

Introduction

So you want to be a superhero, huh? Well, it takes a lot more than just a flamboyant suit and a lame name to claim the title of 'superhero.' No, it requires confidence, skill, and complete ignorance of the laws of physics. In short, you must aspire to be the impossible.

Luckily for you, IGN has compiled this guidebook that will instill you with the confidence, competence, and training in the ways of the spider, which will get you going on the road to superhero stardom.

In this guide you will discover:

- **Walkthrough:** Check out our complete walkthrough for every level.
- **Bosses:** Learn the best tactics against this game's major bosses.
- **Secrets:** Find all of those pesky tokens.

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Basics

Crime Fighting Index

The Crime Fighting Index, visible from the pause screen, displays how favorably the citizens look upon you. By increasing your ranking, you'll unlock health and attack upgrades.

Interactive Cinemas

If you've played Resident Evil 4 or God of War, you're no doubt familiar with this gameplay mechanic. For those who are unaware, here's how it works: During some pre-scripted action sequences, you have to tap the buttons that flash onscreen in order to help Spidey through the sequence. Because of the near-impossible reaction-time required for some of these, it's often more a challenge of memorization than anything else.

If you fail to press the button, or perhaps push the wrong button, one of several things may happen:

- You may start over from the beginning of the cutscene
- You might continue on, but lose some health
- Or you might start the cutscene over, but take damage with each failure
- Or even worse, you might have to restart the mission from an earlier checkpoint

Combos

You can create massive combo attacks by linking together your Fast, Strong, and Web attacks. These can be very helpful for dealing significant damage to a single enemy, or a lot of damage to many enemies.

Walkthrough

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Walkthrough

Mad Bomber - Part 1

The training mission is pretty self-explanatory, as it should be given that it's a training mission. As such, we really, really hope you don't require too much assistance with this portion, as the game already walks you through it step-by-step. However, we'll provide some light commentary and tips along the way.

The narrator will teach you about the Fast Attack and Strong Attack. The fast attack, as its name implies, is a quick, but weak, way of dealing damage. Conversely, the Strong Attack is slower, but deadlier. The key though is linking these moves together. Experiment with different combinations to find effective combos.



Also, the narrator will inform you of the art of dodging. Look for a yellow 'attack icon' to appear above your opponent's head - as soon as it does, hold down the Spider Reflexes button to perform a dodge. Sometimes during a dodge, a button icon will appear on screen; press it to perform a counter-attack. This attack cannot be evaded by your foe, so it's important to use it as often as possible.

After taking down the first group of thugs, proceed through the door that the narrator opens for you and head left. Climb the rubble on the left with quick taps of the jump button; however, by holding the button down longer, you can leap higher.



To defeat the enemies in the next room, you'll have to utilize your Super Attack. There are several different Super Attacks you can earn, but you only have one thus far. But to use it, you have to build up enough energy in your Combo Meter. As you may have guessed, you can build energy by stringing together combos. Once it's full, unleash your sole Super Attack by holding down the Super Attack button and pressing Fast Attack.

With the room cleared, activate your Spider Senses to spot the bomber behind the wall. It's important to remember this skill, as it's handy for spotting mission objectives.



After the mad bomber blows open a hole in the wall, dash through it and locate the remaining two bombs, but to find them, you'll have to crawl along the ceiling. To do so, stand next to a wall and press the Crawl/Web button to latch on, then crawl to the ceiling. Activate your Spider Senses to quickly locate the bombs, then hold the Crawl/Web button again when near to deactivate

the explosive within a cocoon of webbing.



Now the narrator will inform you of the offensive capabilities of your webbing, each of which can be activated by different combinations of the crawl/web button.

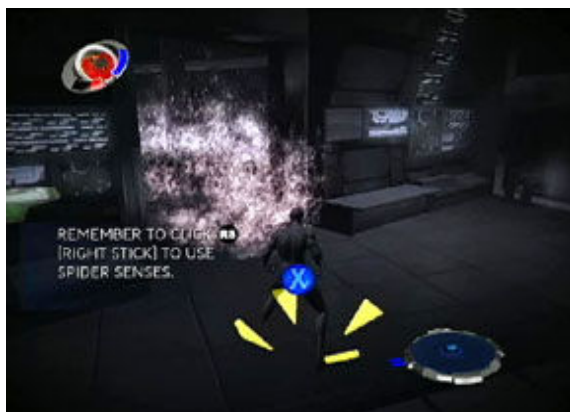
- **Web Yank** - Press it once to pull a nearby enemy to you.
- **Subdue** - Hold the button down to wrap the enemy with webbing, rendering them immobile.

Run through the next section by depressing the Speed Boost button. Inside the flaming room, use your spider senses to look for a context sensitive location. Press the Fast Attack button when there to prompt an interactive cut-scene. Quickly alternate pressing the buttons shown onscreen to pull down the pipe and douse the flames.



Tip!

Whenever two buttons are shown onscreen, we suggest using both thumbs, one on each button, to ensure you complete these interactive cut-scenes.



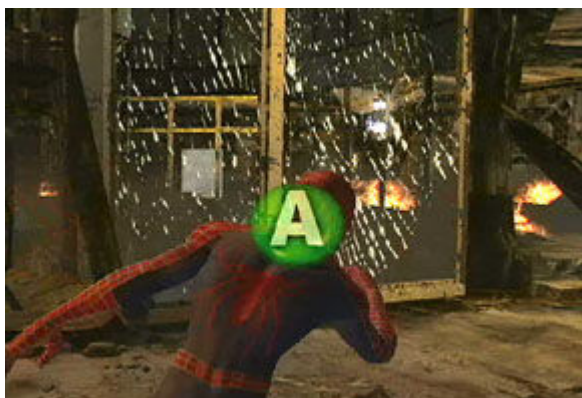
Now cross the flaming chasm by performing a double jump. That is, tap the jump button while in mid-air to perform a second jump and clear the gulf. Afterward, climb the ramp, then perform a high-jump by holding down the jump button and leaping to the ledge just above the entrance.



When you reach the trio of enemies, play around with different combinations of the Fast Attack, Strong Attack, and Crawl/Web buttons to find different combos. Once the three are down, you'll engage in another interactive cut-scene.



If you've played God of War or Resident Evil 4, you're already familiar with how these work. When a button indicator appears on screen, tap it quickly to make Spidey perform a particular action. In this case, the buttons you button sequence is: Jump, Jump, Swing. If you fail to press a button, press one too early, or press the wrong button, Spidey will fail and you'll have to try the entire sequence again.



City Swinging

Now it's time to explore the Big Apple. Press and hold the Swing button to launch a web-string at a nearby building and swing from it. Use the left thumbstick to move Spiderman around while swinging; you can also direct where Spiderman launches his webshot by pointing in a particular direction.

Now there are a few tricks to web-slinging effectively:

- Release the webshot button just as you begin climbing in your swing to leap forward, then quickly fire off another web to latch onto another building.
- As you begin your downswing, hold the Speed Boost button to gain speed. It's pretty much identical to swinging on a swing - press L just as when you would hold your legs out to gain momentum.
- If you wish to gain in altitude, release the Swing button at the apex (that is, the highest point) of your swing. Do this repeatedly to climb higher.

Soon, a yellow objective marker will appear on your screen, along with a number. This displays the precise location of your next objective; the number indicates how many feet away it is. Go there to complete the mission.



Walkthrough

Mad Bomber - Part 2 (Subway Disaster)

While meeting with your boss at the Bugle, a crazed bomber will interrupt your boss's tantrum to declare that he's planted a bomb in the subway. Follow the markers to reach the Subway station, and continue to follow them in the subway tunnel. Websling through this to avoid the trains.



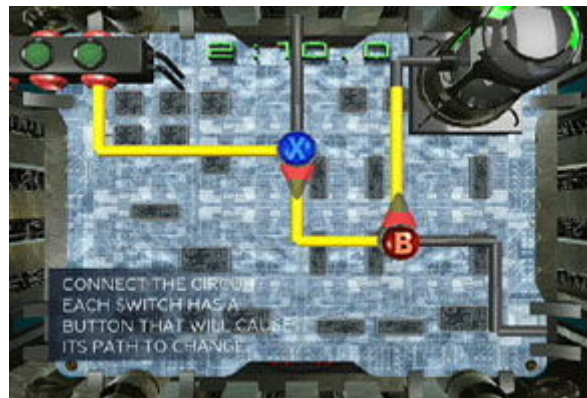
Shortly thereafter, you'll spot a jetpack equipped bomber. Continue to follow the marker to find a small gang surrounding a bomb. Take them down, then check out the bomb schematic on the nearby table. It appears they've littered bombs all over the place, including the room you're in right now! Quickly climb up the suspension cables near the table to deactivate the first two bombs (use your Spider Senses to track them down easier), then leap to a second set of suspension cables to deactivate three more.



Once the room is clear, a cutscene will play displaying the location of another bomb further up the tunnel. Websling to it by following the marker. Once there, you'll find it's covered by a metal plate too heavy to lift by yourself. Instead, press the Web button as a train passes to attach webbing to both the hatch and train, which will rip the metal plate open. Drop inside and begin deactivating the bomb.



