Spider-Man 2: Enter Electro FAQ/Walkthrough

by GTADriver1   Updated to v1.01 on Jul 12, 2008

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Note: I'll try to keep the spoilers to a minimum.

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1. Game/Author Info
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Name/Author: Brian Tyler Hinkle

Date of Starting FAQ: 6/24/08

Date of Finishing FAQ: 7/12/08

Version: 1.01

Game: Spiderman 2: Enter Electro

Game System: PlayStation 1

Email: gtadriver1[at]gmail[dot]com

Note: It might be hard to see since the letter l and the number 1 look so
similar, but after the word driver is the number 1. The [at] and [dot] stand
for the @ and . of a normal email address. Just replace the [at] and [dot] with
an @ and . to contact me. I use this because many other FAQ writers use it.

Note 2: If you would like to host my FAQ on your site PLEASE ASK!!!

Note 3: If you want to contact me about my FAQ then PLEASE put the game's title
and system in either the Subject, Message, or both. If you'd like to contact me
(to say thanks, discuss things, or anything else positive) then feel free to do
so. However if you email me anything negative (Chain letters, Viruses, spam,
etc.) then I WILL delete it.

Note 4: The following websites have my permission to use my FAQ/FAQS. If you
find my FAQ/FAQS on any other sites other than the ones listed below then email
me ASAP.

AOL   www.aol.com

Cheat Happens   www.cheathappens.com

GameFAQs   www.gamefaqs.com

GameSpot   www.gamespot.com

IGN   http://faqs.ign.com

Neoseeker   www.neoseeker.com

Supercheats   www.supercheats.com

Yahoo! Games   http://games.yahoo.com/games/front

I choose these sites because they do not take advantage of anyone's FAQS (I've
checked them before.), and because they are recommended by other GameFAQs
Users.

Note 5: The most recent update of any FAQS I have are always at GameFAQs.

Note 6: Whenever I have a word in all caps I'm not yelling, I'm just stating
something important.
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2. Table of Contents
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3. Introduction
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(Note: Unlike Andrewfreak1 and RJunioJr, who had game manuals/game cases to
tell the beginning of the Story, I had neither and had to make mine by the
Beginning cutscene and what I knew from playing the game.

Spider-Sense Tingling!

In this Spiderman game, you play as Spidey once again to face an old enemy.
That enemy is Electro. He has stolen the Bio-Nexus Device which Dr. Watts has
just completed. This device can give anyone the power of the gods. He has also

assembled a league of villains to steal the rest of Bio-Nexus device, and to
stop Spiderman from thwarting him.

Will Spidey be able to stop Electro in time?
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4. Main Menu
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Continue
Continues any saved game you have.

New Game
Starts a New Game.

Memory Card
Load and Save game data here.

Options
Adjust your Screen, Music and Sound, and Controller Configuration here.

Gallery
In here you can view Character Models, and Movies from the game. You can also
see your Comic Collection, Bugle Headlines, Storyboards, and Parker's
Portfolio.

Special
In this menu you can change Spiderman's costumes, create your own unique
Spider, View Credits, select a Level, and enter Cheats.

Records
Here you can view your records on the Challenge Session of training.

Training
Here you can train on some of your Web Abilities such as Web Yank, Zip Line,
and Stealth to name a few.
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5. Controls
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Note: The list of Controls is LONG, as I will list them all.

Menu Controls
Button   Action

X Button   Select Setting
Directional Buttons Adjust Setting
Triangle Button   Go Back

Game Controls
Button   Action

Note: The following directional controls are for ALL Modes.

(You can also use the Left Analog Stick for all times I write a Directional Button.)

```
Down Directional Button    Run opposite way you're facing/Crawl Down
Left Directional Button    Run left/Crawl Left/Web Swing Left
Right Directional Button   Run Right/Web Swing Right/Crawl Right
Up Directional Button      Run Forward/Web Swing Straight/Crawl Up
```

          Default

```
Triangle Button         Shoot Webbing
Square Button           Punch
Circle Button           Kick
X Button                Jump

L1 Button               Web Target
L2 Button               Cycle Targets
R1 Button               Web Zip-Line
R2 Button               Web Swing
```

          Option 1

```
Triangle Button         Jump
Square Button           Shoot Webbing
Circle Button           Punch
X Button                Kick

L1 Button               Web Target
L2 Button               Cycle Targets
R1 Button               Web Zip-Line
R2 Button               Web Swing
```

          Option 2

```
Triangle Button         Kick
Square Button           Jump
Circle Button           Shoot Webbing
X Button                Punch

L1 Button               Web Target
L2 Button               Cycle Targets
R1 Button               Web Zip-Line
R2 Button               Web Swing
```

          Option 3

```
Triangle Button        Punch
Square Button          Kick
Circle Button          Jump
X Button               Shoot Webbing


L1 Button              Web Target
L2 Button              Cycle Targets
R1 Button              Web Zip-Line
R2 Button              Web Swing




          Kid Mode Controls

Triangle Button        Shoot Webbing
Square Button          Punch
Circle Button          Kick
X Button               Jump


L1 Button              Web Target
L2 Button              Cycle Targets
R1 Button              Web Zip-Line
X Button + X Button    Web Swing




          Web Controls

Up Directional Button + Shoot Webbing Button      Impact Webbing
(Note: You can also fire Impact Webbing while Jumping or Web Swinging.)


Down Directional Button + Shoot Webbing Button =  Web Yank

Left Directional Button + Shoot Webbing Button =  Web Fists

Right Directional Button + Shoot Webbing Button = Web Dome




          Special Controls

Jump Button + Up Directional Button + Shoot Webbing Button = Impact Webbing
while Jumping


Up Directional Button + Shoot Webbing Button while Web-Swinging  = Web-Swinging
Impact Webbing


Punch Button + Shoot Webbing Button OR  Kick Button + Shoot
Webbing Button = Web Yank over Spidey's head.


Shoot Webbing Button + Down Button + Left Button = Web Yank to the left.

Shoot Webbing Button + Down Button + Right Button = Web Yank to the right.
```

Jump Button + Kick Button = Flying Kick

Jump Button + Punch Button = Flying Punch

Punch Button + Punch Button + Punch Button = Punch Combo

Kick Button + Kick Button + Kick Button = Kick Combo

Punch Button + Kick Button = Punch, Kick Combo

Kick Button + Punch Button = Kick, Punch Combo

Jump Button + R2/X Button = Double Web Swing

Punch Button = Pick Up Object/Throw Object/Activate Switch

Shoot Webbing Button + Punch Button OR Shoot Webbing Button + Kick Button =
Grab enemy

After Grabbing the enemy, Press the Punch Button to jump on the enemy's head.
Repeatedly press the Punch Button to hit the enemy on the head.

After Grabbing the enemy, Press the Kick Button to kick the enemy in the Back!

Note: If I am missing any please tell me.
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6. The Game Screen
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Health
Your health is in the Top Left-hand corner of the Screen. It's the rainbow
colored bar.

Costume
Depending on what type of costume you have on, that's how Spidey's head will
look. It's in the Top-Left Corner of the screen.

Webbing and Web Cartridges
Your number of Web Cartridges left is at the Top-Left corner of the screen. The
amount of webbing left in a cartridge is to the left at that.

Spidey Compass
Your compass is at the Bottom-Right Corner of the Screen. It shows you where to
go on a level.

Bosses Health
The Boss's Health is in the Top-Right corner of the screen. It's about the size
of two of Spidey's Health bars.
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7. Pick-Ups
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Health Pick-Up
It's a red and white cartridge, which give you more or all of your health back,
if you've lost any.

Web Cartridge
A blue cartridge that gives you another cartridge of Webbing. You can hold up
to a max of ten.

Comic Book
Looks like a Spiderman Comic Book. Whenever you see one quickly grab it so it
can be added to the Comic Collection.

Freon Webbing
It's a light blue cartridge which freezes enemies. They unfreeze if they aren't
fully Webbed-Up though.

Spidey-Armor
A Gold Spider Cartridge that appears in one level, "To Catch A Thief". This
gives Spiderman an extra health bar, so I'd advise you to save it for as long
as possible.

Serum
A purple Cartridge that is only in the level "Spidey vs. Lizard". It's used to
fight The Lizard.

Taser Webbing
This Cartridge is light green with yellow in the middle. It's very helpful
against drone enemies.
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8. Training
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In Training there are three modes: Instant Action, Challenge, and Training. In
Training you learn seven of your web abilities so you're ready for the game.
Challenge is like training but instead of learning those abilities you're
racing against the clock to finish the Course that you were on in Training. You
unlock each Challenge as you beat each Training of it. Instant Action is just
what it says, Instant Action.

You're throw into the area with infinite spawning bad guys with limited webbing
and health, but scattered around the area are Health and Webbing cartridges.
All training types take place in The X-Men's Danger Room. I'll show you how to
beat each Training and I'll show you Vicarious Visions records as well as mine
for Challenge. Also I'll show you any differences between Kid Mode's and
Normal's Training.

Note: I recommend playing in Normal Mode, although Kid Mode is easier, Normal
makes it more fun and challenging.

