        |                      | | Silver  - 0:21                   |_| |
        |                      | | Gold    - 0:17                   |_| |
        |                      | | Ultimate - 0:10                  |_| |
        |                      | |                                       |
        o---------------------o-o-------------------------------------o
        | Trick Race E-10      | |                                   _   |
        |                      | | Bronze  - 1:00                   |_| |
        |                      | | Silver  - 0:52                   |_| |
        |                      | | Gold    - 0:45                   |_| |
        |                      | | Ultimate - 0:30                  |_| |
        |                      | |                                       |
        o---------------------o-o-------------------------------------o
        | Trick Race E-11      | |                                   _   |
        |                      | | Bronze  - 0:31                   |_| |
        |                      | | Silver  - 0:27                   |_| |
        |                      | | Gold    - 0:20                   |_| |
        |                      | | Ultimate - 0:13                  |_| |
        |                      | |                                       |
        o---------------------o-o-------------------------------------o
        | Trick Race E-12      | |                                   _   |
        |                      | | Bronze  - 0:45                   |_| |
        |                      | | Silver  - 0:38                   |_| |
        |                      | | Gold    - 0:28                   |_| |
        |                      | | Ultimate - 0:17.5                |_| |
        |                      | |                                       |
        o---------------------o-o-------------------------------------o
        | Trick Race E-13      | |                                   _   |
        |                      | | Bronze  - 0:47                   |_| |
        |                      | | Silver  - 0:42                   |_| |
        |                      | | Gold    - 0:34                   |_| |
        |                      | | Ultimate - 0:27                  |_| |
        |                      | |                                       |
        o---------------------o-o-------------------------------------o


==============================================================================
 MEDIUM RACES                                                          [0802]
==============================================================================


Once you complete 5 or more Easy races, you will find Johnny Storm on top of
the Baxter Building. Beat him to unlock Medium races.


        o---------------------o-o-------------------------------------o
        | Trick Race M-1       | |                                   _   |
```

```
|                             | |  Bronze   -  0:36                      |_| |
|                             | |  Silver   -  0:30                      |_| |
|                             | |  Gold     -  0:26                      |_| |
|                             | |  Ultimate -  0:22                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-2          | |                                      _     |
|                             | |  Bronze   -  0:58                      |_| |
|                             | |  Silver   -  0:50                      |_| |
|                             | |  Gold     -  0:42                      |_| |
|                             | |  Ultimate -  0:35                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-3          | |                                      _     |
|                             | |  Bronze   -  0:58                      |_| |
|                             | |  Silver   -  0:50                      |_| |
|                             | |  Gold     -  0:40                      |_| |
|                             | |  Ultimate -  0:33                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-4          | |                                      _     |
|                             | |  Bronze   -  1:10                      |_| |
|                             | |  Silver   -  1:05                      |_| |
|                             | |  Gold     -  1:00                      |_| |
|                             | |  Ultimate -  0:52                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-5          | |                                      _     |
|                             | |  Bronze   -  0:34                      |_| |
|                             | |  Silver   -  0:30                      |_| |
|                             | |  Gold     -  0:27                      |_| |
|                             | |  Ultimate -  0:23                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-6          | |                                      _     |
|                             | |  Bronze   -  1:05                      |_| |
|                             | |  Silver   -  0:52                      |_| |
|                             | |  Gold     -  0:40                      |_| |
|                             | |  Ultimate -  0:32                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-7          | |                                      _     |
|                             | |  Bronze   -  0:44                      |_| |
|                             | |  Silver   -  0:40                      |_| |
|                             | |  Gold     -  0:36                      |_| |
|                             | |  Ultimate -  0:32                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-8          | |                                      _     |
|                             | |  Bronze   -  0:50                      |_| |
|                             | |  Silver   -  0:48                      |_| |
|                             | |  Gold     -  0:43                      |_| |
|                             | |  Ultimate -  0:32                      |_| |
|                             | |                                            |
o-------------------------o-o--------------------------------------------o
| Trick Race M-9          | |                                      _     |
|                             | |  Bronze   -  1:10                      |_| |
|                             | |  Silver   -  1:02                      |_| |
|                             | |  Gold     -  0:55                      |_| |
|                             | |  Ultimate -  0:46                      |_| |
```