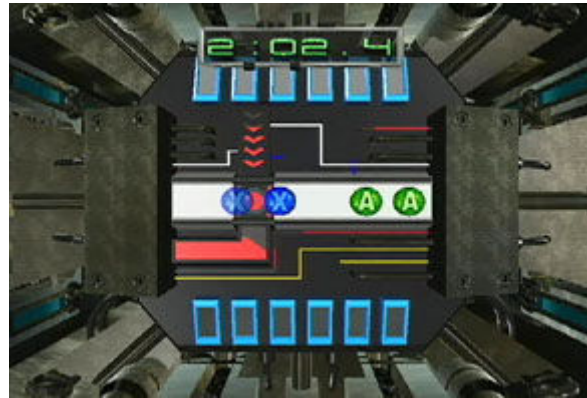
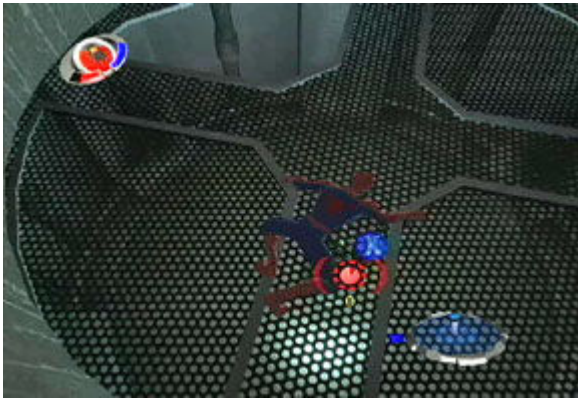
First, you need to unscrew the bolts, one by one, by rotating the left thumbstick counter-clockwise. After unscrewing one, tap A to remove it and move onto the next one. Now you need to defuse the bomb by completing the circuit. The yellow line indicates the current, which you need to direct to the core. In this case, tap the Fast Attack button once (so the first arrow faces down), and the Web button three times (so the second arrow faces up) to complete the circuit. Subsequently, tap the Fast Attack button once more to disarm the bomb for good.



Use your Web Yoyo attack (up on d-pad) to escape from here quickly, and follow the marker once more to a waterway. Unfortunately, the water level is too high to proceed, so continue to follow the marker to find a boarded up alcove just around the corner. Bust it open then turn the wheel inside to lower the water level.



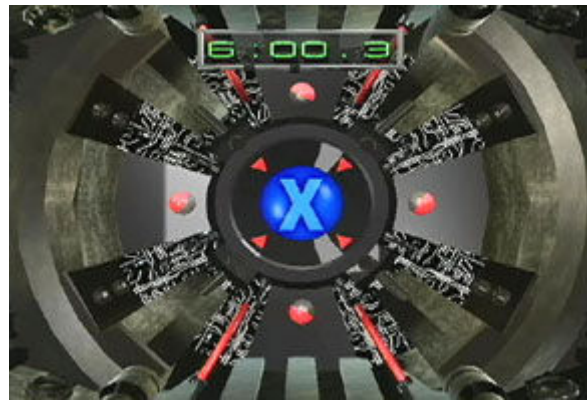
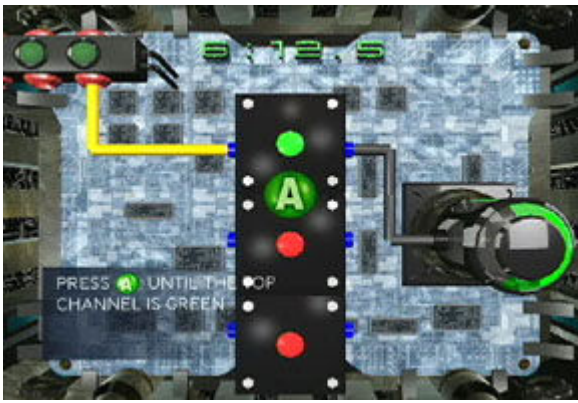
Now return to the now drained waterway and follow the marker up to another bomb on the ceiling. Once there, press the button shown onscreen to begin another deactivation sequence. To start things off, tap the Strong Attack button repeatedly to open the cover. Now this next portion is like a rhythm game; tap the buttons shown onscreen as they pass through the highlighted reader. Now just tap the Fast Attack once more to defuse the bomb.



Follow the marker once again to find another marker in the subway barn, but there's a train blocking access to it. Quickly flip the switch near the turntable twice to unload the train currently on it, then load the one blocking the bomb. Now run to the bomb and begin deactivating it.



Press both trigger buttons simultaneously several times to open the cover. Now press the Jump button until the top light is green, indicating the channel is open, which allows the current to reach the core. Now just tap the Fast Attack button to dismantle the bomb for good.



Ugh, looks like the jet-pack bomber is back. He's unleashed a runaway train, and it's up to you to stop it during an interactive cutscene. Although the button sequence is random, this challenge isn't too difficult. Just tap them as they appear onscreen, and hell, you can even miss a few.



Walkthrough

Mad Bomber - Part 3 (Jetpack Bombings)

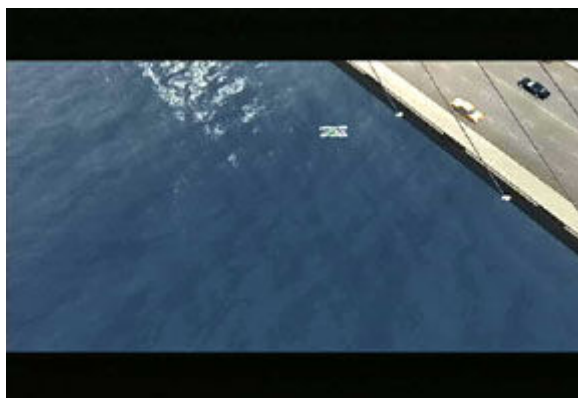
This challenge will require you to fly about the city, disarming bombs and killing thugs. Let's get started.

Leap over to the nearby rooftop and fight the two thugs. Then interact with the bomb to begin the deactivation sequence. As you've seen before, start by rotating the right thumb-stick clockwise to unbolt the screws, then press the button indicated onscreen to remove it. Now you need to complete the circuit - press the buttons onscreen to flip the arrows to allow the current to reach the core. Now just tap the Fast Attack button to finish the sequence.



With the first bomb taken care of, websling over to the next one by following the marker on your HUD. After performing the button sequence, it seems the bomb didn't deactivate correctly, so you'll have to kick it into the ocean so it detonates safely. Stand

behind it and kick it south, toward the bridge to fling it in the proper place.



Now follow the marker once again to a third bomb on the roof of a tall skyscraper. This one has a really short fuse, about 15 seconds, so run up to it and kick it toward the ocean. We suggest kicking it southwest, to avoid it landing on the dock.

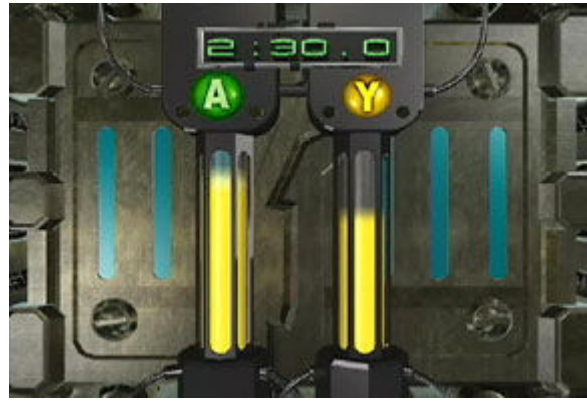
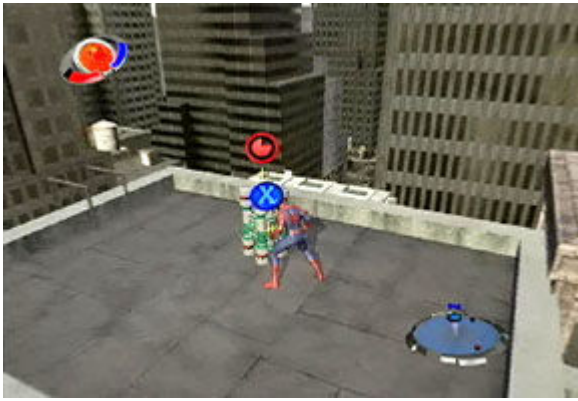


With the bomb taken care of, chase after the thugs with jetpacks who set it by following the marker. Once you close in, an icon should appear around them - you can use your web attack to latch on, then steer them into a nearby building for an easy defeat. You can also beat them conventionally with your standard attacks.



Argh, another bomb? You know what to do. Once there, deactivate like the others, then web sling over to another jetpack equipped thug. Once he's down, hightail it over to yet another bomb.

Now this bomb's a bit different. When you see the two filled columns, tap both buttons displayed onscreen to reduce their contents and open the way. You should be familiar with the rest of the disarming sequence. Oh, and good news, after you're done, the mission will be complete.



Walkthrough

Mad Bomber - Part 4 (Carlyle's Plan)

Okay, you have just a few minutes to swing across the city to the first bomb. Get moving!

Once there, take down the gang members if you have time, or just head for the bomb if you're running behind. Perform the actions shown on screen to deactivate it.



Once done, Spidey will spot an explosion off at the distance factor. Web sling over there and enter the factory through the open door (where all the people ran out of). Tackle the enemies inside and venture deeper into the complex.



After the cinema, you'll have to prevent the pipes from overflowing by reducing the pressure in all three. To do this, interact with the three terminals along the left wall. Rotate the right thumbstick counter-clockwise to push the needle back into the green for all three. If you take too long, you may have to head back to one of the previous terminals to push it back into the green. Once all three are set, a door ahead will open. Kill the enemies that charge at you, then proceed through.



Inside, a poor enemy will be trapped under some rubble. Don't bother saving him, as he'll only repay your efforts by attacking you. Instead, leap over the nearby cauldron to a walkway. Follow it to the ladder, then leap up to another catwalk. Follow it to a desk and check out the bomber's plans.



With the room ablaze, drop down and use your Spider Senses to track down the passageway leading to the door out of here (it appears as yellow). Run to the end of the room to encounter a few more thugs. Quickly tap Fast Attack when the button flashes to avoid one of their attacks, then take them all down.



Continue on into the next room to battle plenty more. Work your way over to the hanging tank and beat the crap out of it to destroy it. With the objective complete, follow the markers to engage in an interactive cinema that will conclude the level. The button sequence is Jump, Fast Attack, Web, Jump.

Walkthrough

Mad Bomber - Part 5 (Death to J. Jonah)

The first portion of this level sees Spidey to deactivate several bombs. Just follow the onscreen prompts to complete the mission.



