

# Spider-Man 2: Enter Electro FAQ

by Andrewfreak1

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SPIDER-MAN 2:  
ENTER ELECTRO PSX/PLAYSTATION/PSone

By: Andrewfreak1  
E-Mail: rubes@csiway.com

Ohh Yeah! The second Spider-Man Guide  
I wrote so far!

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Alright! Spidey's Back in a new adventure. And it's better than ever! YAHHH!!!!

----- Introduction -----

Hey, my name is Andrew Rubin and I'm

writing this spider-man guide since this game is so awesome! This is probably one of the best spider-man games I've ever played. So far I've beat the game on Kid Mode, And I got all the comics (Yay!). If you have any technical difficulties with this game and/or questions, please E-mail me at: [rubes@csiway.com](mailto:rubes@csiway.com)

----- Basic Controls -----

X + X = Webswing

Square + Square + Square = Triple smack!

Circle + Circle + Circle = Triple Kick

Triangle= Shoot web

Triangle + Up = Impact Web

Triangle + Left = Web Gloves

Triangle + Right = Web Dome

Triangle + Down = Web Yank

L1= Targeting

R2= Web Swing

THOSE ARE ALL THE CONTROLS...

-----Biographys-----

SPIDER-MAN

Powers:

Super Strength

Super Agility

Stick To Walls

Spider-Sense

First Appearance:

Amazing Fantasy #15

ID: Henchmen

Bio:

The Henchmen live only to serve out the will of their master-And to get paid as well!

ID: Hired Goon

Bio:

This Enemy is a well trained urban terrorist with only one mission: Eliminate anyone who gets in the way!

ID: Shocker

Bio:

Herman Schultz used his time in prison to develop shockwave based weapons he now

uses to further his carrer of crime.

First Appearence:

Amazing Spider-Man #46

ID: Mercenary

Bio:

These Highly Trained  
soilders are elite weapons  
specialists and expert Hand-To-Hand  
combatants.

ID: Train Yard Guard

Bio:

These Guards work for  
Hammerhead-Beware Spidey-  
they're not on your side!

ID: Sandman

Bio:

Fugitive William Baker hid  
from the law in an atomic  
test range. A freak accident  
turned him into the Sandman!

First Appearence:

Amazing Spider-Man #4

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!

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 Appearence:

Amazing Spider-Man #113

ID: Flying Drone

Bio:

Mechanical Guardians and  
maintenance workers. Not  
all evil has two legs.

ID: Rolling Drone

Bio:

These Drones pack huge missles  
to destroy intruders. They can  
detect heat signals with infra-  
red sensors.

ID: Scout Drone

Bio:

This drone is weak-  
but it can call other  
drones to it's aid!

ID: The Lizard

Bio:

A victim of his own genius-  
Curt Connors now the man now  
spends his life as the vicious  
lizard!

First Appearance:

Amazing Spider-Man #6

ID: Animatronic Samuri

Bio:

These relics of a time long past  
are powered by Electro! They have  
lightning swords and a powerful kick!

ID: Electro

Bio:

Max Dillion was working on  
a powerline when lightning  
hit him! By a miracle he survived-  
turning to a life of crime!

First Appearance:

Amazing Spider-Man #9

ID: Hyper Electro

Bio:

After merging with the  
Bio-Nexus device, Electro  
became pure energy. In this  
form he can come lighting for  
evil!

First Appearance:

Spider-Man #3333333 Nope, He's exclusive to the game!

ID: Dr. Watts

Bio:

Dr. Watts is a prominent scientist.  
She is the creator of the Bio-Nexius  
device and a world re-known scholar  
of biology!

ID: Rouge

Bio:

Born with mutant abilites  
to absorb the powers of anyone  
she touches-Rouge has an outcast.  
She now uses her super strength  
and flight with the X-men!

ID: Professor X



to get past the bridge, run across it. Kill the thug at the other side of the bridge and then keep on webswinging building-to-building until spider-sense goes off and spidey says "Somethings not right around here..." then, follow where the bullets from the guns are. Then take out all the machine guns and thugs that are controlling them. Then, webswing onto Warehouse 66!

#### #4 WAREHOUSE 66

Comic: Easy: There is a huge barrel from the left of you, pick it up and grab the comic.