```
        |                        | |                                        |
        o------------------------o-o----------------------------------------o
        | Trick Race M-10        | |                                  _     |
        |                        | | Bronze   -  0:55                |_|    |
        |                        | | Silver   -  0:50                |_|    |
        |                        | | Gold     -  0:45                |_|    |
        |                        | | Ultimate -  0:40                |_|    |
        |                        | |                                        |
        o------------------------o-o----------------------------------------o
        | Trick Race M-11        | |                                  _     |
        |                        | | Bronze   -  0:50                |_|    |
        |                        | | Silver   -  0:44                |_|    |
        |                        | | Gold     -  0:38                |_|    |
        |                        | | Ultimate -  0:34                |_|    |
        |                        | |                                        |
        o------------------------o-o----------------------------------------o
        | Trick Race M-12        | |                                  _     |
        |                        | | Bronze   -  0:55                |_|    |
        |                        | | Silver   -  0:47                |_|    |
        |                        | | Gold     -  0:42                |_|    |
        |                        | | Ultimate -  0:36                |_|    |
        |                        | |                                        |
        o------------------------o-o----------------------------------------o
        | Trick Race M-13        | |                                  _     |
        |                        | | Bronze   -  0:56                |_|    |
        |                        | | Silver   -  0:52                |_|    |
        |                        | | Gold     -  0:46                |_|    |
        |                        | | Ultimate -  0:40                |_|    |
        |                        | |                                        |
        o------------------------o-o----------------------------------------o
```

===
 HARD RACES   [0803]
===

Once you complete 5 or more Medium races, you will find Johnny Storm on top
of the Baxter Building. Beat him to unlock Hard races.

```
        o------------------------o-o----------------------------------------o
        | Trick Race H-1         | |                                  _     |
        |                        | | Bronze   -  1:12                |_|    |
        |                        | | Silver   -  1:08                |_|    |
        |                        | | Gold     -  1:02                |_|    |
        |                        | | Ultimate -  0:54                |_|    |
        |                        | |                                        |
        o------------------------o-o----------------------------------------o
        | Trick Race H-2         | |                                  _     |
        |                        | | Bronze   -  1:12                |_|    |
        |                        | | Silver   -  1:08                |_|    |
        |                        | | Gold     -  1:02                |_|    |
        |                        | | Ultimate -  0:54                |_|    |
        |                        | |                                        |
        o------------------------o-o----------------------------------------o
        | Trick Race H-3         | |                                  _     |
        |                        | | Bronze   -  0:52                |_|    |
        |                        | | Silver   -  0:49                |_|    |
        |                        | | Gold     -  0:46                |_|    |
        |                        | | Ultimate -  0:42                |_|    |
        |                        | |                                        |
```

```
o-------------------o-o-----------------------------------o
| Trick Race H-4      | |                              _    |
|                     | | Bronze   -  1:10            |_|  |
|                     | | Silver   -  1:04            |_|  |
|                     | | Gold     -  1:00            |_|  |
|                     | | Ultimate -  0:56            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-5      | |                              _    |
|                     | | Bronze   -  1:00            |_|  |
|                     | | Silver   -  0:56            |_|  |
|                     | | Gold     -  0:52            |_|  |
|                     | | Ultimate -  0:44            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-6      | |                              _    |
|                     | | Bronze   -  0:46            |_|  |
|                     | | Silver   -  0:40            |_|  |
|                     | | Gold     -  0:36            |_|  |
|                     | | Ultimate -  0:30            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-7      | |                              _    |
|                     | | Bronze   -  1:12            |_|  |
|                     | | Silver   -  1:07            |_|  |
|                     | | Gold     -  1:00            |_|  |
|                     | | Ultimate -  0:54            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-8      | |                              _    |
|                     | | Bronze   -  0:52            |_|  |
|                     | | Silver   -  0:46            |_|  |
|                     | | Gold     -  0:38            |_|  |
|                     | | Ultimate -  0:30            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-9      | |                              _    |
|                     | | Bronze   -  0:40            |_|  |
|                     | | Silver   -  0:35            |_|  |
|                     | | Gold     -  0:30            |_|  |
|                     | | Ultimate -  0:22            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-10     | |                              _    |
|                     | | Bronze   -  1:30            |_|  |
|                     | | Silver   -  1:22            |_|  |
|                     | | Gold     -  1:16            |_|  |
|                     | | Ultimate -  1:08            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-11     | |                              _    |
|                     | | Bronze   -  0:46            |_|  |
|                     | | Silver   -  0:40            |_|  |
|                     | | Gold     -  0:36            |_|  |
|                     | | Ultimate -  0:30            |_|  |
|                     | |                                  |
o-------------------o-o-----------------------------------o
| Trick Race H-12     | |                              _    |
|                     | | Bronze   -  1:00            |_|  |
|                     | | Silver   -  0:54            |_|  |
```