Subsequently, you'll have to closely tail the helicopter by web slinging after it. Stay on its tail and it will soon drop your boss. Use your Spider Reflexes and dive at him to save him. Now follow the chopper up to the rooftop to battle it out.



Boss - Attack Chopper

The attack chopper is more bark than bite. Your main objective is to grab hold of the single missiles it fires at you by using your Spider Reflexes, then hurling it back at the chopper by tapping the button shown onscreen. Repeat this a few times to send the chopper to a fiery grave.



However, between the singular missile attacks, you'll have to put up with gun fire and a large missile attack. You can avoid the gunfire by seeking cover behind a building. However, you're going to have to be a lot more agile to avoid the mass missile attack. We suggest leaping off the rooftop and then web swinging around the perimeter of the building until the attack is over, then return to the roof to take the copter down.



Tip!

Look for health power-ups among the wreckage on the rooftop that the helicopter causes.

Walkthrough

The Lizard - Part 1 (In Search of the Lizards)

Your boss at the newspaper has received reports of lizards running amok downtown, and he's tasked you with capturing photographic evidence of such.

Begin by swinging toward your first destination, the hotdog cart, as marked on your HUD. Once there, pull out your camera and take a picture of the cart. The camera will now pan over to man in a lizard suit in a nearby courtyard. Run over to him, snap his picture, then take it back to your boss, by following the marker on your HUD once more.



Well, it appears a picture of a rejected Disney theme park character isn't what your boss was looking for. Follow the marker on your HUD once more to head to the park.



Once there, a citizen will scream out for help at the sight of an actual lizard. Follow the marker to the Hot Dog cart, then up the street. Spidey will soon remark that his spider sense should help direct the way. Well, listen to the man and turn your sense on! Now do you see the red silhouette visible through the western buildings? That's the lizard you're looking for. Run around the building and into the alley to find him. But don't get too close, otherwise you'll scare him off. Keep your distance and snap a photo.



Unfortunately, one photo isn't good enough, so you'll have to find some more lizards. Follow the marker on your HUD to your next objective.

Hmm, it seems the Apocalypse gang is causing some trouble. There are only a few of them... so you shouldn't have any trouble taking them down. As usual, try to stay airborne and pull them up to you for an easy victory.



With the gang taken care of, follow the marker until the game instructs you to use your Spider senses. Turn it on to spot a large pile of goop, with footprints leading from it - these will lead you to your target. However, the footprints split into three paths up ahead. Follow the center one that leads across the street and up the building. While you can crawl along the building and follow the tracks precisely, they actually just lead back to the ground on the building's east side, so save yourself some time and just round the corner and continue following the path of footprints back on the ground.

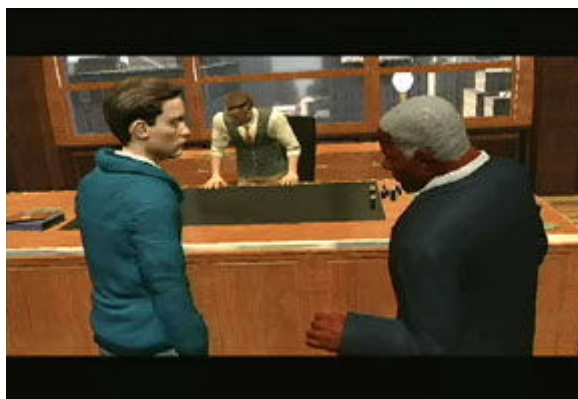


Just past the building, the path again splits in to two. Follow the one that leads directly across the crosswalk, and continue to

follow it until you see a cut-scene showing a lizard eating at the Hot Dog cart. Move quick to capture his photo before he runs away - don't worry about getting too close, as you can be several meters away to capture an acceptable photo.



After snapping the Lizard's picture, follow the marker back to the newspaper HQ to deliver the pictures.



Walkthrough

The Lizard - Part 2 (Connors the Lizard)

Dr Connors' experiments seem to have gone awry. Will, no matter, stand on top of the metallic grate ahead and press the buttons shown on screen to drop in below.



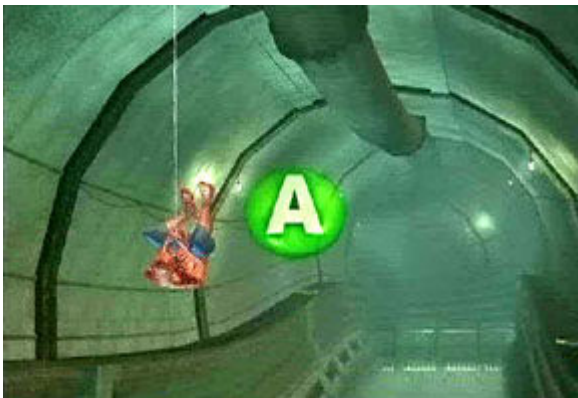
In the sewer, you'll be ambushed by five lizards. They don't put up much of a fight, but stay airborne as much as possible to ensure victory. Once they're defeated, drop through the large hold in the center.



As you land, you'll see a poor soul behind a gate being dragged off by a lizard. Don't worry about him, instead, follow the tunnel leading to the Gatehouse. Once there, two lizards will attack. Take them down, then follow the water up through the sewer.



To pass this portion, you'll have to engage in an interactive cutscene. The sequence is jump, web, jump.



Subsequently, head into the Hydraulic Room ahead to watch a lighting fixture fall into the water and electrify a whole bunch of swimming lizards. Now there's a cocoon blocking the path ahead, but it seems electricity weakens its defenses. So hop into the water and knock down the two remaining light fixtures; but make sure to leap out of the water immediately after knocking one down to avoid being electrocuted. Once both are down, a path will be revealed inside the cocoon, along with a health pack.



Inside, leap through either one of the large port holes on the left, then swing through the sewer. Continue straight, past the path on the left, to reach a balcony right above a small waterfall. Once there, a strong lizard will bust through the wall. While he's a bit tougher than the usual lizards, he shouldn't pose much of a threat by himself. Just use combos to keep him at bay.



Head through the hole that the strong lizard created. Now there's a bunch of lizards in here, so we recommend hanging back on the balcony and using your webshot to pull them toward you one by one to kill them easily. Once the room is clear, head into the Pumping Station via the tunnel on the opposite side of the room, but watch out for a couple lizards along the way.



After the short tunnel, get ready to engage in a quick interactive cutscene. Just tap the jump button when prompted to defeat the lizard that attacks. Now leap out either one of the port holes on the right to engage in a second interactive cinema. The sequence is Jump, web, web, jump.



After landing, get your thumb ready to press the jump button during an interactive cutscene, as a lizard will ambush you just as you enter the room. If you screw up, you'll have to battle him hand-to-hand.



Health Pack!

Drop into the far end of the water filled passage in the center of the room to find a health pack.



After killing the lizard, look for an entranceway on the right side of the room (relative to where you entered) and climb the staircase. But get ready to tap A again during another lizard ambush. Like before, you'll have to battle him if you fail.



Just great, another cocoon is blocking the way! Thankfully, it can be destroyed by chucking two flaming barrels at it. But first, kill the lizards on the platform so they don't distract you from your throw; then move near a barrel and use your web attack to grab one and begin spinning it around. Release the barrel just as it's facing the cocoon to ensure it hits. Do this once more to destroy it and open the way. Now look for the entrance to the water purification room on the right side of this room, where the cocoon was.



Run through the short tunnel, then leap down the long shaft with the pipe in the room at the end. Grab the health pack at the bottom, then proceed through another tunnel.



Once you reach the room with the waterway, activate the lever in the far left corner to open the gate blocking the way. Follow the waterway into the next section. Stay on the walkways and pull the lizards to you with your web. Once clear, activate a second switch alongside the same wall the first one was to open another gate. Make sure to grab the health pack that's revealed as well.



Inside this large area, feel free to ignore the lizards, and work your way up to the high platform to the far right. Open the shut door by tapping the buttons shown on screen, then head through the tunnel. Make sure to leap over the steam vents to reach the room at the end.



Once there, leap up to the high platform on the left and bust down the boarded up passageway. Run down the corridor to find Dr. Connors,



After Spidey leaps to the ground, a large drill will give chase. Swing away from it through the tunnel. Now there are six rock walls up ahead, but explosives will blow open holes in each one, but in different locations. The pattern that the holes emerge in is as follows:

- 1) High
- 2) Low
- 3) Right
- 4) Left
- 5) Top left & bottom right
- 6) Center (like a doughnut's hole)

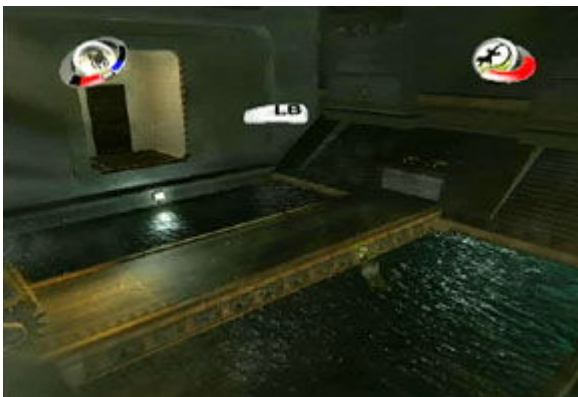


After escaping, swing up to the balcony and through the door.



You should now be in a large room with three conveyer belts, but beware, Dr. Connors lurks in the water below. Your goal is to lure him onto the conveyer belts, then ram him into each of the three grinders at the end of each one to stun him.

To do this, stand perfectly still on either of the three belts, then use your Spider Reflexes when prompted. Continue to hold the reflexes button down until Dr Connors attacks. With your fast reflexes, Spidey will pin the doctor to the ground. Now quickly tap the Jump button repeatedly to subdue him and force him into the grinder. You will know you were successful if the grinder stops working and gets bent out of shape; now repeat this with the next two to make the doctor go comatose.