Training
========

```
Web Swinging
------------
Difficulty: 2/10

In this you have to Web Swing to each green square until you reach the end. Get
the two ? in this level to learn about Web Swinging and Double Swinging. To
activate a square you either have to land on it or walk over it. Not too hard,
well that is until you reach the part where you can't touch the red area. For
that I recommend as soon as you hear the Web Swinging sound a second time,
break the Web with the Jump Button and make your new one.

Kid Mode Differences
====================
The training ends on the third very small building. It's about the size of a
square. On Normal it continues to the red area part.




Web Yank
--------
Difficulty: 3/10, 5/10 if you have difficulty with Web Yanking to the left or
right.

This training session has you using the Web Yank ability. Follow Professor
Xavier's instructions and Web Yank the thug. Continue and Web Yank to the left
and right. Then use your special Web Yank and continue ahead. Target the Object
and Web Yank it to make the Golden Spider appear so you can complete this
session.




L1 Targeting
------------
Difficulty: 1/10

Note: When you aim left and right they go in the same direction as they should.
But when you aim up and down, Down goes up and up goes down. Sorry if that's
confusing.


This is very easy, as long as you aim the circle in the middle of the square.
Now if the circle is red, you're unable to swing there. But if it's green, you
CAN swing there. Follow the instructions and use L1 to aim and R2 (X in Kid
Mode) to swing until you reach the top. When you reach the top, aim and swing
directly in the Spider to finish the session.




L2 Targeting
------------
Difficulty: 1.5/10

In this session you have to aim with the L2 Button and the fire Impact Webbing
at the green circles. If you hit the red you fail the mission. Like Spidey says
it's simple enough.
```

```
Zip Line
--------
Difficulty: 4.5/10

This is difficult, so I'll have to show you how to reach the end of the level.
But DON'T enter L1 aiming to see the direction I say, as then it's upside down
and even more confusing.


As soon as Spidey Zip Lines up, head forward and Zip Line to the square
diagonally to the left. Zip Line to the one diagonally-right of you and then to
the one straight ahead. The next one is again to the right of you and after
that is another to the left. After that is another straight ahead and one to
the left once you get to that one. As soon as you reach that one jump down to
the green floor, and Zip Line up to the second floor.


Zip Line to the one diagonally to the left and then to the next one on the
right. Next is another to the left and TWO to the right. Once you make it
there, to the left is another and then one straight ahead of that one. Now
you'll see one diagonally-left and one diagonally-right of you. Head to the one
to the right, then to the one ahead of you, and then to the one to the left.
There's one more straight ahead before you can jump down and Zip Line to the
last level.


Zip Line diagonally-left, and then straight ahead. This next one isn't
diagonally-anywhere, it's to the right, and it's a bit of a long leap. After
that there are two straight ahead and one diagonally-left. Once again there are
two paths, one diagonally-left and one diagonally-right. Head diagonally-right
for two squares straight ahead and one diagonally-left. Now there are two more
ahead of you before you can jump down and end the level.

Kid Mode Differences
====================
Instead of Zip-Lining from one green square to another to the end, there's a
path on the floor. So in Kid Mode you can just jump down at the start, run to
the end, zip line to the next floor, drop down to the next floor, and repeat.




Stealth
-------
Difficulty: 7/10

In this you have to reach the end of the course without alerting any guards or
attacking them. Again I need to show you how to beat this one because of it's
difficulty.

As soon as the session starts (The HUD doesn't appear, so I'd suggest starting
when Spidey says "Eh, I can do sneaky.".) Zip Line up and crawl until you reach
the part where you have to crawl down a small part. Wait until the guard passes
you and crawl as fast as you can and turn the first corner. Now, you should see
an alcove to the left. Hide in there and watch the next guard's movements. When
he starts heading in the direction of the way to end the session, start
crawling until you reach the small part where you're at the top of the area.
```

Wait until he passes under you heading back to the alcove, and continue
forward, turning the corner when you reach it. Hide behind the barrier on the
right sticking out of the ceiling and when the guard heads away from you, start
crawling. You should see a small area to the left before the guard's platform
which you can enter. Enter it, pass the guard, and when you turn the corner,
jump down to the floor. When the next guard runs to the right and is past the
middle of the area where he's standing on, Web Swing to the other side and you
just have two guards left.

Go forward and head left, watching out for the guard, then follow the path, and
head right. After going down the long hallway, head left, again watch out for
the next guard, and quickly Web Swing down the LARGE hallway to the Golden
Spider at the end.

Attack

Difficulty 1/10 for Kid Mode, 3/10 for Normal

I have written two ways to beat this, One for Kid Mode and one for Normal.

For Kid Mode
============
Just go around the area beating up and Web Attacking thugs. When there are ten
seconds left head to where the session started to end Training.

For Normal
==========
Head to a corner where a thug hasn't spawned, face away from it, and Web Yank
thugs. If one spawns in the corner your in, beat them up and keep going. Again,
when there are ten seconds left head to where the session started to end
Training.

Challenge High Scores
=====================

Web Swinging

Kid Mode
++++++++
Vicarious Visions High Score: 0:56.3 By CAS
My High Score: 0:36.9 By GDI (There was no 1 so I had to use an I.)

Normal
++++++
Vicarious Visions High Score: 0:56.3 By CAS (I wonder how that score is
possible.)
My High Score: 1:01.9 By GDI

```
Web Yank
--------

Kid Mode
++++++++
Vicarious Visions High Score: 0:29.5 By CLM
My High Score: 0:25.7 By GDI

Normal
++++++
Vicarious Visions High Score: 0.29.5 By CLM
My High Score: 0:24.3 By GDI




L1 Targeting
------------

Kid Mode
++++++++
Vicarious Visions High Score: 0:27.4 By CBB
My High Score: 0:24.2 By GDI

Normal
++++++
Vicarious Visions High Score: 0:27.4 By CBB
My High Score: 0:23.7 By GDI




L2 Targeting
------------

Kid Mode
++++++++
Vicarious Visions High Score: 165 Points By BEN
My High Score: 183 Points By GDI

Normal
++++++
Vicarious Visions High Score: 165 Points By BEN
My High Score: 167 Points By GDI




Zip Line
--------

Kid Mode
++++++++
Vicarious Visions High Score: 1:25.0 By BCD
My High Score: 0:34.7 By GDI

Normal
++++++
Vicarious Visions High Score: 1:25.0 By BCD
```

My High Score: 1:22.3 By GDI (Took a While.)

Stealth

(I'm not lying on both times, there IS A WAY to beat it.)
Kid Mode
++++++++
Vicarious Visions High Score: 0:45.7 By GAP
My High Score: 0:44.0 By GDI

Normal
++++++
Vicarious Visions High Score: 0:45.7 By GAP
My High Score: 0:45.1 By GDI

Attack

Kid Mode
++++++++
Vicarious Visions High Score: 253 Thugs Defeated By DMA
My High Score: 900 Thugs Defeated By GDI (900 is the MAX you can get. Once you
defeat the 900th, the session automatically ends.) :(

Normal
++++++
Vicarious Visions High Score: 253 Thugs Defeated By DMA
My High Score: 54 :((I didn't last long.)
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9. Walkthrough
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Note: Whenever I have (CB) in the Walkthrough, that means that there's a Comic
Book nearby and I'll show you where.

/////////////////////
9.1: ENTER THE WEB-HEAD
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After watching the cutscenes, when you regain control Web Swing to the building
and grab the (?) for a cartridge of webbing. Crawl up the building and Double
Web Swing to the next building. To the left is the Fantastic Four building, and
you can Web Swing there if you want. If you do Spidey will say "I wonder if
they rent or own?". Grab the next (?) and beat up the thug, then get the (?) at
the end of the building and Web Yank the closest thug (Should be the one on the
left) on the building ahead of you.

Web Swing to that building, attack the other thug, and get the (?) for a health
cartridge. Web Swing to the building ahead of you, kill the thug and get the
(?) and do what Spidey says to Web Swing onto the crane. Head to the unfinished

building, entering at the lowest level, and attack the thug. Zip Line up and grab the (?). Web Swing to the girder the second crane is holding and get the Web Cartridge.

(CB) FOR EASY DIFFICULTY: On the second crane, which is holding a girder, on it's cab is a comic.

Go to the building that has the four crates on it.

(CB) FOR ALL DIFFICULTIES: Web Yank the three crates that are close to each other. After Web Yanking the third one, the Comic will appear.

Web Swing to the building that has the Vicarious Visions billboard, beat up the thug on the upper level and the two on the lower level, and grab the (?). Then Web Swing to the last building to end the level.

/////////////////////////
9.2: BURGLARY INTERRUPTED
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When the cutscene is over, attack the two thugs and Web Swing down the middle street. At the corner of the street is a car and two thugs. The car will catch fire so attack the thugs and Web up the car's windows. Now head to the middle of the level. If for some reason you can't find it, go onto a rooftop and if you see some buildings next to each other, look down with the L1 button.

If there are no streets on the bottom, you're there. Go in the middle of the area and four thugs will ambush you. Defeat them all and then look on the lower rooftop of the red building to find a basketball. Back where you were ambushed there is a basketball hoop. If you make a hoop in there with the basketball, a health cartridge will appear.

(CB) FOR KID MODE DIFFICULTY: Pick up one of the trashcans near the red building. Under one of them is the comic.

Now face away from the front of the hoop, go across the building in front of you, and head right when you get to the street to see a Coffee Shop blow up. Take the two thugs out, L2 target the Fire Hydrant, and Web Yank the cap off to put out the fire. Follow your compass to the building seen in the cutscene, and climb it to end this level.

(CB) FOR NORMAL DIFFICULTY: The Comic is on the rooftop of the building to the left of the building you saw in the cutscene. Sometimes it might not appear.

/////////////////////
9.3: ROOFTOPS BY NIGHT
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Attack the thug at the top of the building, then Web Swing to the building ahead of you, and take out the next two thugs. Grab the (?), swing to the building with the Machine Gun, and take it and the thug out. Swing to the bridge and attack the thug. Web Swing or run across and beat up the thug on the other side, where you should reach a checkpoint. Keep Web Swinging until you reach the building with a water tower and take the thugs out.

Kill the thugs on the next two buildings and when you reach the top of the

second one grab the Web Cartridge. Swing across two rooftops and your Spider Sense will tingle making the whole screen change color. At this point attack the thug that pops out and swing to the rooftop to the right. Take out the thug and Machine Gun, then do the same to the one in the middle and the one on the far left.