Ahh... This stage is the easiest one I could think of! All you have to do is kill every single thug that is laying there lazy butt on the ground or crates. Once you've defeated all thugs, The level is done.

#### #5 SPIDEY VS. SHOCKER

Comic: Hard: In the flames, hard to see, (Because of the dang camera angle!) Just go strait into the flames and grab the comic.

Ok, Dodge shocker's blasts. Do what spidey says: "Gotta Yank some boxes on him." DO THAT! find a good box, web-yank, then... SMAAASH! Shocker is a pancake! Hahaha! Do this over and over until he is dead!

Bugle Headline: If you die on this level you will get a new headline:  
Warehouse Theft A Bust

#### #6 SMOKE SCREEN

Comic: NONE

Alright, Follow your compass and find the bomb.

##### KEY 1:

Go past the bomb and look at a building roof a little lower than yours. Webswing there, then beat up the guys and get the key.

##### KEY 2:

There are bad guys that have a key near the NYPD police car.

##### KEY 3:

Climb up that building and turn right. Then there is some more guys holding a key.

##### KEY 4:

On a tan rooftop. 2 guys are holding the last key.

Well, You got all the keys.

Go back to the bomb and disarm it!

#### #7 HANGAR 18

Comic: Kid Mode: On the left side of the hangar  
under a crate.

Ok, this level is a bit of a challenge. Go over to the ice cartridge (Cool!). Then spot the two machines on the left of the hangar. Two Machine guns on the right of the hangar. There is also two in the center. Once you've defeated all 6 MG's, swing to the hangar and you have complete it!

#### #8 WIND TUNNEL (the plane)

Comic: Normal: Under the giant net with the crates,  
a comic should be left of the crates.

#### Level Hints:

Ok, YOU NEED A LOT OF SPEED! (if your trying to beat the game on hard!) The easiest way to throw the barrels out of the way is to impact web them. When your in the next room, Impact web the barrels and shoot the switch from the right of the giant door blocking the next room. After you've done THAT, Go into the next room. Do the same thing. When you get to the last room, the plane will keep on going. Web up the propellers, and you will complete the level.

Bugle Headline: If you destroy the plane, you will  
get a new headline: Spider-Man Apprehended!

#### #9 To catch A thief!

Comic: All difficultes: On the third building  
you swing to, on a lower ledge, is the comic.

#### Level Hints:

Alright, Webswing as fast as you can from building-to-building because you don't want to lose your spider-signal. Just swing as fast as you can, And ignore all the baddies. Once you've got to the last building, you've completed the level.

#### #10 In Darkest Night

Comic: Easy: After killing the  
first guard, walk over  
to the garage doors to find the comic.

#### Level Hints:

Ok, Jump onto the train, (It's harder for guards to spot you) Then go over to area 2, then keep on going, Area 3, Area 4, And that's the key! That's pretty much it. Sooner or later you

should complete the level!

#### #11 Heart Of Darkness

Comic: Normal: After using all the 7 levers,  
instead of going to door #7,  
Go to door #3 and go behind the train. There is the comic.

#### Level Hints:

This one is...EASY! Go over to  
the main power room, then shoot  
the switch and go into that door.  
once you've got into the security room  
shoot the two switches. When you shoot number 1# door switch,  
Spidey will say "Nuts! That door is jammed!" So Then shoot  
Door Number 2 switch and Go through that door instead.  
Then just finish the level on your own.

#### #12 Catch That Train!

Comic: NONE!

#### Level Hints:

Ok, just focus on getting the train.  
When sandman makes the sand walls, just  
throw either barrels or crates at it.  
Once your done destroying sandman's walls,  
hop onto the train. All aboard!

Bugle Headline: If you die or miss the train on this level,  
you will get a new bugle headline: Spider-Man unmasked!

#### #13 Gangland

Comic: All Difficultes: Under the copying machine  
in the first hostage room.

Hard: After freeing the  
guy in the elevator, go back into  
the room you started in and collect that comic.