Tip!

When luring the Doctor, try to stand as far away from the grinder as possible to ensure you have enough time to pin him down, otherwise you may be the one who ends up taking damage.

Note:

If you fail to use your Spider Reflex, Dr. Connors will instead pin you down. Quickly tap the jump button to escape,

otherwise you may meet your maker at the hands of the grinder.

After being nailed by all tree grinders, the lizard doctor will be stunned. Walk up to him and press the Strong Attack button to initiate an interactive cutscene. The sequence is as follows: Strong Attack, Jump, Spider Reflexes, Jump, Web. This will knock the doc into the next room, where you'll have to battle him mano-a-mano.



Boss - Dr Connors

The lizard doctor requires a careful balance of offensive and defensive maneuvers. The best tactic is to evade his attacks with your Spider Reflexes (remember to activate this when the yellow icon appears over his head), launch a counter-attack, then quickly follow up with a series of quick and strong attacks.



However - and this is important - the lizard has several attacks that can not be dodged with your Spider Senses, nor can you counter-attack during these. You can tell when he's about to unleash one when his hands and the icon above his head glow purple. If you see either of these, it's time to hightail it out of there. We suggest jumping over him for a quick escape. After avoiding his attack, pummel him with a series of your own.

About halfway through the battle, the boss will become enraged and will utilize his stronger, undodgeable attacks more frequently. Keep your distance when in doubt and tread carefully.



After defeating the boss, he'll try to escape via a hatch in the roof. You can put a stop to this by pressing this sequence of buttons during the interactive cutscene: Jump, Web, Jump, Swing, Web, Left Stick Down.

Walkthrough

The Lizard - Part 3 (The Hunter and the Hunted)

It's time to find Dr Connors. Leap through the hole in the center of the floor, then a second one to wind up in a tunnel. Run through it to emerge in a large sewer.



Websling through the sewer to find a room at the end, on the left. As you climb the staircase, you'll see lizard corpses being flung into walls. Who could be behind such an awesome display of manliness? Continue climbing the stairs to find out.



Why, it's a big burly dude of course! However, there's no time to admire his brute strength - the door you just walked through has closed, and the hazardous liquid is rising. Thankfully, an interactive cutscene is here to save the day. The sequence is: Strong Attack, Jump, Strong Attack, Jump.



A Barrel full of Lizards

In the next sewer section, there's a train car near the entrance that you have to push, but there's a large beam blocking it from moving. Even worse, you can't move the beam until all of the lizards guarding it are destroyed. Worse yet - more keep on coming.

Since fighting them is futile, your first objective is to block the hole they're coming from. Thankfully, there's a second train car on the opposite side of the room that can do the trick. Position Spidey behind the train car and press the Fast Attack button when prompted. Now hold down the Fast Attack button, and time your release so the meter is near full, to push the train car with enough effort to crest the hill and stop above the hole the lizards emerged from.



Now that the lizards troops have been limited to whatever's left in the room, use your special attacks to take the remaining few down quickly. With the room clear, walk up to the beam blocking the train and press the Fast Attack button when prompted to engage in an interactive cinema and push it out of the way.



With the route clear, get behind the train car and push it like the one before. With enough effort, the car will careen off the tracks and bust open an entranceway. Head inside, collect the health power up, then proceed through the doorway.



It seems the raw sewage here has been electrified. Even worse, the closed gate prevents you from escaping the stink. Use your spider powers to climb along the wall up to the gate. Now if you look closely, the controls for the gate are in the middle of the sludge, but how will you reach it without getting electrified? Easy -- crawl up to the ceiling to just above the gate controls, then tap up on the control pad when prompted to lower yourself down to the controls. Interact with them to open the gate.



Continue heading south through the sewer to a second gate and do the same thing, then look for an exit on the right side. Continue through the rooms to a large vertical route Spiderman will leap up in an interactive cutscene. The button sequence is Strong Attack, Jump, Fast Attack, Web.



At the top, look for a Health Power up along the wall, then proceed through the hallway to battle with Kraven.



Boss: Kraven

Battling with Kraven is a bit unusual, in that he possesses several special unique powers. Like most enemies in this game, attack Kraven with a barrage of Fast and Strong attacks. After he endures some damage, he'll produce clones of himself to distract you during the fight. They'll perish with a single attack, but we suggest using one of Spidey's Super Attacks to deal with them quickly. Prepare to face these clones several times throughout the battle.



Kraven is also able to transform into one of three wild animals:

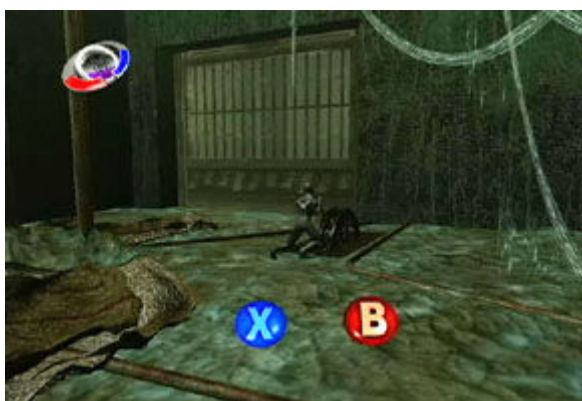
- **Bear:** Although strong, it's also slow. Just continue to pummel him and dodge his attacks.
- **Bird:** Although he attacks seldomly, this form can also be hard to target as he likes to fly about. Leap into the air and perform arial attacks to take him down.
- **Panther:** While fast, this form isn't much more difficult than the other two. Just continue to beat on him.



Kraven has quite a bit of health, so it's essential that you activate Rage mode at every opportunity. After several minutes of battling, he'll trigger a switch that'll fling several objects toward Spidey. Press the buttons shown onscreen to avoid them. The sequence is: Fast Attack, Jump, Strong Attack.

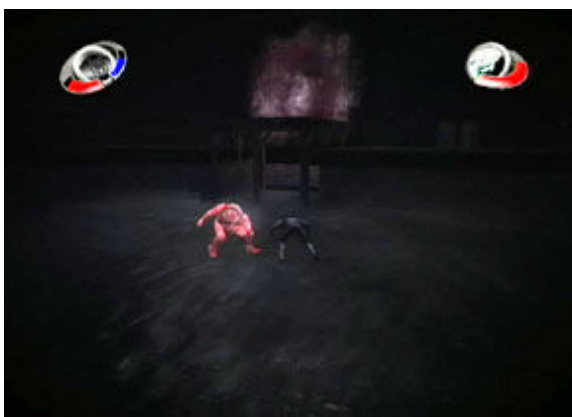


After the battle, Spider-Man will fall into a cavern full of lizards. Take them down, grab the health power up, then open the gate by flipping the nearby lever.



Boss: Kraven (part 2)

Great, it's Kraven again, and this old dog has learned a new trick: invisibility. He doesn't use it all the time, but when he does, use your Spider Senses and look for the trail of splashing water to track him down. Even more, the lizards are fighting on his side now, so you'll have to watch out for them while battling Kraven.



Aside from these peculiarities, you should battle him like before, but again, and we can't stress this enough, use Rage whenever you can. It's best if you can corner Kraven, allowing you to beat on him repeatedly. We also suggest killing the lizards as soon as they get near so you can focus your efforts on Kraven. This is a very tough battle, so try not to get frustrated if you have to retry a few times.

After his health is depleted, Kraven will stand there stunned. Run up to him, tap the button shown on screen, then complete the interactive cutscene. The sequence is: Strong Attack, Fast Attack, Jump, Web.

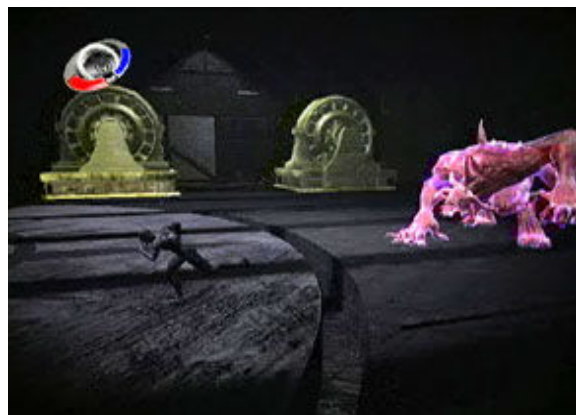
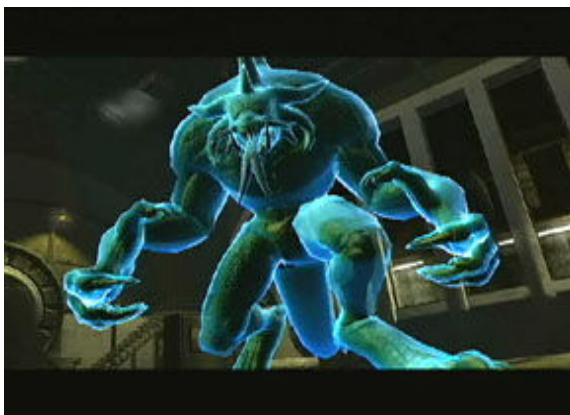


With Kraven defeated, run through either one of the flaming passageways on the south side of the room, then through one more, and follow the tunnel to the end to encounter the Lizard.



Boss: Lizard

Geeze, another boss -- does the torture ever end? This giant lizard is invulnerable to your normal attacks, for now, so you'll have to find an alternative way of attacking him. We'll give you a hint, it involves the four generators scattered throughout the room.



Wait for the boss to lumber toward you on his back legs, then leap into the air and launch a web attack at him. This will bind his hands; now get close and press the Fast Attack button when it appears to leap into the air and web his face, blinding him. Now that's he's stunned, immediately dash behind him and grab his tail. If you've ever played Mario 64, you know what to do next.