(CB) FOR HARD DIFFICULTY: Once you destroy all three Machine Guns, head back to the bridge to find the comic.

After they're all destroyed, follow your Spidey Compass to Warehouse 66.

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9.4: WAREHOUSE 66
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(CB) FOR EASY DIFFICULTY: The Comic is under the barrel to the left of where you start the level, near the exit door.

This level, on any difficulty, is fairly easy. Just go around the area beating up thugs. Health is found under wooden boxes, while Webbing is found under the barrels. Eventually, after beating up so many thugs, Spidey should say "I think there's one more left." He is always on the floor, so search for him and beat him up to end this level.

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9.5: SPIDEY VS. SHOCKER
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(CB) FOR HARD DIFFICULTY: In front on Shocker in the fire. It's a bit difficult to see, especially since the camera follows you.

Your first Boss Battle. You have to defeat Shocker before the fire reaches the drums. Now, don't even think of engaging in hand-to-hand combat or you'll just be blasted like crazy. Instead, L2 target one of the large boxes behind Shocker hanging from the ceiling, and Web Yank it on him. If you run out of boxes, throw barrels and boxes at him.

If you somehow run out of those, Impact Web or equip Web Gloves and beat him up. Why the game developers made this so difficult, I have no idea, or I could have been losing on Hard mode too much.

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9.6: SMOKE SCREEN
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NOTE: When I say North BEFORE you find the bomb, I mean the direction you start off when the level starts in order to reach the bomb.

When the level starts, attack the Mercenary on the rooftop and jump down to the rooftop of the very small building on the left, attacking the Mercenary when you get there. Jump down to the alley on the left, which is beside the small building you're on, head North and, when you reach the alley T-Intersection kill the next Mercenary. Keep going north and when you reach the street, kill the Mercenary near the cop car. Then head east to the "Road Closed" signs and

climb up the gray-green building on the left.

Once at the top, beat up the next Mercenary, and jump down to the middle of the large area, killing the Mercenary at the bottom. Continue north through the alley, and when you reach the street attack the Mercenary near the "Road Closed" signs to the west. Go back in the alley, climb up the building with the broken windows to the left and kill the Mercenary here. As soon as you do that, fall back into that alley and climb up the opposite building all the way to the top. At the top, you should see another Mercenary to kill and a Health Cartridge.

Again, go back in the alley, and then back in the street. Now to the North you should see an alley. DO NOT go into it, instead climb the south side of the small building to the left of the alley and Web Yank the Mercenary. NOW you can head to the brick building to start the next part of this level.

Four Mercenaries have activated the bomb. Now, the keys locations are RANDOM, but I'll show you ALL the locations where I found them. They're either in groups of two's or three's. so you'll know when you'll have found them. Each key restores about one minute or less of your time.

NOTE: On Kid Mode you don't have a timer, so you can collect them at your own pace.

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RED KEY: 1. On the left side of the street to the north of the bomb.

2. Remember where you killed the last Mercenary BEFORE they activated the bomb. The Mercenary with the key is on the higher rooftop next to it.

3. In the alley directly South of the bomb, between the two parts of the red brick building.
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==
BLUE KEY: 1. On the rooftop that holds the Activision Billboard.

2. In the large area where you killed that one Mercenary.

3. On a rooftop to the West of the large area where one Mercenary was killed.

4. On the rooftop south of the one where a Mercenary was killed. There's a Health Cartridge up there, and it's to the West if you need more directions.
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==
GREEN KEY: 1. On the rooftop of the small building I told you to go to at the start of the level. South of the Activision sign if you need more directions.

2. Near the "Road Closed" Signs East of the Cop Car.

3. To the right/East of the small building you went to at the start of the level.
==
==
YELLOW KEY: 1. On the rooftop you started on at the beginning of the level.

2. Just West/to the left of the small building that I told you to go to at the start of the level.

3. Near the Cop Car where you killed a Mercenary.

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When you get all the keys or a few if little time is left, return to the bomb
and put the keys in their right color slots. When the bomb is unarmed the level
is complete.

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9.7: HANGER 18
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Walk forward a bit and Spidey will say "I'd be harder to spot on those lamp
posts.". So climb up the lamp post to the right, enter L1 targeting, and web up
the Machine Gun and thug close by. Then head to the next lamp post and Web up
the Machine Gun closest to you in the middle of the area. Head to the farthest
right part of the area and destroy the thug and Machine Gun. Jump on Hanger 18
next, go to the left end of the area in the grass and stay right next to the
box near Hanger 18.

(CB) FOR KID MODE DIFFICULTY: Pick up the box and the comic will pop out.

Since you're behind the next Machine Gun, Web Yank the Thug, and web up the
Machine Gun. Now walk half-way up to the destroyed Machine Gun and stop. See
the nearby Cartridge? That's Freon Webbing and if you read the Pick-Ups part of
the FAQ, it freezes enemies. Grab it and the normal Webbing between the two big
vents.

Then jump out to the middle of the area, and Impact Web the Machine Gun, and
all the thugs you can find nearby. Once that's done just deal with the last one
on the far left, and Web Swing to Hanger 18 to move onto the next level.

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//////////////
9.8: WIND TUNNEL
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You have to be VERY FAST during this level. Now on Hard the plane only takes
four hits before it blows up. On Normal it takes five hits. Easy mode takes six
hits and Kid Mode takes six hits. But hitting the door is one hit on all
difficulties.

Impact Web the barrels when the level starts until you reach the door. Just web
it up to open it. To take down the engine hanging by a chain Web Yank it. After
you open the second door and take down the barrels Web up the right propeller
until it COMPLETELY stops spinning. Then web up the tail and it should be
spinning in a very tiny circumference-like area.

(CB) FOR NORMAL DIFFICULTY: As soon as you've Webbed Up those two parts, Swing
back to the very first room in this level. The Comic is under the net with
barrels. As soon as you get it, hurry back to the plane.

Now web up the left propeller to save the pilot.

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////////////////////
9.9: TO CATCH A THIEF
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"Rocket Launchers, A little overkill don't you think?" - Spidey

Web Swing forward and take out the two Mercenaries, then Web Swing to the top
of the next building.

(CB) FOR ALL DIFFICULTIES: On the side of the building that faces the
unfinished building, on the lowest ledge is the comic.

Once you collect the comic Web Swing to the unfinished building, take out the
two Mercenaries, and grab the health, webbing, and Spidey-Armor. After that Web
Swing to the crane, then the higher one, and the third one, killing the
Mercenary when you get there. Swing to the next crane, and then to the building
with the three Mercenaries on it. Attack them all, Web Swing to the building
North of here, and attack the Mercenary near the Health Cartridge. Climb the
building, attack the Mercenary, and Web Swing to nearby building with the
Mercenary, defeating him of course.

Swing to the crane, then drop down to the unfinished building. After beating up
the Mercenary, go to the next crane and defeat the Mercenary on the cab. Keep
Swinging from crane to crane until you see a Mercenary on the ledge of a
building. Take him out quickly, as he has a rocket launcher, climb the next
ledge and kill the next Mercenary, then climb to the top. Now just Swing to the
building that has windows lit to move onto the Trainyards.

////////////////////
9.10: IN DARKEST NIGHT
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Once the level starts jump over the train and take out the two Guards. Now jump
over the next 1-2 trains, depending on where the guard is, and take him out.

(CB) FOR EASY DIFFICULTY: Once all the guards are taken out, on the platform
that leads to Area 2, in front of a garage is the comic.

Once he's defeated take the tunnel to Area 2. Beat up the guard when you enter
Area 2, and beat up the next one near the switches. There is one more near the
entrance to Area 3, so take him out and continue. The guards are in the same
areas as before so take them out and go to Area 4. In Area 4 there are two
guards near the switches and one in the wide gap between two trains so beat
them all up.

Now head to the giant switch that says "Power" and activate it with the punch
or kick button. Now you have to push the switches you passed to make the Power
switch turn fully green so you can exit. The guards have respawned so take them
out when necessary.

To beat this part go to Area 4's switches and press the Reset button, as the
starting colors are random. Then go to Area 1 and press the left switch. After
that go to Area 3 and press both switches there. All colors on the "Power"
Switch should now be green, so once you press the three switches, head back to
the "Power" switch and press it to move on.

////////////////////
9.11: HEART OF DARKNESS

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To start off attack the three guards in the area, and grab the Freon Webbing.
It's left of where you start on this level. Then enter the next area, follow
your Spidey Compass, and attack ALL guards in the area before you enter the
Door Release Room. Once they're all gone, flip the switch to open Door No. 1.
Enter the control room area and take out the two guards.

Now flip all three switches. The left has Door No. 1 being jammed, the middle
opens Door No. 2, and the right closes Door No. 3. Enter door No. 2 and beat up
all the guards in the roundhouse. Exit through Door No. 5 and kill all guards.
Enter the next control room area, take out the two guards, and flip all three
switches.

(CB) FOR NORMAL DIFFICULTY: After flipping all seven switches, return to the
roundhouse. Behind the train at Door No. 3 is The Comic.

The left Switch closes Door No. 5, the middle opens Door No. 6 and you have to
deal with more guards, and the right opens the Door No. 7 to the train. Kill
all four guards and enter Door No. 7 to finish this level.

/////////////////////
9.12: CATCH THAT TRAIN!
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This really isn't that much of a boss battle as you have to Catch the train and
if you defeat Sandman, he'll regenerate his health. So as soon as the cutscene
is over Web Swing until Sandman's first sand wall comes up. When it does pick
up the forklift and throw it at the wall. One hit should bring it down. Then
Web Swing until you reach the next sand wall and repeat.

When you reach the third one do the same thing. Once you reach the fourth and
last sand wall, throw barrels at Sandman. When his health is gone pick up the
forklift and throw it, because if you try to just throw it without defeating
him most likely he'll hit you. When that wall's gone Swing onto the Train to
end the level.