```
|                             | | Gold      -  0:50              |_| |
|                             | | Ultimate  -  0:46              |_| |
|                             | |                                    |
o-------------------o-o---------------------------------------o
| Trick Race H-13   | |                                 _  |
|                             | | Bronze    -  1:12              |_| |
|                             | | Silver    -  1:05              |_| |
|                             | | Gold      -  0:58              |_| |
|                             | | Ultimate  -  0:48              |_| |
|                             | |                                    |
o-------------------o-o---------------------------------------o
| Trick Race H-14   | |                                 _  |
|                             | | Bronze    -  1:00              |_| |
|                             | | Silver    -  0:54              |_| |
|                             | | Gold      -  0:48              |_| |
|                             | | Ultimate  -  0:38              |_| |
|                             | |                                    |
o-------------------o-o---------------------------------------o


===============================================================================
 INTENSE RACES                                                          [0804]
===============================================================================


Once you complete 5 or more Hard races, you will find Johnny Storm on top of
the Baxter Building. Beat him to unlock Insane races.


o-------------------o-o---------------------------------------o
| Trick Race I-1    | |                                 _  |
|                             | | Bronze    -  0:42              |_| |
|                             | | Silver    -  0:39              |_| |
|                             | | Gold      -  0:35              |_| |
|                             | | Ultimate  -  0:30              |_| |
|                             | |                                    |
o-------------------o-o---------------------------------------o
| Trick Race I-2    | |                                 _  |
|                             | | Bronze    -  1:15              |_| |
|                             | | Silver    -  1:08              |_| |
|                             | | Gold      -  1:02              |_| |
|                             | | Ultimate  -  0:55              |_| |
|                             | |                                    |
o-------------------o-o---------------------------------------o
| Trick Race I-3    | |                                 _  |
|                             | | Bronze    -  1:44              |_| |
|                             | | Silver    -  1:36              |_| |
|                             | | Gold      -  1:28              |_| |
|                             | | Ultimate  -  1:19              |_| |
|                             | |                                    |
o-------------------o-o---------------------------------------o
| Trick Race I-4    | |                                 _  |
|                             | | Bronze    -  1:24              |_| |
|                             | | Silver    -  1:18              |_| |
|                             | | Gold      -  1:12              |_| |
|                             | | Ultimate  -  1:03              |_| |
|                             | |                                    |
o-------------------o-o---------------------------------------o
| Trick Race I-5    | |                                 _  |
|                             | | Bronze    -  1:15              |_| |
|                             | | Silver    -  1:12              |_| |
|                             | | Gold      -  1:08              |_| |
```

```
|                                | | Ultimate - 1:04                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-6                 | |                                        _    |
|                                | | Bronze   - 2:10                         |_| |
|                                | | Silver   - 2:04                         |_| |
|                                | | Gold     - 1:56                         |_| |
|                                | | Ultimate - 1:46                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-7                 | |                                        _    |
|                                | | Bronze   - 1:54                         |_| |
|                                | | Silver   - 1:48                         |_| |
|                                | | Gold     - 1:42                         |_| |
|                                | | Ultimate - 1:34                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-8                 | |                                        _    |
|                                | | Bronze   - 1:16                         |_| |
|                                | | Silver   - 1:12                         |_| |
|                                | | Gold     - 1:06                         |_| |
|                                | | Ultimate - 0:56                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-9                 | |                                        _    |
|                                | | Bronze   - 0:46                         |_| |
|                                | | Silver   - 0:40                         |_| |
|                                | | Gold     - 0:36                         |_| |
|                                | | Ultimate - 0:30                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-10                | |                                        _    |
|                                | | Bronze   - 1:18                         |_| |
|                                | | Silver   - 1:12                         |_| |
|                                | | Gold     - 1:06                         |_| |
|                                | | Ultimate - 0:54                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-11                | |                                        _    |
|                                | | Bronze   - 1:20                         |_| |
|                                | | Silver   - 1:14                         |_| |
|                                | | Gold     - 1:08                         |_| |
|                                | | Ultimate - 0:58                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-12                | |                                        _    |
|                                | | Bronze   - 0:55                         |_| |
|                                | | Silver   - 0:50                         |_| |
|                                | | Gold     - 0:46                         |_| |
|                                | | Ultimate - 0:38                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-13                | |                                        _    |
|                                | | Bronze   - 1:38                         |_| |
|                                | | Silver   - 1:32                         |_| |
|                                | | Gold     - 1:26                         |_| |
|                                | | Ultimate - 1:19                         |_| |
|                                | |                                             |
o------------------------------o-o-------------------------------------------o
| Trick Race I-14                | |                                        _    |
```

```
            |                          | | Bronze   - 1:24                  |_| |
            |                          | | Silver   - 1:16                  |_| |
            |                          | | Gold     - 1:10                  |_| |
            |                          | | Ultimate - 1:04                  |_| |
            |                          | |                                      |
        o------------------o-o----------------------------------------o
        | Trick Race I-15       | |                                       _  |
        |                          | | Bronze   - 1:36                  |_| |
        |                          | | Silver   - 1:24                  |_| |
        |                          | | Gold     - 1:14                  |_| |
        |                          | | Ultimate - 1:04                  |_| |
        |                          | |                                      |
        o------------------o-o----------------------------------------o
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[9] COMBAT TOURS   [0900]

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What would New York be without gangs and thugs? There are dozens of gangs
running amok and it's your job to clean up their mess. Also recognized as
purple blips on the map, step on the icon to start up the Combat Tour.