Your goal is to throw him into one of the four generators. Rotate the left thumbstick to spin the boss, build up some momentum, then tap the Web button again to throw him. Make sure you time his release just as he's passing a generator. If your aim is true, he'll smash into it, which will damage his shield. Repeat this for the remaining three generators to completely remove his shield.



Of course, he won't take all of this abuse lying down. Two of his attacks involve exhaling stuff at you - just stay far back, or behind him, to avoid these. Also, the boss will get on all fours and charge around the room on occasion; you can leap over this as well. Be on the lookout for any of these attacks after each generator hit.

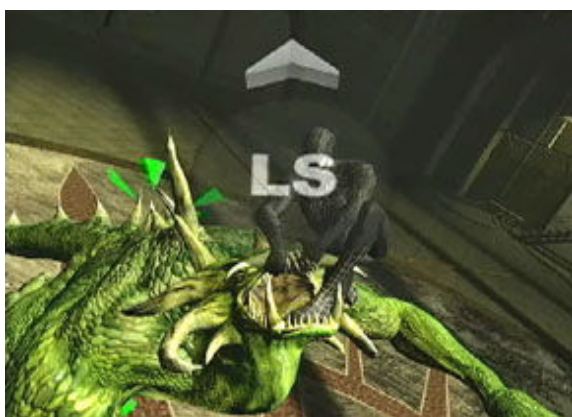
After tossing him into all four generators, his shield will vanish. The lizard will now begin leaping from wall to wall, but will eventually jump toward you. Keep on the move to avoid being stomped on, then attack him as soon as he lands. If he lands standing up, get behind him and attack him from between his tail and one of his hind legs. He generally won't attack in this state, so let loose.



However, on occasion, he'll get stuck in the floor. This gives you even more time to wail on him; however, he'll also launch a counter-attack as soon as he's free, so make sure to keep behind him (while continuing to wail on him, if you wish) to avoid the attacks.



After several beatings, he will become stunned. Run up to him and tap the button shown onscreen to engage in an interactive cutscene and defeat him.



Walkthrough

Apocalypse - Part 1 (The Catch of the Day)

The local gang has strung up a poor citizen by the ankles and is lowering him into the waters below, via a machine called a wench on the pier. Thankfully, there's a button you can press on the wench that reverses the direction, and will pull him to safety, but you'll have to fight off the gang members in the mean time.

Your first priority should be to press the button on the machine to pull the citizen back up. As such, ignore the trio of gang members, and leap over them to the machine. Tap the button that flashes on screen to reverse the direction of the rope. Now here's the thing, the gang members can hit the button too, which will once again lower the citizen. As such, stay close to the machine and fight off the gang members.



Tip!

Use Spider Reflexes when near the machine to press the button with ease - you won't have to worry about being hit by the enemies' attacks now!

Note:

Knocking the foes off the pier will send them to a watery grave. It's a quick and effective method of dealing with them.

Once the trio is defeated, even more gang members will appear. Continue to fight them off, while keeping them away from the wench. Once they're defeated, ensure the wench is raising the citizen to complete the mission.



Walkthrough

Apocalypse - Part 2 (The Bomb Shelter)

It appears some terrorists are planning something devious involving the subway. Activate your Spider Sense and follow the glowing footprints through the subway (e.g. go down the stairs, turn left through the turnstiles, down another staircase, and turn left at the base). After overhearing the two pedestrians' conversation, Spidey will catch a ride on the train deep into the tunnel.



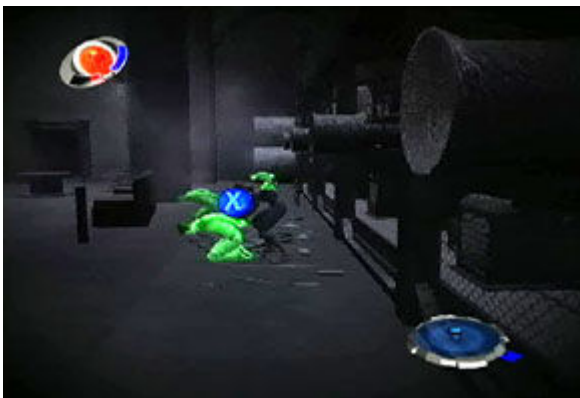
In the tunnel, kill the three punks at the end, then climb onto the platform on the left and head through the tunnel. It seems the punks are fans of Punk music as well; you can follow the sound through the caverns to find their HQ. You may also want to use your spider senses to see the gang's exact presence. The path to their HQ is to drop down in the first room, enter the tunnel on the right, enter another tunnel on the raised platform to the left, which leads right to the Punk's HQ.



My god...it's full of punks! There are three hostages tied up on the north-western side, but it's best to ignore them for now and instead focus on taking down the punks. We suggest leaping atop one of the ledges on either side of the room, then using your webshot to pull the punks to you, that way you can tackle them just one at a time. Once their numbers are reduced, you should be able to take on the rest from the ground.



With the room clear, use your Spider Senses to quickly locate the hostages - walk up to each of them to free them. But wait, it seems there's one more on the subway tracks and a train's coming his way! Quickly dash through the door (make sure to hold down the Speed Boost button), and run to the captive (don't worry about jumping; Spiderman will automatically leap over the railing to the tracks below). Once you close-in on the hostage, press the button that appears onscreen to free him (but not a moment sooner, otherwise you may get caught up in a combo, which can cost you his life).



Now that the conductor is saved, run or web-sling through the tunnel, back to the station where you'll find more gang members. Ignore all of the ones on the railroad track, and leap to the station's platform to battle any thugs there. The continuous subways that roll through here will kill anyone on the tracks, so try to knock any remaining thugs down there for an easy victory. Just watch out for the one carrying a stop sign; if you can't knock him to the tracks, evade his attacks with your Spider Reflexes, and perform counterattacks. Once the punks are down, the mission will be completed.



Walkthrough

Apocalypse - Part 3 (Power Grid)

After speaking with the police officer, you'll have to follow his cruiser downtown to the gang activity. Following him can be tricky, since if gets too far, or take the wrong route, you'll fail the mission. That's why we suggest quickly jumping on top of his police car from the get-go so you can ride it to your destination.



Once there, you'll find a couple of thugs you'll have to help the police take down. They shouldn't pose much of a threat. Once completed, you'll have to chase down a van containing the last few gang members. You may want to hop aboard the police car once more to catch up with the van quickly, or you can just web sling over to it.



Once you catch up with the van, you have to web sling on top of it. This can be tricky, since it's a moving target, and may take several attempts. Thankfully, there's no time limit, so the van will continually circle through downtown giving you ample opportunity to climb aboard, just make sure you don't get too far away, otherwise the mission will end. The best way is to web sling over the van, then release the web and try to drop on top of it. If you're close enough, Spidey will automatically home in on it.



Once aboard, a gang member will try to attack through the passenger side window. Use a few quick attacks to dispose of him. Afterward, Spider will latch onto the hood of the van and attempt to dismantle the engine - press the Fast Attack and Crawl/Web buttons quickly to disengage the vehicle. With his ride out of commission, the driver will escape the vehicle and attack you mano-a-mano. Take him down.



Now you need to make your way across the city to power down the generator. Follow the target on your HUD to your destination. Once there, quickly take down the gang members, then use your Spider Senses to easily locate the four switches that you have to trigger in order to power down the generator: One is near the tanks, while the other three can be found amongst the nearby buildings.



Once the four switches are flipped, run back to the van, grab the bomb, then quickly web-sling (not run) to the mark on your HUD, where Spidey will then throw the bomb into the water.



However, you've also attracted the attention of the gang leader, who's none too please about your exploits. Armed with an axe, and a small army, this is one difficult battle.



Boss: Apocalypse Leader

The gang leader and his posse post quite a threat. Tying to take them on all at once is almost a sure-fire way of dying. Instead, we suggest taking refuge on top of the shed, then leaping into the air and firing off a webshot to pull any enemy up to you. Pound him while airborne to knock him back to the ground. Repeat this until all of the gang leader's helpers are defeated.



Unfortunately, this tactic won't work on the boss, as he's far too heavy to be pulled to you, so you'll have to tackle him from ground level. Here's a little tip: Don't even bother trying to be strategic; it'll just get you killed. Instead, hammer on the jump and fast attack buttons repeatedly to leap into the air (which will evade his attack) and then pound him into the ground. This will stun him, giving you time to repeat the maneuver until he's down for the count.



Walkthrough

Arsenic Candy - Part 1 (Shop Till You Drop)

The girls of the Arsenic Candy gang are trying to rob a downtown store. Now as a hero fighting for justice, this just won't do, now will it?

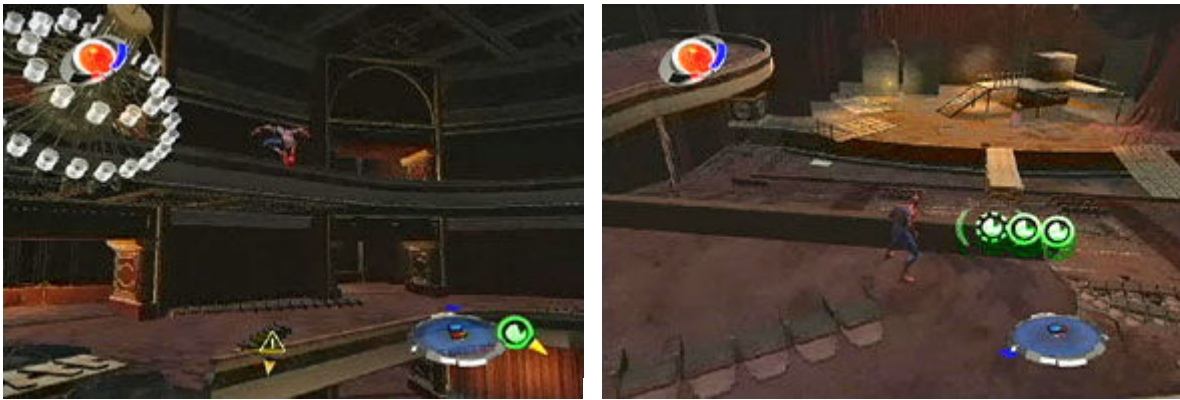
The first part of the mission will see you battling a small gang of girls in the streets of New York. They seem to attack mostly one at a time, so you shouldn't have too much trouble dealing with them. Just keep your distance and make use of your web attacks to either pull them toward you, or paralyze them within a cocoon of webbing. With the gang defeated, swing across town to the location shown on your HUD to battle some more gang members in an abandoned theater.