//////////////
9.13: GANGLAND
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Right when the level starts kill the two Gangsters and you should hear a
hostage yell out "Help!". The hostage is trapped in the elevator so press the
elevator button. Then enter L1 Targeting and Web Yank the air vent. Crawl in
there and when you reach the end you should see an unstable cable. Web it up
and press the switch to free him.

(CB) FOR HARD DIFFICULTY: When you free the hostage, return to where the level
started for the comic.

Now crawl up on the wall to your left. You should see an opening to the next so
go through it. Two Gangsters will enter so attack them, and a third will come
out once they're gone so attack him. Now Zip Line up and crawl to the next
area. A Gangster is guarding two hostages, so enter L2 Targeting and Impact Web
him.

(CB) FOR ALL DIFFICULTIES: Once the hostages are free, pick up the Photocopy
Machine to find a Comic.

Zip Line back up, if you haven't already, and crawl to the next area. Now you
have to be quick. Impact Web the two Gangsters that appear, then drop to the
floor and quickly beat up the Gangster beside the bookshelf. To get to the next
floor walk between the two bookshelves. Right when you Spidey-Sense tingles
enter L1 Targeting and look up.

You should see another air vent so Web Yank it off and enter. When you drop
down into the next floor a Gangster is waiting so attack him when you enter.
Jump into the cubicle, take care of the Gangster, and two hostages will escape.
Now go down the hallway and kill the two Gangsters when they appear. Continue
down the hallway and two thugs will come out from locked doors so kill them.

Go down the right hallway and Impact Web the door. Now walk beside each hostage
so they can escape. Do the same to the left hallway once those two escape. When
they're all safe follow your Compass to the Exit Door to complete this level.

////////////////////////
9.14: SPIDEY VS. HAMMERHEAD
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(CB) FOR HARD DIFFICULTY: Jump over Hammerhead and head to the bar. Jump onto
the bar and pick up the "Closed" Sign three times. The comic will appear after
picking it up the third time.

Dodge his headbash when the level starts. Then, when he shields himself with
his Machine Gun, Web Yank it from him. Now start beating him up to lower his
health. Be careful though, as sometimes he might headbash you. If he tries to
headbash while having his Machine Gun, try to lure him into a wall.

If he hits the wall, he'll be stunned so you can attack him again. When
Hammerhead is down to half of his health, he'll headbash and crash through a
window. Jump back inside to avoid the annoying Helicopter. Then keep Yanking
the gun away, or making him headbash into the wall, fighting him afterwards and
you should beat him.

////////////////////////
9.15: SPIDEY IN THE MACHINE
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When the in-game cutscene is over, a Flying Drone will damage a boiler. So kill
the Drone and press the Red Switch to turn in Green. This will happen a second
time so repeat. There's just one more left so once again repeat.

(CB) FOR EASY DIFFICULTY: After shutting down all three boilers, run up the the
ramp and follow the walkway until you reach the comic.

Once all three are shut off go down the hallway until you reach the turbines,
destroying the Drone along the way. Then destroy the two Flying Drones and one
Scout Drone. Near the first turbine is a Health Cartridge and near the second
Turbine is Taser Webbing. Grab them and then go to the machine near the lasers.
You have to press Square, Circle, and Triangle when each dot is in the green
circle close together.

The lasers will turn off, so go into the Control Room. Web the two switches to turn off each turbine, then go back into the Turbine Room and jump into one of them. Zip Line up and follow the vents. Jump into the green vent when you see it. To the right is a Health Cartridge and to the left is the path you need to follow.

Follow it and when you fall into the new area, get the Taser Webbing and enter the Security Room. Zip Line up, and crawl through all the lasers until you reach the door. When you enter, take out the two Drones and flip the two switches. The left opens Door #2, and the right turns off the laser grid.

(CB) FOR KID MODE DIFFICULTY: Once you open the door and turn off the lasers, go back to the air vents. Where the Health Cartridge, which is in front of the fan, is the comic.

Then head through Door #2 to continue.

////////////////////
9.16: MISSION: SPIDEY
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Zip Line up to reach a platform at the start. Climb onto the top and face away from the wall. Web the switch to take care of the forcefield and walk off the platform.

(CB) FOR HARD DIFFICULTY: Crawl under the bridge you start the level on and enter L1 Targeting. You should see an alcove. Enter it to find the comic.

Now go through the door and press the switch on the right to open the next door. Enter the new area and you'll see three Flying Drone generators. So L2 Target and Impact Web them. Take out any Drones left when your done and press the switch at the end. Grab the Taser Webbing in the alcove nearby and press the next switch.

Walk SLOWLY in Area 2 and when the cutscene starts STOP. Then enter L1 Targeting and Impact Web each Turret to blow them up. Two hits should do it. When the forcefield guarding the switch overloads, jump up there and hit it. Press the switch at the end of the Area, then go back to the room that led to each area and hit the next switch.

Head to the terminal in Area 3 and rapidly press Triangle until it's full. Then press either Circle or Square and press X to exit the terminal. Now attack a Rolling Drone and once it's gone go back to the terminal and put the temperature back up. Then repeat this until they're all gone. Once they are, hit all three switches when the forcefield is gone and hit the last switch after that.

(CB) FOR NORMAL DIFFICULTY: Once you finish Area 3's puzzle, head back to the first bridge where the level started to find The Comic.

Head back to the forcefield area and enter the door on the left to move on.

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9.17: THE CORKSCREW
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This level is divided into four areas, each being separated by the huge
crushing iron doors. So to start off jump over the crushing door and crawl to
the two messed-up screens, one being green and one being pinkish-red.

AREA 1
Press the switches on the side of each to turn off the lasers. Then enter L1
Targeting and Swing to each platform. When you pass the next set of lasers Web
Swing to the Pentagon-shaped platform and grab the Taser Webbing. Pass the next
crushing door to move onto the next area.

AREA 2
When you reach the next pair of messed-up screens repeat. Once you press both
switches however three Flying Drones will appear. Destroy all of them and
continue upward. On the next Pentagon-shaped platform is a Health Cartridge. Go
past the next crushing door to go to Area 3.

AREA 3
(CB) FOR NORMAL DIFFICULTY: When you enter here, DON'T press ANY buttons. Climb
up as high as you can, and at the highest platform, on top of it is The Comic.

Hit the switches and grab the Web Cartridge nearby. Luckily no Drones appear
this time. Keep going up until you pass the last set of crushing iron doors.

AREA 4
You probably saw the Health Cartridge when you entered Area 4. If not it's
either under or on the platform between the two messed-up screens. Once you hit
the switches you'll have to deal with a Scout Drone and about four Flying
Drones. :(Take them out and continue up to door at the top.

/////////////////////
9.18: SPIDEY VS. LIZARD
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This has to be done quick. Head to the computer and select Vat A then put each
dot in the green area using the Square, Circle, and Triangle Buttons. Repeat
for Vat B and C. If the letters A,B, and C on the bottom-right corner of the
screen are green you're good. Select Containment Override and then Exit.

NOTE: In Kid Mode you don't have to do the Serum Puzzle.

When The Lizard throws you into the next room, you should see a Serum Cartridge
to the left of you.

(CB) FOR HARD DIFFICULTY: Once The Lizard throws you into the next room DO NOT
get the Serum Cartridge. Head to the third room (the room with the Mad
Scientist-like Ray Gun) and the Comic is where the next Serum Cartridge will
appear.

Grab the Serum and shoot one at The Lizard. He'll be stunned so attack him, but
pay attention to his face next to his health bar. When it turns green run away
and repeat this. Once you run out of Serum shots there is another Cartridge in
the third room. Repeat this until he is dead.

If you need health there are three Cartridges. One is the first room near the
electrical thingies, one in the second room near the wall, and one in the third
room under the Ray Gun. There is also Webbing in the last room.

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9.19: THE GAUNTLET
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(CB) FOR HARD DIFFICULTY: On the left ledge on the back of the building you
start the level on.

Note: Always follow the Laser that's pointing at you.

Take out the Drones when they get to you and Web Swing to the building in front
of you. Grab the Taser Webbing and Impact Web the Laser Turret. Grab the Health
Cartridge if you need it. Take out the Drone Generator and swing to the
building to the left of the building you're currently on. Take out the Laser
Turret and shut down the Tracking Laser.

Go back to the building you were just on and swing across to the next Tracking
Laser. Destroy the Laser Turret and Drone Generator, and shut down the next
Tracking Laser. Again go back to the building you were just at, swing across to
the building that looks exactly like the one you're on, and then to the third
one that looks exactly like the one you're on. Swing to the building to the
left, attack the Laser Turret and Drone Generator, and shut down the Tracking
Laser. You're halfway there.

Head back to the third look-a-like building you were just on, and swing across
to the next building. There's a Drone Generator you need to take care of before
shutting down the fourth Laser. The fifth laser Turret is evil. It's the Huge
Antenna and it's guarded by four Laser Turrets. It IS possible to take them all
down so do so, then climb up the building and shut off the antenna.

(CB) FOR NORMAL DIFFICULTY: On the ledge that heads from the antenna building
to the building in front of it, that doesn't look like a Look-a-like building
is the Comic.

Go back to the look-a-like building and face the antenna building. Head to the
building to the left of the antenna building and take out the Laser Turret,
then grab the Taser and Normal Webbing when you're done. Swing to the building
in front of the antenna building and destroy the Drone Generator and Turret.
Then head to the building to the right of the antenna that looks like another
look-a-like building and destroy the Drone Generator and Laser Turret. Go to
the next look-a-like ahead of you and take out the Turret.

Head to the building on the right to take care of a Drone Generator then go
back to the building you were on. Web Swing to the last Tracking Laser, which
has no enemies on it, and shut it down.

(CB) FOR EASY DIFFICULTY: On the back of this building, on the left ledge, is
the Comic.