When one starts, you must rush to the green blip on the map and beat down the
gang members and immobilize them with your webs. Once they're done, another
blip will appear. Keep taking out each group of thugs in each blip to complete
the tour. There are a total of 36 Combat Tours in the game. Of course, there
are also difficulty levels for these tours.

Easy Combat Tours - Complete 8 Combat Tours to unlock 2nd health bonus and
                    Medium Combat Tours

Medium Combat Tours - Complete 12 Combat Tours to unlock 3rd health bonus and
                      Hard Combat Tours

Hard Combat Tours - Complete all Hard Combat Tours and finish the main story
                    to unlock Insane Combat Tours

Insane Combat Tours - Never disappear off the map; you can play them as many
                      times as you want!

  o------------------o
  | YANCY STREET GANG |
  o------------------o

The Yancy Street Gang are your normal thugs and the easiest of the bunch.
They rely mostly on their two hands as well as knives and such. They are very
easy to take down, because they rarely use guns. Beware, for their leader is
known to carry around a flamethrower in battle.

  o------------------o
  | THE HIGH ROLLERS |
  o------------------o

The High Rollers are the exact opposite of the Yancy Street Gang; these guys
pretty much only use some sort of firepower in battle. Watch out for them and

don't get cornered with gunned thugs around you. Some gang members also have
tazers that stun Spider-Man for several seconds if shocked.


```
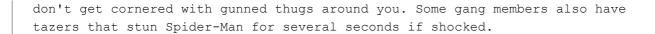 o---------------o
 | THE DIE-CASTE |
 o---------------o
```

The Die-Caste gang is all about technology. This gang has the most high-tech
gadgetry and uses it as an offense. Most of the stuff is just for show, like
fancy goggles and large backpacks. The bosses do weild powerful weapons, such
as assault rifles and energy shotguns, which pack a punch. Take out the thugs
with the larger weapons first, because they're the ones to most likely deal
more damage.


```
 o--------------o
 | MEI HUA BANG |
 o--------------o
```

The Mei Hua Bang gang is the toughest gang out there, but it may not seem so
at first sight. They are all female, and weild blades, such as swords and
katanas. Their martial arts skills enable them to block many of your attacks,
and you will have a very hard time web yanking enemies (twirl the control
stick while the enemies is covered in web). The leaders are very hard to take
down, so you should rely on jump and bounce attacks to take them out.

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[10] UNLOCKABLES   [1000]

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Most of the unlockables are just new costumes, but hey, they're neat!

```
 o--------------------o
 | SWITCH HERO OPTION |
 o--------------------o
```

- Complete all Story Missions


```
 o-------------o
 | VENOM RACES |
 o-------------o
```

- Complete all Story Missions


```
 o------------o
 | ARACHNOMAN |
 o------------o
```

- Complete 90 City Events
  Collect 90 Tokens
  Complete 48 Combat Tours

```
  o---------------o
  | PARKER HOODIE |
  o---------------o

- Complete 75 City Events
  Collect 75 Tokens
  Complete 32 Combat Tours


  o--------------o
  | PETER PARKER |
  o--------------o

- Complete 50 City Events
  Collect 50 Tokens
  Win 4th Race Against Johnny Storm


  o------------------o
  | SPIDEY WRESTLING |
  o------------------o

- Complete 30 City Events
  Collect 30 Tokens


  o--------------------o
  | SYMBIOTE SPIDER-MAN |
  o--------------------o

- Complete 100 City Events
  Get All Tokens
  Finish All Combat Tours
```

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[11] THANKS/CREDITS   [1100]

===

Of course, this guide couldn't have been made without some extra help. Here is
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 CJayC: For being an awesome host of an awesome site.

 Eternal Czar Smapdi: For being the best co-author anyone could have, and for
                      being yourself.

 Bradygames Official Guide: For the times on all of the Trick Races, for the
                            character bios, and also for the progression
                            requirements.

 FESBians: Because you're cool.

 You: For reading this FAQ.

 LEGAL
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   http://www.gamefaqs.com/features/recognition/52173.html


  "And we like to party, and we kept it live, and we have (unclear), keep a
  handle on all this jive"
  - TV on the Radio
  _____
                                                            END OF DOCUMENT
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