Once at the theater, you'll find three fashion show judges that have been tied to their chairs. These girls sure don't play nice - and to make matters worse, the girly gang members will not only attack you, but the judges as well. Now each judge has a health meter above their head; so keep a careful eye on them to make sure they don't take too much damage, otherwise the mission will end.



There are quite a few gang members here, so taking them on from the ground floor is ill-advised. Instead, leap up to the first floor balcony and use your webbing to pull the girls to you, one by one (leap into the air before firing your web to target them easier).



One of the girls is equipped with a large hammer, which can reduce Spidey to a bloody mess rather quickly. The best way to tackle her is to get close and grab her, then leap into the air and pummel her to the ground. If you're quick, you should be able to grab her again just as she stands back up, which will prevent her from attacking. Dodge and counter her attacks when necessary, then repeat the grab, leap, and pummel combo to defeat her.

Once you've reduced the count of the gang members, Spidey will move in to rescue the judges, but it seems one of the girls has a different plan. She will let loose a swinging chandelier that will require immediate evasive actions. However, unlike the previous interactive cut-scenes, this one's a bit more complicated.

Once the camera angle switch to behind Spiderman, press and hold the Fast Attack button (even if you're not prompted on screen), then release it as soon as the action pauses and the word, "Now!" flashes on screen to knock the chandelier back to where it came from. However, it's going to make two more roundtrips, so repeat the process (hold Fast Attack and release when screen freezes) twice more to destroy the chandelier and complete the mission.



Walkthrough

Arsenic Candy - Part 2 (Bear Necessity)

The first portion of this mission is another street brawl. You'll have to take on a lot of low-level thugs, plus another hammer wielding mistress. Oh, and there's an active helicopter in the center of the arena; make sure to avoid its blades.

The best way to tackle this mass is to stay airborne as often as possible, because the gang can quickly overtake you while on the ground. We suggest climbing one of the nearby buildings to stay out of the fray, then leap into the air and launch your web to pull them up to you, one at a time. Once the low-level thugs are down, drop back to the ground and take on the hammer wielding foe.



Like with the previous hammer equipped enemy, your best bet is to get close and grab her, then leap into the air and pummel her to the ground. Dodge and counter her attacks when necessary, then repeat the grab, leap, and pummel combo to best her.



With the gang outside defeated, Spidey will head indoors to tackle the busy workers. Again, there are quite a few thugs here, so it's best to once again take the high ground. Leap on top of one of the four platforms (near the raised walkway) and pull the girls up to you with your webbing, one by one, and defeat them that way.



Once they're down, the remaining few will take off in the waiting helicopter. It's up to you to follow them to your destination, however, you can't follow too close, nor too far, otherwise you'll fail the mission. A meter at the bottom of the screen shows how far away you are - try to stay near the center at all times to be safe.



Tip!

Swing underneath the bridge (instead of over it) to safely follow the helicopter without worrying about getting too close.

After catching up with them at their landing zone, you'll have to take on three more thugs, one of which is equipped with a hammer. Stay airborne and pull the two normal ones up to you, then focus on the hammer one. Like before, get close, grab, jump, and pummel her to the ground. Repeat until she's defeated.



Now enter the burning building via the door near the helicopter to rescue two citizens trapped within. Use your Spider Sense to quickly find both of them along the left wall - one is underneath some rubble, while the other is trapped inside a room, blocked by some debris. Press the buttons shown onscreen to remove the wreckage, then carry both of them back to the stretcher outside, one at a time.



In the case of the woman trapped within the room, make sure to kick the door down after removing the debris to free her. Also, when you go to rescue the second citizen, the roof will cave-in, blocking the exit. To escape, use your Spider Senses to spot a hole in the roof (and an arrow pointing to it) to the south that you can leap through to the second floor. Now jump through one more hole to the north to escape



Walkthrough

Arsenic Candy - Part 3 (Jurassic Heist)

The Arsenic girls are at it again! This time, they're hanging a librarian over the edge of a tall building. But after a few seconds, they'll release him. You have to move fast! Run and jump off the building, then immediately activate your Spider Reflexes and dive toward the librarian. Try to Websling into him; if you miss, try to catch him on the rebound of your swing. After catching him, drop to the ground and release him by pressing the Fast Attack button.



Now follow the marker to the museum to stop a ring thief. Inside, the girls of the Arsenic gang are busy at work destroying the Dinosaur exhibits by firing explosive bullets at them. If you don't move fast, they'll be destroyed for good. Ignore the girls in the lobby, and quickly run up the stairs on either side of the room, through the hallway, to find the room with the Dinosaur bones.



Now quickly eradicate the room of the gang's presence. Make sure to scope out the balcony as well. Use your Spider Senses to quickly track down any remaining girls.



Once the room is clear, head into the western room, accessible from the bottom floor to cause a few more gang members to appear. Take them all down as before to complete the mission.



Walkthrough

Arsenic Candy - Part 4 (Bridezilla)

We have gathered here today to witness a holy matrimony...wait a second, the groom wants no part in this wedding! After learning of Spiderman's presence, the girls will begin attacking the groom. Your first objective is to get him to a safer spot. Dart up to him and grab him by pressing the button displayed onscreen, then follow the marker and drop him off in the cone of light.



Fight off the girls until either Spiderman or the narrator suggests you move him again, this time to the opposite side of the church. Fight off the girls some more, then move the 'groom' once more, when it's suggested, but this time up to the balcony.

Health Power Up

About halfway through this mission, a health power up will drop into the center of the church. Save it for when you

health really need it.

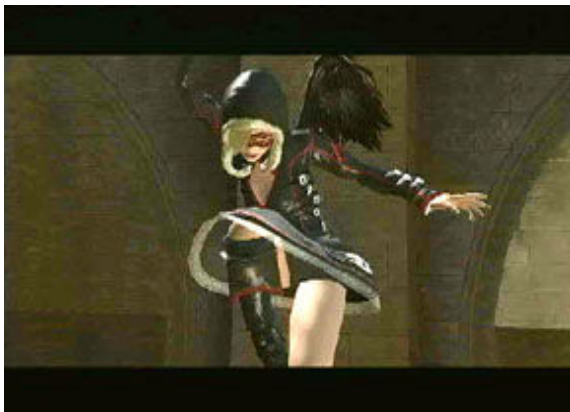
After dropping the groom off on the balcony, you need to take down all of the girls. There's quite a few, so it may take a while. Make sure to engage your rage power whenever possible to take them down faster.



Once all the girls are defeated, you'll have to battle the gang leader: Priscilla.

Boss: Prisc

Despite being a boss, Priscilla can be beaten in less than a minute if you're relentless in your attacks. Just activate Rage mode whenever you can, chain your Fast and Strong attacks together, knock her off the walkway, and try to trap her in a corner to defeat her with ease.



Walkthrough

Dragon Tail - Part 1 (High Speed Pursuit)

After witnessing a van being hijacked, some Dragon Tail gang members will ambush the poor victim. It's up to you to protect him and fight off the gang. The best way to do this is to stay close, to prevent them from attacking the driver, and using aerial attacks to avoid being damaged yourself. Leap into the air above the driver and pull the gang members to you with your web attack, then knock them back to the ground. Then while still airborne, grab another and repeat the process until they're all defeated.



Now you need to track down some other gang members. Follow the trail of statues they carelessly left behind to locate them. Use your Spider Senses to easily spot each statue. If you have trouble finding them, follow this route:

- **From 1st Statue:** Run southeast down the street (along the waterfront) to the next statue)
- **From 2nd Statue:-** Turn right and follow the street past the next statue to the intersection. Turn left to find the 4th statue in the middle of the street amongst some cars.
- **From the 4th Statue:** - Proceed down the street to the southwest past the 5th statue to find the sixth one just before the next intersection.
- **From the 6th Statue:** - Turn right at the street corner and dash down the street, past the 7th, 8th, and 9th statues, to find the 10th statue in another intersection.
- **From the 10th Statue:** - Turn right at the intersection to find the 11th statue in the center of an intersection.
- **From the 11th statue:** - Turn left and pass the next statue to the 13th one in another intersection.
- **From the 13th Statue:** - Turn right at the intersection to find another statue in the next intersection.
- **From the 14th statue:-** Turn left and run down the street past the 15th statue, through the intersection, to find the gang members on the right.



Take down the gang members as you would any other: with aerial attacks. But we suggest using the nearby awning (left of the alley) as a save haven to land on between attacks. Once they're dead the mission will be complete.



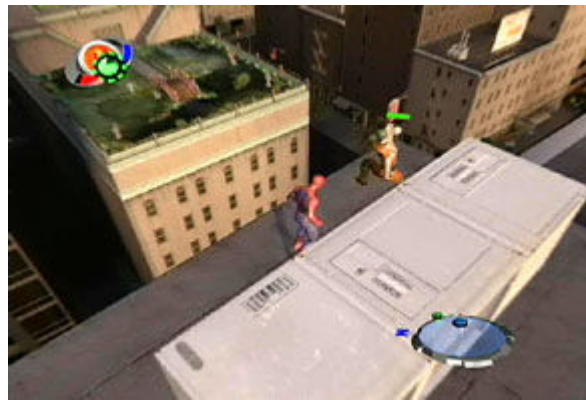
Walkthrough

Dragon Tail - Part 2 (When The Bell Tolls)

The collector on the rooftop is in dire need of your help. Three thugs armed with bazookas line the nearby rooftops, threatening to put an end to the Collector's collecting. It's your duty to take them out. Check your radar and use your spider senses to quickly locate the three thugs, or follow our outline below:

- **Rocket Dude #1:** Look for the first thug on a ledge just a few meters away to the northwest.
- **Rocket Dude #2:** On top of a skyscraper to the southwest.
- **Rocket Dude #3:** The third is located near a billboard to the southeast.