Swing to the building that your Spidey Compass points to, take out the Drone
Generator, and then swing to Dr. Watt's Lab.


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/////////////////////////
9.20: SPIDEY VS. SANDMAN AGAIN
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Pay attention to the cutscene. Then head to the valve that says "Water
Pressure" and activate it. When the bar on the right part of the screen is

full, WEB a valve that doesn't have a sign above it and lead Sandman into it.
When you hear him say "WATER, NO!" quickly grab a comic.

(CB) FOR ALL DIFFICULTIES: Jump onto the unfinished building. Then crawl to the
top and jump on the crane. The comic is on the cab of the crane.

Then put the pressure back up and repeat. There's another comic you can get
while he's wet.

(CB) FOR EASY DIFFICULTY: Pick up the Portable Toilet. Under it is a Comic.

Again put the pressure up and make him wet. But now once Sandman starts talking
attack him. When he disappears put the pressure back up again. Keep getting the
pressure up and beating Sandman up and you'll defeat him. If you need health
there is ONE near the barrels and there is Webbing on the unfinished building.

//////////////////////////
9.21: KONICHI-WA, SPIDER-SAN
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Attack the two Samurai and pick up one of the Samurai's remains. Head to the
center of the area and throw the remain at the thing blocking the generator.
Then pick up the other remain and throw it at the generator. Now go into random
rooms, killing all Samurai you see and throw each remain at the generator. In
one room, there's a huge golden Buddha Statue that holds a Comic.

(CB) FOR EASY DIFFICULTY: The Comic is behind the big golden Buddha Statue.
Take care of the Samurai before grabbing it.

After a while, you should destroy the generator and move on.

//////////////////
9.22: ROCK OF AGES
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You have to climb to the top of the "The History of the Earth" exhibit. So
start crawling up and dodge the lightning rings when they pass you. Whenever
Spidey's Spider-Sense starts, head left or right to dodge the lightning
cascade. After passing the Proterozoic and Jurassic Era you'll reach the Ice
Age Era. This area holds a comic.

(CB) FOR NORMAL DIFFICULTY: The Comic is inside the Woolly Mammoth's Skeleton
picture.

Once you pass the Ice Age Era there's just one more Era left. The Cenozoic Era
which has another comic.

(CB) FOR EASY DIFFICULTY: On the hood of the car sticking out of the wall is
where you'll find the comic.

After getting it, climb up and flip over the fence at the top to face off
against Electro.

/////////////////////////

9.23: SPIDEY VS. ELECTRO
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(CB) FOR NORMAL DIFFICULTY: It's on top of the Earth Model. To get to it, I
suggest Zip Lining Up and crawling until you're under it. Then drop down to get
it.

To beat Electro first climb up the stairs so you have a bit of height. Then
equip Web Fists, jump on his small platform, and punch him. He'll push you back
with his giant Electric Dome, but keep attacking him. When his health is
half-way gone or lower, he'll activate lasers. Just repeat this attack, while
dodging the lasers and Electro will be beaten.

/////////////////////////
9.24: THE BEST LAID PLANS
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To start off Swing to the tower in front of you and jump to the highest
platform of it.

(CB) FOR KID MODE DIFFICULTY: On one of the sides, between two conductors is
the comic.

Then destroy the four conductors at the corners of the tower. Head back to the
previous building and destroy the two capacitors along the sides of the four
generators, unless you're playing on Kid Mode then you don't have to destroy
the capacitors. Now lure Hyper-Electro into shooting his lightning into the
generator. He's now vulnerable so start beating him up. But if your on Hard
Mode then Impact Web him, as you'll be electrocuted if you punch/kick him.

He'll disappear and throw some lightning mines around the area so dodge them
and repeat. When his health is half-way down of lower, he'll charge up from the
broken tower, but with only a little health regained and... the tower will fall
over.

(CB) FOR HARD DIFFICULTY: When the tower falls over go to the tip of it to find
the comic.

Then repeat the process to defeat Hyper-Electro and win the game.
CONGRATULATIONS!
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10. Costumes
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Note: ALL Gallery, and Costume descriptions were taken from the game. If you
ARE going for everything, even all costumes, then I suggest you follow the
order I have the costumes listed.

I'm listing the Costumes, The Powers, Game Comments, Stan Lee's Comments, and
How To Unlock it.

Costume/Regular Costume: Spider-Man
===================================
Game Powers: Super Strength, Super Agility, Stick To Walls, Spider Sense.
Game Comments: No enhanced game powers!

Stan Lee's Comments: Peter Parker's alter-ego, The Amazing Spider-Man! Spidey's

Wall Crawling and Web-Slinging, combined with his Super Strength and his
Amazing Agility make old web-head one of the most spectacular superheroes
around!
How to Unlock: Start the Game.

Costume/Special Costume: Prodigy
================================
Game Powers: Double Jump, Enhanced Strength, Enhanced Web Swing.
Game Comments: Can jump and swing much farther and attack with double damage!

Stan Lee's Comments: Prodigy - A recipe calling for three parts Spidey, one
part thunderbolts, and one part HUGE misunderstanding.
How to Unlock: Defeat 75 or more Thugs in Attack Challenge Mode on either of
the two difficulties.

Costume/Special Costume: Insulated Suit
=======================================
Game Powers: Enhanced Strength.
Game Comments: This suit does not conduct electricity and does double damage to
all enemies!

Stan Lee's Comments: A suit made of rubber insulation may come in handy, should
Spidey face any electrically-powered opponents.
How to Unlock: Defeat The Lizard by ONLY throwing Serum Shots at him on "Spidey
Vs. Lizard" on Hard Difficulty. It may take a few tries.

Costume/Special Costume: Alex Ross - Red
==
Game Powers: Double Jump.
Game Comments: Concept suit by Alex Ross and David Williams for the Spider-Man
Movie. Allows you to jump twice as high!

Stan Lee's Comments: Spidey with a makeover at the hands of the now legendary
Alex Ross.
How to Unlock: Defeat Sandman on "Spidey Vs. Sandman Again" on Hard Difficulty.

Costume/Special Costume: Battle Damaged
=======================================
Game Powers: None.
Game Comments: After battling Electro our hero is in a world of hurt.

Stan Lee's Comments: None.
How to Unlock: Beat Electro for the first time on "Spidey Vs. Electro" on any
difficulty.

Costume/Special Costume: Spider-Phoenix
=======================================
Game Powers: Invulnerability, Enhanced Strength, Enhanced Web Swing.
Game Comments: Swing Farther! Do Double Damage! Can't Be Hurt By Enemies!

Stan Lee's Comments: Spider-Phoenix. What happens when the Phoenix Force merges with one spider-bitten hero? A cosmically-powered headache for evildoers everywhere!
How to Unlock: Finish the game on Hard Difficulty.

Costume/Special Costume: Alex Ross - White
===
Game Powers: Enhanced Web Swing.
Game Comments: Alternate Version of the Red Suit - This one can swing much farther!

Stan Lee's Comments: Alex Ross's Spidey now available in White!
How to Unlock: Finish the game on Kid Mode Difficulty.

Costume/Special Costume: Symbiote Spider-Man
==
Game Powers: Unlimited Webbing.
Game Comments: Play through the game without running out of Webbing!

Stan Lee's Comments: The Symbiote, now bonded to Venom, used to be Spidey's favorite suit, well that is until he found out that it was alive, of course.
How to Unlock: Finish the game on Easy Difficulty.

Costume/Special Costume: Negative Zone
======================================
Game Powers: None.
Game Comments: In Spider-Man 90 our hero enters the Negative Zone to save three children. This was his Costume while he was there!

Stan Lee's Comments: The Negative Zone is a strange and sometimes terrifying alternate universe. One that can affect a hero in a variety of ways.
How to Unlock: Finish the level "Smoke Screen" on Normal Difficulty without going back and fourth to restore time.

Costume/Special Costume: Dusk
=============================
Game Powers: Stealth.
Game Comments: Press the Select Button during play to turn invisible! This will not work on Boss Characters!

Stan Lee's Comments: Dusk - Even stealthier than the Black Suit, as Dusk Spidey strikes out, from the shadows.
How to Unlock: Collect all 32 Comic Books.

Costume/Special Costume: Venom 2 - Earth X
==
Game Powers: Unlimited Webbing, Enhanced Strength.
Game Comments: This Costume gives Double Damage and doesn't run out of Webbing!

Stan Lee's Comments: For all of you that haven't read Earth X, Spidey was nice

enough to model Venom 2's outfit for you.
How to Unlock: Finish the game on Normal Difficulty.

Costume/Special Costume: Spider-Man 2099
==
Game Powers: Enhanced Strength.
Game Comments: Attacks will inflict Double the Damage on opponents!

Stan Lee's Comments: The Suit worn by Miguel O'Hara, to stand up for justice in
the year 2099.
How to Unlock: Finish the game two times in a row on Normal Difficulty.

Costume/Special Costume: Captain Universe
==
Game Powers: Invulnerable, Enhanced Strength, Unlimited Webbing.
Game Comments: Inflicts Double Damage - Will not run out of Web or take any
damage!

Stan Lee's Comments: Captain Universe, powered by The Enigma Force.
How to Unlock: Finish the game two times in a row on Normal Difficulty.

Costume/Special Costume: Spidey Unlimited
===
Game Powers: Stealth Mode.
Game Comments: Press the Select Button while in game to toggle invisibility on
or off! Will not work on Bosses!

Stan Lee's Comments: Trapped on Counter-Earth, our hero dawns the Nano-Tech
Suit of Spider-Man Unlimited.
How to Unlock: Finish the game two times in a row on Normal Difficulty.

Costume/Special Costume: Amazing Bag Man
==
Game Powers: No Spidey Belt.
Game Comments: Can only hold a maximum of Two Web Cartridges!