#### Level Hints:

Ok, beat up the two goons in front of you,  
then L1 target the ventilation duct in the  
ceiling. Web yank it and climb up into the  
vent. There, tie up one of the elevator bars  
and shoot the switch. That will free the  
hostage inside the elevator. Then, from the  
left of the switch, there is another room.  
Go inside it, there is some more goons to  
beat up. Once your done with them, go into  
the next room and free some more hostages and  
Beat some more goons. Then, zip up and use stealth.  
Crawl on the ceiling to the next room. There is 2 more  
hostages and 2 goons. Next, go behind the giant  
bookshelf and L1 target the ventilation duct. Web-yank  
it. Then zip up there and drop into the next room.  
There is two hostages. Free them and go into the little  
hallway. Impact web the locked doors and free the two hostages,  
then go over to the other locked door, and do the same thing.  
Once your done, head for the exit (which is right in front of you)  
and the level is over.

#### #14 Spidey Vs. Hammerhead!

Comic: Hard: If you pick up the closed



sign three times, a comic will appear.

Level Hints:

Hammerhead seems more like  
a Rhino than a person. Ok,  
Hammerhead has a machine gun, Right?  
Ok. Web yank it out of his hands.  
Then start pounding him. (Sometimes  
he'll charge after his gun so be careful!)  
Oh sure, Even when he's with his machine  
gun he could take some hits. And no, it  
won't do the same amount of damage it did  
before when you web-yanked the gun out of  
his dirty hands. Soon when he has half life,  
he should charge and break a window! Go outside  
of the window with him and finish up the showdown!  
(That's pretty cool, never seen spidey fight a boss  
on the empire state building!)

Bugle Headline: Die in this level to unlock a new headline:

'Ball Ruined 1'

#15 Spidey In The Machine

Comic: Kid Mode: After turning off both lazer  
grids, return to the air vents to find a comic.

Easy: After doing  
the boiler puzzles, on a high catwalk near the ceiling is a comic.

Level Hints:

This level is kinda cool, but the next  
level is a pain in the neck. Once the  
stupid robot damaged the boiler, kill  
the robot and shoot web at the red switch.  
There is 3 damaged boilers. Do this with  
all of them! Once your done with that, go  
into the hallway and turn left. You'll see  
the two giant turbines. Go over near the lazer  
grid. From the left of it you will see a picture.  
Hit all the buttons in the center, that will shut  
off the lazer grid and you can go to the control room.  
Shut down both of the turbines, then head back over  
to them. You will see an air vent. Web-Zip up there  
and crawl through to the next room. After spidey  
finishes talking, Go over to the security room and  
zip up. Crawl past all the lazars and go through  
the door. After your done unlocking the door and  
shutting off the lazer grid, go over to the unlocked  
door and level complete! (Woo! Long Level!)

#16 Mission: Spidey!

Comic: Normal: After doing all the puzzles,  
go back to the very first bridge  
to find the comic.

Hard: Underneath  
the bridge you start on, there is  
a platform. Go inside the place and there is the comic.

Level Hints:

Alright, Skip spidey's talk and  
zip up onto the platform above  
you. Crawl onto the top of it,  
then turn around and shoot web

at the red switch. Then drop down onto the bridge and go through the door. Then go through the force field you just shut down, and shoot the red switch to unlock the door. Inside, Impact web all the drone generators and once you've done it to all of them, the lazer grid that's guarding the red switch will shut down. Shoot the switch, then exit that area. Then, go to the next door (area 2) and destroy the four lazer turrets. Forget what spidey says, and impact web all of them (It's much easier) Then shoot the switch up there, then jump down and shoot the switch down there. Next, Proceed to area 3 and go to the computer on the left side, then match the things with your body tempature, then press circle and the feild will lower. Destroy the drones and match your web shooters with the 3 switches with the force field. After your done with this area, go back out there and go into the elevator to enter the next level.

#### #17 The Corkscrew!

Comic: Normal: When you get to the third part, climb up really high and underneath the doors that don't open, there is a ledge where you can find a comic.

#### Level Hints:

Ok, this one is easy on Kid Mode or Easy. All you have to do is shut down all the defense items and climb to the top (duh!) and once you've shut down all eight machines, climb to the top to find a door.

#### #18 Spidey Vs. Lizard!

Comic: Hard: After doing the serum stuff go to the third room and be quick, so you'll find a comic.

#### Level Hints:

Alright, after lizard throws you into the second room, collect the three serums. When lizard is NOT hitting you, throw one at him. He should stop hurting you. This is good. Beat him up. Do this until he is dead. If you run out of serums (there is only two packages) then just restart the level.