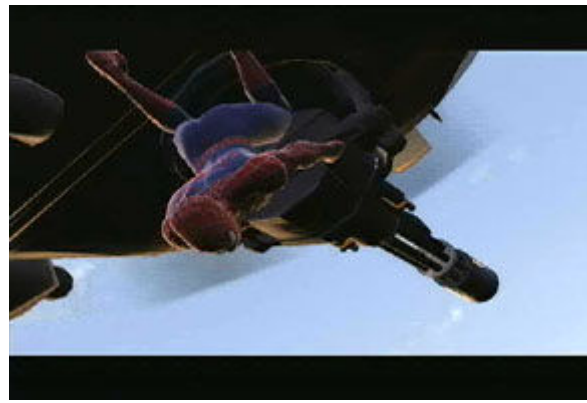
Just be aware that if you knock them off the building, the fall alone may not kill them, so be sure to follow them down and make sure they're dead.



Once all three are down, a helicopter will swoop in and unload even more baddies right next to the collector. If you try to take them down from the same rooftop, they can quickly overcome you. Instead, leap over to the ledge that the first bazooka wielding foe was hanging out on before, and pull the enemies over to you from there.



Once the coast is clear, the attack helicopter will attempt to destroy a police chopper. Climb to the top of the nearby skyscraper (the one that the first bazooka enemy was on), then leap toward the attack chopper to latch on.



Now that the helicopter's failing, Spider-Man needs to prevent it from crashing into citizens below. Press down on the control stick repeatedly to slingshot over to it, and engage in an interactive cutscene. Press the buttons shown on screen (jump, web, fast attack) to catch the helicopter in a giant web, and saving the oblivious citizens below.



Walkthrough

Dragon Tail - Part 3 (Collection Protection)

Oh look, it's Spidey's turn to save the day, once again. This time, you need to protect the armored car from the Dragon Tail gang. From the get-go, an unmarked car will roll up with a couple of gang members who will battle you. Take them down then follow the armored car (if you can, catch a ride on top of it).



Note:

While you don't have to stick right next to the van at all times, make sure not to get more than 400ft away, otherwise you'll fail the mission.

Shortly thereafter, a second car will drive up and attempt to push the armored car off-road. Jump on top of it, then punch the thugs inside. Once the passengers are done for, tap the Fast Attack button once more to engage in an interactive cinema. Quickly alternate between tapping the Fast Attack and Web buttons to toss the driver out of the vehicle, then finish him off.



Now hob aboard the armored car once again (or at least follow it) and get ready for another car or two to show up. Take them down like before, then follow the armored car to the waterfront. It will wait here while you clear the area of thugs. Make sure to target the ones on the rooftops first, since they have rocket launchers, then go for the street level gang members afterward. Use your Spider Senses to track them down quickly.



Once all the gang members are defeated, the mission will be complete.

Walkthrough

Dragon Tail - Part 4 (Hidden Temple)

Websling over to the police station, then follow the van that speeds away. Now here's the deal, you need to disable the van (by jumping on top of it), but a helicopter will appear as soon as you jump on top of it. When it does, disregard the van for now (since you can't disable it until the helicopter is taken down) and focus on the helicopter/



Like in previous missions, tail the helicopter, but swing above it and launch your web attack when prompted. After a few hits, the helicopter will go down for good. Now follow the marker back to the van and leap onto its roof, kill the passenger, then tap the Fast Attack button again to flip to the hood and dismantle the vehicle in an interactive cutscene. Take out the driver after he exits the vehicle then work your way to the Police Storage.



At the Police Storage, follow the helicopter to the top of a nearby skyscraper, then follow the marker to an entrance on the rooftop you can use to get inside.



Once inside, you'll have to take down a gang of Dragons. Leap to walkway in the back of the room to keep them at bay, then pull the gang members to you with your web attack and pummel them.



Subsequently, a few more Dragon members will appear, but sadly, the same technique won't work on them as your webbing is mostly ineffective. Instead, take to the ground, use your Rage power whenever possible, then pummel them with Fast and Strong attacks, while dodging their own.



You'll soon find yourself engaged in a battle versus one of their strongest gang leaders. This guy is tough, so it's essential that you activate Rage mode as often as possible. As soon as you run out of Rage, retreat to the high walkway and quickly tap the Super Attack button to regain your rage. Once it's full, return to battle, activate Rage, and wail on your opponent. Repeat this as necessary to ensure your victory.

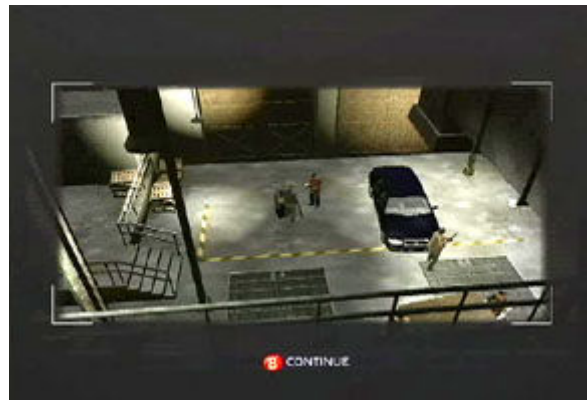
Walkthrough

Dewolfe - Part 1 (A Cry for Help)

The local police force have requested your assistance in tracking down a small group of cops who have gone bad. You'll have to trail the suspects vehicle by following the marker on your screen; but don't get too close (or too far), otherwise you'll fail the mission. Unfortunately, once you get within 200m, the marker will disappear which can make it difficult to spot the vehicle. The trick is to try and get behind the vehicle, so you're both traveling down the same path, allowing you to catch up with ease once the marker disappears. As you close in on the black sedan, you should see colored arrows above it, indicating that's the vehicle you want to follow (the color of the arrows change from green, to yellow, to red, as you get close). Continue to stalk it until they reach their destination.



After the thugs park their car and close the garage, you'll have to find an alternative entrance. Look for an open skylight on top of the garage that you can enter through. Once inside, walk up to the edge of the walkway and stealthily snap a picture of the two crooks exchanging goods (just make sure to avoid dropping down prematurely, as you will fail the mission).



After snapping the picture, the sleazy cops will try and make a getaway. Well, don't just stand there, after them! Land on top of their vehicle, then punch out the passenger's lights. Afterward, press the buttons shown onscreen to disable the vehicle. Now kill the driver when he exits the vehicle, and then take the evidence back to the officer by following the marker onscreen.



Walkthrough

Dewolf - Part 2 (Dirty Cops)

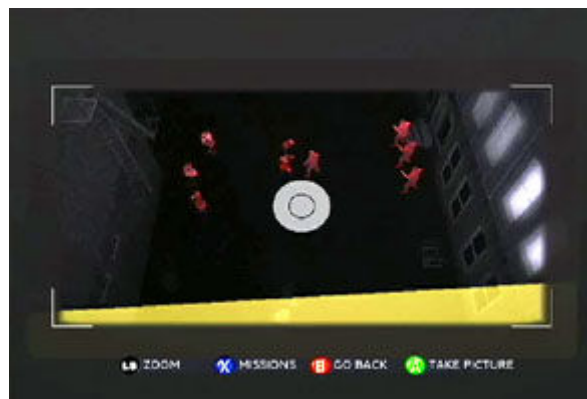
It seems our officer friend has heard of some more shady dealings going down involving more crooked cops over at the Toy Factory. Follow the marker to the rooftop, then from there, use the meter at the bottom of the screen to track down the exact meeting location (look for it to the north - use your spider senses too to easily spot the people at the meeting location).



Once there, you need to take a photo from one of the three locations shown in the cutscene, but this is easier said than done. For starters, the meeting lasts for less than a minute, so you have to move fast. Next, you have to remain somewhat stealthy - it's okay if the rooftop guards see you, but the people in the meeting can't be made aware of your presence. Finally, you have to take the photo from one of these three locations:

- **#1:** On the side of a nearby building (use your wall-climbing ability to reach it).
- **#2:** On the corner of a tall rooftop, near a guard (take the guard down first, but make sure not to knock him into the alley, otherwise the meeting will be adjourned).
- **#3** On the roof of a short, nearby building.

Our preferred location is the one on the side of the building. Climb to the rooftops, battle the nearby guard, then use your Senses to make the picture location visible and webcrawl to it. Now whip out your camera and snap a picture of those below.



Now that you have the required evidence, it's time to take them all down. Unfortunately, Spidey will leap down like a fool into the middle of the fray. Climb right up to the rooftop of a nearby building for protection, and then use your webshot to pull the thugs to you, one by one, allowing for an easy victory.



Once they're all down, take the evidence back to the cop on the rooftop.

Walkthrough

Dewolf - Part 3 (Suspicious Invitation)

Meet with the officer to learn that the crooked cops are on to her, but she wants to investigate even deeper. Your first task is to scout out the meeting area and take pictures of the nine dirty cops.

This is actually really easy. Just climb up to the roof of a nearby building, which faces down the pier the cops are on, then use your camera's zoom to easily capture the first seven henchmen on film.



Now drop down and leap onto the barge right of the pier to snap a photo of two more hidden behind a cargo container.



Now complete the interactive cutscene to complete the mission. The button sequence is Jump, Web, Fast Attack.