Stan Lee's Comments: Costume or Superhero Prank? The Amazing Bag Man!
How to Unlock: Finish the game two times in a row on Normal Difficulty.

Costume/Special Costume: Scarlet Spidey
==
Game Powers: None.
Game Comments: This Costume was first worn by Ben Reilly - Who believed himself
to be the real Spider-Man!

Stan Lee's Comments: Born in maximum clonage, The Scarlet Spider!
How to Unlock: Finish the game two times in a row on Normal Difficulty.

Costume/Special Costume: Ben Reilly
===================================
Game Powers: None.
Game Comments: This Costume was worn by Ben Reilly who took the place of Parker
once he believed he was a clone!

Stan Lee's Comments: Ben Reilly. A serious case of mistaken identities left New
York with one Spidey too many!
How to Unlock: Finish the game two times in a row on Normal Difficulty.

Costume/Special Costume: Quick Change Spidey
==
Game Powers: No Spidey Belt.
Game Comments: Can only hold a maximum of Two Web Cartridges!

Stan Lee's Comments: When his loved ones are in danger, sometimes there's no
time for the full suit.
How to Unlock: Finish the game two times in a row on Normal Difficulty.

Costume/Special Costume: Peter Parker
=====================================
Game Powers: No Spidey Belt.
Game Comments: Can only hold a maximum of Two Web Cartridges!

Stan Lee's Comments: None.
How to Unlock: Finish the game two times in a row on Normal Difficulty.
///
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11. Create-A-Spider
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In Create-A-Spider you can choose any suit, and any power, provided you have
unlocked it and create your own unique Spider-Man. You can only hold up to
three powers though, so choose wisely. An example is The Amazing Bag Man Suit,
with Invulnerability, Unlimited Webbing, and Stealth.
///
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12. The Gallery - Part One, Character Viewer
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Listed below are the characters of the game, their Bios, and when you see
them/unlock them in the Character Viewer.

Spiderman
=========
Bio: Our mild-mannered, highly intelligent, sometimes neurotic hero of the
game.
Powers: Super Strength, Super Agility, Stick To Walls, Spider Sense
First Appearance: AMZ Fantasy 15
How to unlock: Start the game.

```
Henchman
========
ID: Henchman
Bio: The Henchmen live only to serve out the will of their master - and to get
paid as well!
How to unlock: Unlocked on level "Enter The Web-Head".



Hired Goon
==========
ID: Hired Goon
Bio: This enemy is a well trained urban terrorist with only one mission:
Eliminate anyone who gets in the way!
How to unlock: Unlocked on level "Rooftops By Night".



Shocker
=======
ID: Shocker
Bio: Herman Schultz used his time in prison to develop Shock-Wave based
weapons. He now uses them for a career of crime!
First Appearance: Amazing SM 45
How to unlock: Unlocked on level "Spidey Vs. Shocker".



Mercenary
=========
ID: Mercenary
Bio: These highly trained soldiers are elite weapons specialists and expert
hand to hand combatants!
How to unlock: Unlocked on level "Smoke Screen".



Trainyard Guard
===============
ID: Trainyard Guard
Bio: These guards work for Hammerhead - Beware Spidey - They are not on your
side!
How to unlock: Unlocked on level "In Darkest Night".



Sandman
=======
ID: Sandman
Bio: Fugitive William Baker hid from the law in an atomic test range. A freak
accident turned him into the Sandman!
First Appearance: Amazing SM 4
How to unlock: Unlocked on level "Catch That Train!".



Gangster
========
```

ID: Gangster
Bio: These 30's rejects live to follow Hammerhead's mobster ways. After
Spidey's done with them though they'll be singing like canaries!
How to unlock: Unlocked on level "Gangland".

Hammerhead
==========
ID: Hammerhead
Bio: This Capone inspired criminal was saved by an evil Dr. after a
mugging - by having an adamantium plate implanted in his head!
First Appearance: Amazing SM 113
How to unlock: Unlocked on level "Spidey Vs. Hammerhead".

Flying Drone
============
ID: Flying Drone
Bio: Mechanical guardians and maintenance workers. Not all evil has two legs.
How to unlock: Unlocked on level "Spidey In The Machine".

Rolling Drone
=============
ID: Rolling Drone
Bio: These drones pack huge missiles to destroy intruders. They can detect heat
signals with infra red sensors.
How to unlock: Unlocked on level "Mission: Spidey".

Scout Drone
===========
ID: Scout Drone
Bio: This drone is weak - but it can call other drones to it's aid!
How to unlock: Unlocked on level "Spidey In The Machine".

The Lizard
==========
ID: The Lizard
Bio: A victim of his own genius - Curt Conners The Man now spends his life as
The Vicious Lizard!
First Appearance: Amazing SM 5
How to unlock: Unlocked on level "Spidey Vs. Lizard".

Animatronic Samurai
===================
ID: Animatronic Samurai
Bio: These relics of a time long past are powered by Electro! They have
electric swords and a powerful kick!
How to unlock: Unlocked on level "Konichi-Wa, Spider-San".

```
Electro
=======
ID: Electro
Bio: Max Dillon was working on a power-line when lightning hit him! By a
miracle he survived - turning to a life of crime!
First Appearance: Amazing SM 9
How to unlock: Unlocked on level "Spidey Vs. Electro".



Hyper-Electro
=============
ID: Hyper-Electro
Bio: After merging with the Bio-Nexus Device Electro became pure energy. In
this form he can even command lightning for evil!
First Appearance: Exclusive to game!!
How to unlock: Unlocked on level "The Best Laid Plans".



Dr. Watts
=========
ID: Dr. Watts
Bio: Dr. Watts is a prominent scientist. She is the creator of the Bio-Nexus
Device and a world renown scholar of biology!
How to unlock: Unlocked on level "Spidey Vs. Hammerhead".



Rogue
=====
ID: Rogue
Bio: Born with mutant abilities to absorb the powers of anyone she
touches - Rogue was an outcast. She now uses her super strength and flight with
the X-Men!
How to unlock: Start the game.



Professor Xavier
================
ID: Xavier
Bio: Known as Professor X - Xavier oversees the X-Men and School For Gifted
Youngsters where he teaches young mutants to use their powers for good!
How to unlock: Start the game.



Beast
=====
ID: Beast
Bio: Henry McCoy is as brilliant as he is strong. His loyalty to the X-Men and
his friends is unmatched!
How to unlock: Start the game.
////////////////////////////////////////////////////////////////////////////
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13. Gallery - Part Two, Movie Viewer
////////////////////////////////////////////////////////////////////////////
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```

Listed below are the Movies and when they appear in the game.

Vicarious Visions Intro
=======================
Appears by starting the game.

Previously On Spider-Man
========================
Appears by starting the game.

Prologue
========
Appears before "Enter The Web-Head".

The City
========
Appears before "Burglary Interrupted".

Warehouse 66
============
Appears before "Warehouse 66".

Manners
=======
Appears before "Spidey Vs. Shocker".

Shockers Defeat
===============
Appears after "Spidey Vs. Shocker".

City Rooftops
=============
Appears before "Smoke Screen".

Police Ambush
=============
Appears before "Hanger 18".

Hanger 18
=========
Appears before "Wind Tunnel".

Daring Rescue
=============
Appears after "Wind Tunnel".

Darkness Falls
==============
Appears before "Catch That Train!".

A Hero No Longer
================
Appears after "Catch That Train!".

Interlude
=========
Appears before "Gangland".

The Needle
==========
Appears before "Spidey Vs. Hammerhead".

The Plot Thickens
=================
Appears after "Spidey Vs. Hammerhead".

Sneaking In
===========
Appears before "Spidey In The Machine".

Mad Reptile
===========
Appears before "Spidey Vs. Lizard".

Repentance
==========
Appears after "Spidey Vs. Lizard".

Spidey To The Rescue
====================
Appears before "Spidey Vs. Sandman Again".

Down The Drain
==============
Appears after "Spidey Vs. Sandman Again".

Boss... Look!
=============
Appears after "Spidey Vs. Sandman Again".

Spidey Monogatari
=================
Appears before "Konichi-Wa, Spider-San".

Ascension
=========
Appears before "The Best Laid Plans".

Epilogue
========
Appears after "The Best Laid Plans".
///
\\\
14. The Gallery - Part Three, Bugle Headlines
///
\\\

Below are when or how you have to unlock the Bugle Headlines.

"Captain America Foils Plot"
============================
Appears before level "Enter The Web-Head".

"Warehouse Theft A Bust"
========================
Appears when you die or let the fire reach the drums on "Spidey Vs. Shocker".

"Rolling Blackouts"
===================
Appears when you defeat Shocker on "Spidey Vs. Shocker".

"Spider-Man Apprehended"
========================
Appears when you let the plane be destroyed or die on "Wind Tunnel".

```
"Spider-Ambush"
===============
Appears when you enter cheats. These are the only cheats that unlock this Bugle
Headline. They are AUNTMAY and DRKROOM.



"Spider-Man Unmasked"
=====================
Appears when you die or miss the train on "Catch That Train!".



"Blackouts Continue"
====================
Appears when you catch the train on "Catch That Train!".



"Ball Ruined 1"
===============
Appears when you die on "Spidey Vs. Hammerhead".



"Ball Ruined 2"
===============
Appears when you defeat Hammerhead on "Spidey Vs. Hammerhead".



"Zeus Tear 1"
=============
Appears when you die on "Spidey Vs. Lizard".



"Zeus Tear 2"
=============
Appears when you beat Sandman on "Spidey Vs. Sandman Again".



"Spider-Man and Electro"
========================
Appears when you die on "The Best Laid Plans".



