

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

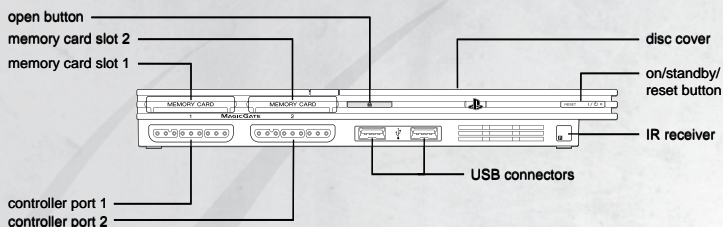
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started



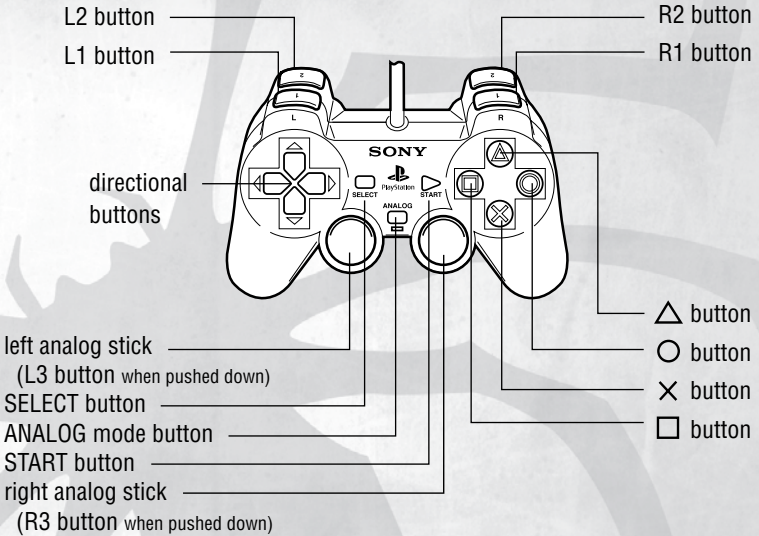
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Spider-Man™ Web of Shadows – Amazing Allies Edition* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **○** button to go back. *Spider-Man: Web of Shadows – Amazing Allies Edition* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

Basic Controls

directional buttons/left analog stick	Movement Control
□ button	Punch Attack
△ button	Kick Attack
○ button	Activate Power-up
⊗ button	Jump
⊗ button	Web Swing (while jumping)
L1 button	Spider-Sense
L1 button + directional buttons	Cycle Power-ups
R1 button + directional buttons	Web Zip/Web Line
SELECT button	Switch Suits
▶ button START	Pause

Navigating the Menus

Main Menu

New Game – This is where you begin a new *Spider-Man: Web of Shadows – Amazing Allies Edition* game. Selecting this will give you the option to select among three difficulty levels: Friendly, Amazing and Spectacular.

Load Game – Load your previous *Spider-Man: Web of Shadows – Amazing Allies Edition* save.

Options – Adjust the volumes of sound effects, music and voices. The credits can also be viewed from this menu. Options can be selected from the Ready Mission screen as well.

Ready Mission

Power-ups Manager – Manage the power-ups of Spider-Man.™

Skills Manager – Manage Spider-Man's skills. Also, spend your red or black points on suit-specific moves.

Start Mission – Begin the game.

Exit Game – Return to the Main Menu.

Basic Combat

Spider-Man will start the game with his basic attacks. As you progress through the game, points will be collected and then spent on the Skill Manager screen found in the Ready Mission menu.

Red and Black Choices

Throughout your adventure, Spider-Man will converse with many people, ranging from civilians, allies or the very villains he is trying to stop. In addition, Spider-Man must also make tough heroic decisions in all kinds of situations. For example, he may come across a poster about a lost kitten. Should he rescue the kitten for the owner or just let someone else worry about it? The choice is yours!

You'll have the option to choose a Red Suit answer, a Neutral answer or a Black Suit answer.

A Red Suit answer is witty and friendly.

A Black Suit answer has a darker, more menacing tone. (This is due to the Symbiote controlling Spider-Man's will!)

How you answer or respond to people will provide points in the respective suit color. Points can be spent upgrading Spider-Man's skills.

Note: Certain moves are only available to specific suits.

Spider-Sense

Spider-Man is able to use his Spider-Sense to determine the location of the next objective. Pressing the **L1** button will activate the Spider-Sense. Use it and see where it points to!

During certain missions, Spider-Sense will activate automatically to warn Spider-Man of incoming danger.

Summoning Allies

Spider-Man can collect spider-orbs for different tasks, or just as a reward for exploration. In between missions, Spider-Man is able to add allies, which he can summon. Pressing the **○** button will call upon the selected ally.

Power-Ups

Spider-Man is able to assign power-ups in between missions, making them available for use during his adventure. Some power-ups will help Spider-Man's attacks and moves, while some will benefit his health.

Auto-Save

Spider-Man: Web of Shadows – Amazing Allies Edition uses an auto save feature. At the end of each completed level, the game will automatically save your progress. To make sure you're able to continue where you left off, be sure to create a saved game file at the start of the game.

ORIGINAL MUSIC COMPOSED AND PRODUCED BY
Jamie Christopherson of Soundelux Design Music Group

STORY AND DIALOGUE BY

Brian Reed

WRITER

Michael D. Lynn

Notes

A grayscale photograph of a person's legs, wearing patterned leggings, sitting in a wicker chair. The person's feet are crossed at the ankles. The background is a dense, textured pattern of wicker or a similar material. The overall tone is soft and artistic.

Notes



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