#### #19 The Gauntlet

Comic: Easy: On the last lazer building (The one without lazer turrets) on a lower ledge there is a comic.

Hard: On a ledge on the back of the first building, you will be able to get a comic.

Normal: Behind the lazer with the four guns, on the bridge that gives you access to the next building is a comic.

#### Level Hints:

This one is just like the corkscrew, except it's a much shorter and easier level. Ok, whenever you see a red lazer on you,

go into the direction of where the lazer is coming from. Go onto the building it's on, and shut it down. Do this with all the lazer towers and when you turn them all off, follow your compass and get to Dr. Watt's Lab.

#### #20 Spidey Vs. Sandman Again!

Comic: All Difficultes: On top of the building under construction.

Easy: Pick up the portable toilet, and under it you will find a comic.

#### Level Hints:

In this level trust your spider-sense!!! Or else you will get some serious sand in your tights! Ok, web yank the vaulve that has a sign that says: Danger! on it. Then when it has full pressure, web yank a different vaulve and make Sandman go in it. He will be all wet, then start pounding him for good. Do this until he gives up, and you complete the level.

#### #21 Konichiwa, Spider-San

Comic: Easy: Behind the buddha statue, there is a comic.

#### Level Hints:

Alright, take out the two samuri and pick up their pieces. Go into the room with the wall blocking the giant generator. throw the samuri pieace at it. as soon as you throw all the samuri pieces you can find, sooner or later the generator should loose all it's power, and it should shut off. Level Complete!

#### #22 Rock Of Ages

Comic: Easy: On the car sticking out of the wall, near the top, on top of it is the comic.

Normal: Inside the dino picture on the Ice Age level, you'll find a comic.

#### Level Hints:

At first I didn't know what to do in this level until I figured out a trick: Dodge all of the raining electricity Electro shoots; Crawl past the lightning rings, and that's pretty much it!

#### #23 Spidey Vs. Electro

Comic: Normal: On the earth model, there is a comic.

#### Level Hints:

Alright, Jump up onto the platform and pound electro. He'll throw you off. Do this until he looses all his health.

#### #24 The Best laid plans

Comic: Kid Mode: Behind the large antenna,  
there is comic

Hard: After the huge  
antenna has fallen down, climb on the fallen part.  
you'll be able to find comic 29. Peter Parker: Spider-Man vol 2, #2

Level Hints:

Ok, jump onto the tower  
and impact web all the  
machines. Then jump down  
and go to the other place.  
Then go near the generators.  
There is two capacitors near  
the generator, Impact web them.  
Then make Hyper-Electro fire at  
the generator. This will make him vulnerable.  
Pound him. Do this again and again until he's dead.

Bugle Headline: Die here to unlock a new headline:  
'Spider-Man and Electro'

```
 /-----  
 |  
 |          CONGRATULATIONS!  
 |  
 \-----
```

You have just beaten the entire game!  
enjoy the ending sequence!

"This proves that good always  
wins because evil is dumb!"- Spidey

There is some prizes for you, too.

all comics  
all movies  
all gallery entries (Maybe..)

And lots more!

-----Costumes-----

Spider-Man:

Powers: Sticks to walls, Spider-Sense, Super Speed and agility, Incredible  
Strength

How To Unlock it:

Start A Game.  
-----

Prodigy:

Powers: Double Jump, Enhanced Strength, Enhanced Web Swing

How To Unlock It:

Defeat 100+ thugs in attack challenge mode.  
-----

Spider-Phoenix

Powers: Invulnerability, Enhanced Strength, Enhanced Web Swing

How To Unlock It:

Beat The Game on hard.

-----  
Dusk (A very cool suit!)

Powers: Stealth

How to unlock it:

Get all 32 comic books.

-----  
Insulated Suit

Powers: Enhanced Strength

How To Unlock It:

Beat the lizard on hard.

-----  
Alex Ross-Red

Powers: Double Jump

How To Unlock It:

Beat Sandman On Hard Mode.

-----  
Alex Ross-White

Powers: Enhanced WebSwing

How To Unlock It:

Beat the game on Kid Mode.

-----  
Venom 2- Earth X

Powers: Unlimited Webbing, Enhanced Strength

How To Unlock It:

Beat the game on Normal.