"Thor Saves The City"
=====================
Appears when you defeat Hyper-Electro on "The Best Laid Plans".
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15. The Gallery - Part Four, Storyboards
//////////////////////////////////////////////////////////////////////////////
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```

When you unlock a movie for the Movie Viewer, you also unlock that Movie's
Storyboard. These are basically the same movies, but in development form.
//
\\
16. The Gallery - Part Five, Parkers Portfolio
//
\\

When you complete a boss battle you unlock a boss battle picture in Parkers
Portfolio.

For beating Easy AND Kid mode you get six pictures each by: Kaare Andrews
For beating Normal Mode you get six pictures by: Mark Bagley
For beating Hard Mode you get six pictures by: John Romita Sr.
//
\\
17. The Gallery - Part Six, Comic Collection
//
\\

These are all 32 Spider-Man Comics that you unlock in the game, with their
descriptions.

Enter The Web-Head
==================
in Gallery: 22 of 32
Comic Book #: Spectacular Spider-Man #197

Description: In this issue, Spider-Man teams up with the X-Men! Spider-Man has
had a long-standing friendship with the band of merry mutants, and they
frequently help each other out. In this three-part story, they team up to
battle Professor Power!

in Gallery: 3 of 32
Comic Book #: Ultimate Spider-Man #1 (White Version)

Description: Here is the story of Spider-Man re-told for the modern day. What
happens when web designer Peter Parker is accidentally bitten by an
experimental, radioactive Spider? Peter, now with the proportionate strength
and abilities of a man-sized spider, must learn that with great power comes
great responsibility.

Burglary Interrupted
====================
in Gallery: 18 of 32
Comic Book #: Web of Spider-Man #100

Description: One-Hundredth issue, and the birth of the Spider-Armor! Although
it is destroyed by the end of the issue, it proves fairly useful, and is
granted immortality by its inclusion in both Spider-Man games! Very useful
indeed!

in Gallery: 4 of 32

Comic Book #: Amazing Spider-Man Vol. 2, #13

Description: Peter's wife, Mary Jane, is missing! Or is she? Could this be some elaborate cover up, or is Spider-man just in denial? Peter Parker dons the familiar red and blues to find some answers, and his wife.

Rooftops By Night
=================
in Gallery: 9 of 32
Comic Book #: Amazing Spider-Man Vol. 2, #29

Description: Mary Jane, believed to be lost, is finally reunited with Spidey. Or was this the plan all along, Mary Jane's kidnapper is somehow linked to Spider-Man, and knows his every move. Could Mary Jane simply be bait for a spider?

Warehouse 66
============
in Gallery: 15 of 32
Comic Book #: Peter Parker: Spider-Man #85

Description: In this issue, Spider-Man goes up against a new, more powerful Shocker! The Shocker has been hired to eliminate Paul Stacy, Gwen Stacy's cousin! Protecting him proves tricky for ol' Webhead, as Paul blames Spider-Man for her demise and doesn't want his help!

Spidey Vs. Shocker
==================
in Gallery: 13 of 32
Comic Book #: Amazing Spider-Man #46

Description: First Appearance of the Shocker! With his vibro-shock units and vibrational body suit, Shocker easily beats our hero in their first meeting. Spidey, outgunned and hurt, will have to come up with something very clever to defeat this formidable opponent.

Hanger 18
=========
in Gallery: 17 of 32
Comic Book #: Peter Parker: Spider-Man #92

Description: Identity Crisis! Spider-Man, once again a wanted criminal, must continue to use the different identities he and Mary Jane created to fight crime. In this issue, he uses the Dusk costume, and teams up with the Trapster to get him to turn himself in and clear Spider-Man's name!

```
Wind Tunnel
===========
# in Gallery: 16 of 32
Comic Book #: Peter Parker: Spider-Man #90

Description: Spidey in the Negative Zone! Spider-Man jumps through a vortex
into the Negative Zone to save the lives of three kids! While there, the colors
on his costume invert, and we have the Negative Zone version of Spidey! Spidey
also fights Blastaar and has his first run in with the Dusk Costume!




To Catch A Thief
================
# in Gallery: 21 of 32
Comic Book #: Amazing Spider-Man #185

Description: The moment everyone had been waiting for, for over a hundred and
fifty issues, Peter's graduation from college! As it turns out, because of
being short one credit for not taking a gym class, Peter is skipped! He decides
to make it up over the summer and graduates in September. Poor Peter!




In Darkest Night
================
# in Gallery: 20 of 32
Comic Book #: Spectacular Spider-Man #157

Description: In this issue, Spidey must battle both Electro and the Shocker as
the evil pair team up to take the web-swinger down! Barely making it through
alive, our hero beats them both with a little ingenuity, and a lot of fist
swinging!!




Heart of Darkness
=================
# in Gallery: 6 of 32
Comic Book #: Peter Parker Vol. 2, #22

Description: Sandman ends up the loser is his battle with Venom, a fight that
leaves Sandman slowly disintegrating. In one last, titanic battle with
Spider-Man, Sandman perishes as he literally loses his ability to hold himself
together and ends up as nothing more than just so much sand!




Gangland
========
# in Gallery: 27 of 32
Comic Book #: Spectacular Spider-Man #220

Description: In this issue, Mary Jane announces that there's a Spidey-Jr. on
the way, complete with radioactive blood! What will Spider-Dad do once the baby
```

comes?

Comic Book #: Amazing Spider-Man #21

Description: In this issue, Spider-Man has his first run in with the diabolical Beetle! It also stars the Human Torch, who helps Spidey take down the newly risen super-villain. This is the start of a long-time friendship between the two super-heroes, and lifetime of enmity from the Beetle.

Spidey Vs. Hammerhead
=====================
in Gallery: 19 of 32
Comic Book #: Amazing Spider-Man #114

Description: First full appearance of the villain Hammerhead! Hammerhead was saved after a very severe beating by having an adamantium plate surgically inserted in his head by Dr. Jonas Harrow. Having just seen a movie on Al Capone, Hammerhead styled his own gang after the 1930's mob scene and became a force in the NY underground!

Spidey In The Machine
=====================
in Gallery: 10 of 32
Comic Book #: Amazing Spider-Man Vol. 2, #30

Description: This issue marks the addition of new writer, J. Michael Straczynski. A new plot begins to unfold when Peter meets a man named Ezekiel, who has frighteningly similar powers and knows his identity as Spider-Man! Peter also visits his high school, and an ancient evil begins its hunt for our arachnid hero.

in Gallery: 25 of 32
Comic Book #: Amazing Spider-Man Annual #21

Description: Peter and Mary Jane finally get married! After a brief fight with Electro, Peter heads to the Bugle to sell his new pics and finds a party in his honor! As the date draws nearer, both Peter and MJ start having their doubts, and MJ's ex isn't helping! In the end, though, they both go through with it and take off to Paris for their honeymoon!

Mission: Spidey
===============
in Gallery: 8 of 32
Comic Book #: Spider-Man #25

Description: The mutant super team known as Excalibur joins Spider-Man in this

adventure. The villainous Arcade will stop at nothing to revenge himself on
Spider-Man, so he gives Spidey cosmic powers? Now as Spider-Phoenix our hero
must team with Captain Britain to get to the bottom of Arcade's twisted scheme.

in Gallery: 26 of 32
Comic Book #: Amazing Spider-Man Annual #21; Alternate

Description: This version features a special cover with Peter and the rest of
the actual wedding party on it!

The Corkscrew
=============
in Gallery: 32 of 32
Comic Book #: Amazing Spider-Man #341

Description: This is it! Spidey goes normal! If great power equals great
responsibility, does no power mean no responsibility? Not for our hero it
doesn't! Thankfully the Black Cat is around to lend a hand, or Spidey would be
in way over his head, or is he already?

Spidey Vs. Lizard
=================
in Gallery: 12 of 32
Comic Book #: Amazing Spider-Man #44

Description: The Lizard comes to New York! Relocating to the university Peter
attends, it's only a matter of time before the two run into each other. Spidey
is forced to leave the skyscrapers behind as he seeks out the Lizard's lair
deep within the city's sewer system!

The Gauntlet
============
in Gallery: 14 of 32
Comic Book #: Spectacular Spider-Man #66

Description: In this issue, Spider-Man devises a rubber suit to take on
Electro. Not too pretty, but it does the trick, and our hero comes out clean.
This issue has one great fight between these two super-powered enemies, but
will brains win out over raw power in the end?

in Gallery: 31 of 32
Comic Book #: Amazing Spider-Man #425

Description: The climax of Spider-Man's battle with the new and improved
Electro, and the appearance of the new Insulated Spider-Suit! This issue also
guest stars X-Man!

Comic Book #: Amazing Spider-Man #217

Description: In this issue, both Sandman and Hydroman team up to attack Spider-Man. In the ensuing battle, the two villains get all mixed together and become a mud monster! Shaken by the experience, the Sandman vows to go straight and tries to give up his life of crime!

Spidey Vs. Sandman Again
=========================
in Gallery: 2 of 32
Comic Book #: Amazing Spider-Man #4

Description: The first appearance of William Baker, the villain known as the Sandman! After a few unsuccessful attempts to take him down, the ever ingenious Spider-Man traps the unstoppable Sandman using an ordinary shop vacuum!

in Gallery: 5 of 32
Comic Book #: Peter Parker Vol. 2, #16

Description: Two of Spidey's greatest enemies, Venom and Sandman, go to war, and Spidey's caught in the middle. It's Symbiote and sand everywhere, and the winner gets to take on Spidey!

Konichi-Wa Spider-San
=====================
in Gallery: 23 of 32
Comic Book #: Amazing Spider-Man Vol. 2, 2001 Annual

Description: Ending one of the most pivotal storylines in Spidey's history, Mary Jane is back from the supposed dead, and realizing she can't compete with Peter's alter-ego, suggests a separation! This issue is also the last issue written by Howard Mackie, who has been writing Spider-Man comics since Spider-Man #44, way back in 1994!