-----  
Negative Zone-

Powers: NONE (Darn!)

How To Unlock It:

Collect the four keys on smoke screen  
without going back and fourth  
to extend time.

-----  
Symbiote Spidey-

Powers: Unlimited Webbing

How To Unlock It:

Beat game on easy.  
-----

Spider-Man 2099

Powers: Enhanced Strength

How to Unlock it:

Beat the game twice in Normal  
-----

Captain Universe--Whoa! This costume rocks!

Powers: Invulnerable, Enhanced Strength, Unlimited Webbing

How To Unlock It:

Finish the game twice in Mornal  
-----

Spidey Unlimited

Powers: Stealth Mode!

How To Unlock It:

Beat the game twice in normal.  
-----

Amazing Bag Man-- Pretty Cool Suit!

Powers: No Spidey Belt

How To Unlock it:

Finish the game twice in normal!  
-----

Scarlet Spidey

Powers: NONE (Darnit!)

How To Unlock It:

Beat the game twice in normal mode  
-----

Ben Reilly

Powers: NONE

How To Unlock It:

Beat the game twice in normal

-----  
Quick Change Spidey

Powers: No Spidey Belt

How To Unlock It:

Finish the game twice in normal

-----  
Peter Parker

Powers: No Spidey Belt!

How To Unlock It:

Beat the game twice in normal!

-----  
Battle Damaged

Powers: None

How To Unlock It:

After beating electro the first time,  
It will be worn by Spider-Man.

THOSE ARE ALL THE SECRET COSTUMES...

----- Cheats -----

AUNTMAY- Unlock Everything

NONJYMNT- Level Select

ALIEN - Big Head Mode

STACEYD- Big feet Mode

CEREBRA- Complete Training

DRILHERE- Debug Mode

WASHMCHN- All Costumes

VVISIONS- What If Mode

VVHISCRS- Programmer High Scores

DRKROOM- All Gallery Entries

-----What-If Mode-----

If you want 'What-If' mode, you have  
to start a new game and enter the code.  
The game will change depending on what you do.

Rooftops by night- There is a giant banana.

If you hop onto it, it will  
give you a ride!

Warehouse 66- There are giant barrels with a  
pic of spidey and says: Web Soup!  
(Yum!)

Spidey Vs. Shocker- New Spidey quotes.

Smoke

Screen- Near the 'Road Closed' Sign,  
there is a flat banana!

Wind Tunnel- You know the barrels...They  
turned into lightbulbs!

Catch That Train!- There is a giant banana  
on the train..There also is  
bananas instead of barrels!

Spidey Vs. Hammerhead - When Hammerhead  
charges at you, dodge  
his charge and when his head hits the wall,  
he'll cuss.

Spidey In The Machine - In the room with the  
giant turbines, the machine  
that shuts down the lazer grid  
will change from buttons to  
Ping Pong! Yes, I said Ping Pong!

The Best Laid Plans- After you defeat Hyper-Electro  
there is a little "surprise" !

That is all if What-If mode (awwww... It was just getting super-funny!) Well,  
let's move on...

----- Secrets and other stuff -----

1.  
Sometimes when your playing as  
Dusk, turn invisible (In outside levels!)  
and go near any thug. They will  
make quotes such as:

"Yeah, Black Cat is not bad either..."

"I wish something was happening..."

"You ain't kiddin'!"

2.  
Again, when you are using dusk,  
turn invisible and punch or kick  
a thug. He will arm his guns, look  
around all ways, then start walking  
again.

Those are all the secrets i've found,  
if you have any, please send them in!!!

----- Special Thanks -----

Thanks to my dog, Willie, because he is so cool!

Thanks to my friend JC, once again, since we play almost everyday!

Thanks to my amazing typing abilites, THANK YOU FINGERS!!!



Thanks to my Mom and Dad for renting me this game!

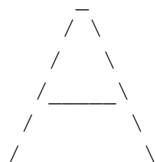
Thanks to everybody else I know!

----- The End -----

Well, we're done people! you've got  
all the comics, costumes, and everything  
else in the game! Hope you enjoyed my guide!

Goodbye! ^\_^

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Thanks for reading my Spider-Man 2 guide once again!



"Until next time, true believers..." - Stan 'the man' Lee

Goodbye!

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