Rock of Ages
============
in Gallery: 28 of 32
Comic Book #: Spectacular Spider-Man #258

Description: In this issue, Peter is again forced to masquerade as Prodigy due to the five million dollar price on Spider-Man's head. In the ensuing fight with Conundrum and Jack O Lantern, our intrepid hero manages to plant some evidence that helps to clear Spider-Man's name, much to the chagrin of Norman Osborn!

Comic Book #: Amazing Spider-Man #422

Description: The re-rebirth of Electro! After 'Light the Night' Electro has
devised a scheme to regain his lost powers, with the help of the villain
Delilah and the crimelord, the Rose! He straps himself into an electrical
chair, and when the switch is pulled, Electro is reborn!

Spidey Vs. Electro
==================
in Gallery: 1 of 32
Comic Book #: Amazing Spider-Man #9

Description: This issue features the first appearance of Electro! Max Dillon
was repairing a downed power line in the middle of a thunderstorm when he is
struck by lightning. Somehow, Dillon gained super-powers, the ability to
generate and project an electrical charge of enormous intensity. Thus Electro
was born!

The Best Laid Plans
===================
in Gallery: 11 of 32
Comic Book #: Spider-Man #38

Description: First of a three-part story! After a long absence, Electro
resurfaces again to cause trouble. Plagued by feelings of insignificance,
Electro decides to show the world, and particularly Spider-Man, exactly what he
can do! Electro begins his mad bid to prove himself amongst the super-villain
ranks.

in Gallery: 29 of 32
Comic Book #: Peter Parker Vol. 2, #2

Description: In this issue the Mighty Thor, fabled Son of Asgard joins
Spider-Man in a battle against extra-dimensional demons bent on destruction.
Against this never-ending horde can the Web-Slinger and the God of Thunder
possibly prevail?
//
\\
18. Cheats/Easter Eggs
//
\\

Listed below are all Cheat Codes and Easter Eggs of the game.

Cheat Codes
===========
DRKROOM - Unlock All Gallery Items.

NONJYMNT - Unlock All Levels.

VVHISCRS - View Vicarious Visions High Scores.

ALIEN - Spidey has a Big Head.

STACEYD - Spidey has Big Feet.

VVISIONS - "What If" Mode Unlocked. This changes some things in certain levels.

CEREBRA - Unlock all Training Levels.

WASHMCHN - Unlock All Costumes.

DRILHERE - Debug Mode.

AUNTMAY - Unlock Everything.

Easter Eggs
===========

Wire Frame Spider-Man

On the "Create-A-Spider" screen hold L1, L2, R1, and R2 to see only Spidey's
outlines. This also works on the "Costume Viewer" screen and on the "Character
Viewer" screen when Spider-Man is selected.

Please No Cursing!

If you enter a curse word in the "Cheats" section, Spidey will pop up, punch
the word, and change into a nice word like Cake or Happy.
//
\\
19. "What If?" Mode Differences
//
\\

Below are the changes "What If?" Mode does to certain levels in the game.

ROOFTOPS BY NIGHT
=================
Near the (?) is a giant banana. If you successfully jump on the banana, you'll
be taken for a ride until you reach the part where you have to destroy the
three machine guns.

"Thank You for traveling Air Spidey." ~ Spidey

WAREHOUSE 66
============
The barrels are now changed into soup cans. They say "Web Soup" and have a
picture of Spider-Man's face on them. The boxes are now changed into presents
with bows on top. The bows are flat though.

```
SPIDEY VS. SHOCKER
==================
There are a few new Spidey quotes. Examples:

"Those Anger Management classes are really paying off." ~ Spidey
"Now, Now, Mr. Crabby Pants." ~ Spidey



SMOKE SCREEN
============
Instead of Newspapers scattered around the level, they've been changed to flat
bananas.



WIND TUNNEL
===========
The barrels have been changed into light bulbs. Don't get your hopes up though,
as they do the same amount of damage.



CATCH THAT TRAIN!
=================
There's a giant banana on the flatbed car of the train. The barrels have again
changed. They are now bananas.



SPIDEY VS. HAMMERHEAD
=====================
If Hammerhead smashes into a wall, he'll begin to cuss. It's may take a while,
and it's not real bad though. The closest word I've ever heard from him is the
word "Stupid".



SPIDEY IN THE MACHINE
=====================
On the first machine that cuts off the lasers to the control room, you can play
Ping-Pong instead. The maximum amount of points you can get in a row is four.



SPIDEY VS. LIZARD
=================
There are Bowling Pins scattered around the area with The Lizard's face on
them.



THE BEST LAID PLANS
===================
When you beat Hyper-Electro, Benjamin Raymond will pop up waving and says
"Thanks For Playing!".
//////////////////////////////////////////////////////////////////////////////
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20. My Spider-Man Comic Book Collection
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Listed below are all Spider-Man Comics I have. I have Seventeen total.
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1. Amazing Fantasy #15, Volume #1.

2. Amazing Spider-Man #1, Volume #3.

3. Amazing Spider-Man #3, Volume #6.

4. Amazing Spider-Man #4, Volume #8.

5. Amazing Spider-Man #5, Volume #10.

6. Amazing Spider-Man #6, Volume #12.

7. Amazing Spider-Man #6, Volume #13.

8. Amazing Spider-Man #7, Volume #14.

9. Amazing Spider-Man #7, Volume #15.

10. Amazing Spider-Man #8, Volume #16.

11. Amazing Spider-Man #8, Volume #17.

12. Amazing Spider-Man #8, Volume #18.

13. Amazing Spider-Man #9, Volume #19.

14. Amazing Spider-Man #9, Volume #20.

15. Amazing Spider-Man #10, Volume #22.

16. Amazing Spider-Man #11, Volume #23.

17. Amazing Spider-Man #11, Volume #24.
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Feel Free to E-Mail me your Spider-Man Comic Book Collection. :)
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21. Copyright/Trademark Information
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22. Version Information
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Version 0.01 (Tuesday, June 24, 2008) Created the FAQ and did the following:
Introduction, Version Information, Game/Author Info, Copyright/Trademark
Information, and Table of Contents.

Version 0.03 (Wednesday, June 25, 2008) Added the Main Menu, Controls, The Game
Screen and Pick-Ups.

Version 0.05 (Thursday, June 26, 2008) Quickly entered 3 cheats and went
through the game and put up two parts of The Gallery.

Version 0.09 (Friday, June 27, 2008) Entered 1-2 cheats and finished up most of
the Gallery. The last part, Comic Collection, I was only able to find and write
15 of them.

Version 0.10 (Saturday, June 28, 2008) Finished all but two comics.

Version 0.12 (Sunday, June 29, 2008) Completed the Gallery, added a
Cheats/Easter Eggs section, and added three of seven Training Sessions.

Version 0.13 (Monday, June 30, 2008) Completed training and put up five of the
seven Challenge high scores.

Version 0.15 (Tuesday, July 1, 2008) Finished the High Scores and unlocked The
Prodigy Suit. I should be able to start the walk-through tomorrow.

Version 0.15 (Wednesday, July 2, 2008) Was only able to make the formatting of
the Walkthrough.

Version 0.19 (Thursday, July 3, 2008) Started the Walkthrough up to half of the
SMOKE SCREEN level. Would have finished but I went to a carnival.

Version 0.21 (Friday, July 4, 2008) Completed the SMOKE SCREEN level and got up
to the IN DARKEST NIGHT level.

Version 0.23 (Saturday, July 5, 2008) Was able to write up to SPIDEY VS.
HAMMERHEAD.

Version 0.27 (Sunday, July 6, 2008) Wrote up to half of THE CORKSCREW level.

Version 0.35 (Monday, July 7, 2008) Got up to THE BEST LAID PLANS.

Version 0.45 (Tuesday, July 8, 2008) Finished the game and got the
Spider-Phoenix Suit. I also finished the game on Kid Mode, and got up to THE
GAUNTLET on Easy.

Version 0.65 (Wednesday, July 9, 2008) Beat Easy Mode and Normal Mode. While
playing through Normal Mode again for all Costumes I got up to SMOKE SCREEN.

Version 0.80 (Thursday, July 10, 2008) Completed Normal Mode again, and the
Costumes section of the FAQ.

Version 0.90 (Friday, July 11, 2008) Added a few more sections and got half-way
done with one of them.

Version 1.00 (Saturday, July 12, 2008) Finished the FAQ.

```
Version 1.01 (Sunday, August 24, 2008) Did the same small update for this FAQ.
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23. Thanks
//////////////////////////////////////////////////////////////////////////
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I would like to thank these people.

You ~ For reading this FAQ.

Me ~ For writing this FAQ.

CJayC ~ For creating GameFAQs.

SBAllen ~ For doing a great job running GameFAQs since CJayC left.

Sony ~ For creating the PlayStation One.

My Grandma ~ For buying me my PlayStation One.

Vicarious Visions, Activision, and Marvel ~ For making this game.

http://www.network-science.de/ascii/  The ASCII Generator ~ For the ASCII.

GameFAQs User: Michael Sarich and his "FAQ Hosting Sites. Good Or Bad?" Topic ~
For helping me choose which sites should host my FAQs.

GameFAQs Users: joelyp, Mirage312, Tidus9554, and Shotgunnova ~ For telling me
when I should put the Gallery Items.

GameFAQs Users: Son Gohan X, The Fat, Longgam, Mike Truitt, Jman, MarieHuNnY,
jnr wonderful, Starky27, dinobotmaximized, THEFLYINGCHIP, Nick_Kazama, and
Andrewfreak1 ~ For the list of Cheats, Costumes, and Easter Eggs.

GameFAQs User: Andrewfreak1 ~ For letting me use the Comic Book Locations part
of his FAQ for my FAQ.

Thank You for using this FAQ, and I hope you use any FAQs I make in the future,
or have made in the past. :)

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~ Brian Hinkle
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