Walkthrough

New Goblin (The Birth of New Goblin)

After stupidly taking off his Spider suit, Peter gets picked up by the Goblin and must battle him hand-to-hand in an interactive cutscene, while flying over the streets of New York. This portion of the battle is pretty simple. Just tap the button icons when indicated onscreen to inflict damage.



Tip!

During some of the punch sequences, if you tap the displayed icon twice, you can get two hits in for the price of one. Score!

But of course, attacking is a two-way street. Make sure to dodge the Goblin's attacks whenever the yellow icon displays above his head by using your Spider Reflexes. After doing so, press the control stick in the directions shown onscreen to avoid his attacks.

After a few minutes of fighting, the battle will move to ground level.

The ground combat's a bit tougher. The Goblin will stalk you throughout the city, so there's no escaping his wrath.

Tip!

You can exploit the Goblin's stalking ability by luring him into tight areas which makes him easier to target, such as in small alleys, or even rooftops.

Don't bother using your web attacks, as they're virtually worthless. Instead, link together your Fast and Strong attacks to score massive combos. Ideally, try to attack the Goblin while he's near a wall, since it will prevent his escape, allowing you to form combos of 30+.



But of course, the Goblin won't take this abuse lying down. His attacks consist of either 2 or 3 hit combo. Make sure to dodge both of these with your Spider Reflexes, but count how many attacks he lunges with. If it's two, get out of the way, as he'll launch a bomb attack immediately after. However, if it's a three hit combo, he'll be briefly vulnerable afterward, giving you a great opportunity to attack.

Once the Goblin has endured a lot of damage, he'll try a new tactic: hurling blades at you. When this happens, tap the Fast Attack button when it displays on screen to begin an interactive cinema. Now press the sequence of buttons on screen to use his own blades against him. The sequence is: Jump, Fast Attack, Web, Web. If you succeed, Goblin will be knocked down for the count; if not, you'll take damage and will have to try again.



Once the Goblin is down, Peter will feel remorse for some reason, and takes it upon himself to get him some medical attention. With the Goblin on your shoulders, you have less than a minute to deliver him to the hospital. Just follow the marker to get him there.

Walkthrough

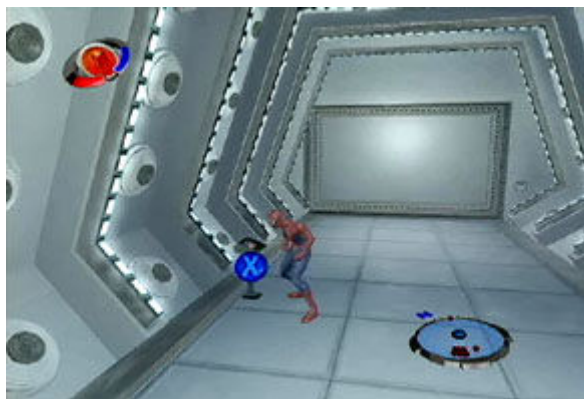
Scorpion - Part 1 (Scorpion Unleashed)

Web sling over to the rooftop, as designated by the marker, then use the two vertical pipes to slingshot over to the island (tap down on the left thumbstick repeatedly to perform the action).



After landing, Spidey will hitch a ride into the facility. For now, the patrolling guards are unaware of your presence, and you can keep it that way by sticking to the shadows, but honestly, this is more trouble than its worth. The guards don't put up much of a fight anyway, and it'll avoid the tradeoff of being caught.

Leap to the bottom floor and enter the tunnel on the right. Follow it to the white, decontamination room. Use the console along the wall to open the way and continue on.



After the cut-scene, you need to navigate to Dr. Andrew's office. Leap down to the bottom floor, defeat the guards, then open the elevator door in the northeast corner via an interactive cutscene. Leap down the shaft, then head through the open doors to reach the core



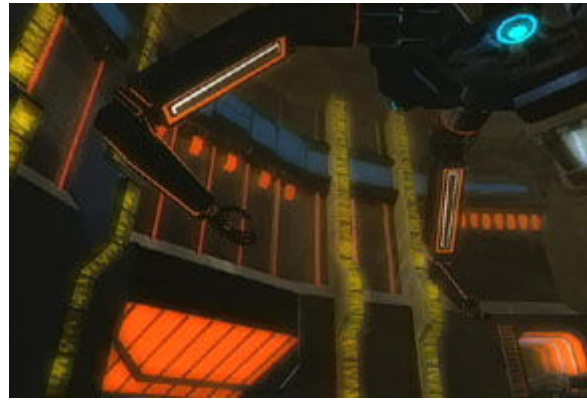
There are four generators in each corner of the room, which you need to destroy to proceed. Use your spider senses to locate them quickly, then give them a swift kick to put them out of commission. Now web sling up the balcony and look for a tunnel with several fans in the southeast corner.



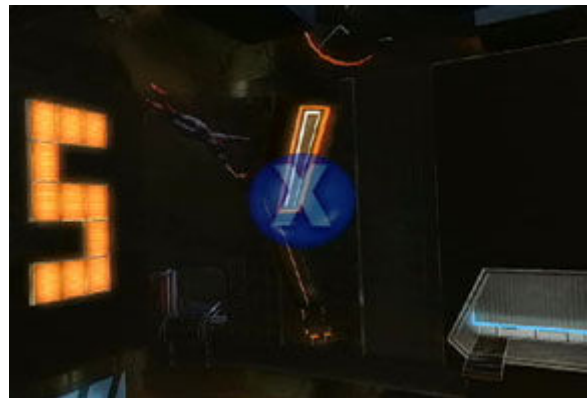
There are two methods to get past the fans: either use your spider sense to slow them down enough, allowing you to pass through unharmed, or use your web attack to bring them to a halt. Either way, leap down the shaft afterward to meet with the Doctor.



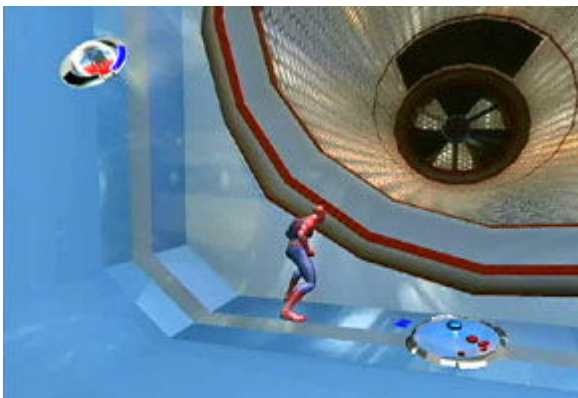
After meeting with Dr. Andrews, take the lift up to the next floor and battle the enemies here. Now drop down the northern tunnel and kill a few more enemies (remember to stay airborne as much as possible). Now head into the room ahead.



There is a large assembly machine in the center of the room that will continually build robotic enemies for you to battle - you must power it down to continue on. There are two computers, one on the east side and the other on the west side of the room, that will shut the machine down. Deactivate both computers to bring the machine to a screeching halt and engage in an interactive cutscene. The sequence is (web, fast attack, strong attack).



Now it's time to escape. Web sling up to the ceiling and look for a tunnel on the east side. Although it appears to be a dead-end, there's a large rectangular hole just above. Use a charged jump to leap into it and climb the wall to the top.



Quickly web sling to the door on the west side of the next room and pass through the door shown in the cutscene before it closes. Now run up the corridor, through another door, then watch the cutscene where the robot busts through the window. Ignore the enemies, and just run through the broken window before the blast doors close.



Walkthrough

Scorpion - Part 2 (Mind Control)

The opening cutscene shows the building going into lockdown, so you'll have to seek out an alternate method inside; thankfully, the onscreen marker will lead you right to the entrance along a balcony

At the balcony entrance, you'll spot a single roaming laser that will summon additional guards if tripped. It probably goes without saying that you should avoid these. Anyway, take down the guards in the immediate vicinity then head indoors.



Activate the computer console along the wall to unlock a door ahead, then proceed around the corner. As you'll see, this hallway is filled with several security lasers. It's damn near impossible to leap through them, so take to the wall instead. Crawl through them carefully to the other side.



Note:

If you trip the lasers, don't fret, this isn't Splinter Cell. You'll just have to tackle a small squad of guards summoned to

the area, then deactivate the security system at the nearby computer terminal.

As soon as you enter the next room, you'll be trapped within by a laser grid blocking each exit. Take down the guard that attacks, then interact with the computer terminal below the large screen.



What's this, a video game? Sweet! Have fun with this, as regardless of whether you or lost, the laser grid will become deactivated. After messing around, exit through the door right of the giant screen.

To get through this set of lasers, you'll have to complete an interactive cutscene. The button sequence is: Jump, L-Stick left, L-stick right, L-stick down, Jump. After doing this, you'll meet up with Scorpion.



Battle Scorpion!

While this isn't quite the final fight, this battle can be difficult. The best plan of attack is to wait for Scorpion to attack first, dodge his attack with your Spider Reflexes, then quickly follow up with a flurry of linked fast and strong attacks. Repeat this pattern until Scorpion throws you out of a window in frustration.



Scorpion Chase

Back outside, you have to chase Scorpion through the streets of New York. While the web slinging itself works like usual, the

camera acts differently. The camera will actually rotate to show the path Scorpion took, making it easy to stay hot on his trail.



Tip!

Because the camera constantly rotates to show where you should go, you don't even have to worry about steering! Just constantly press up on the control stick, then time your webshots like normal to complete this segment with ease. Just make sure to swing high, so the buildings don't block your path.

Twice during the chase, Scorpion will hurl a pack of cars at you. Just press the buttons shown onscreen to avoid them, then continue following Scorpion through the city, to the bridge (it doesn't matter whether you swing over it or under it).



Boss: Scorpion

During this battle, your goal isn't so much to defeat Scorpion, as it is to subdue him and use his tail to fire upon the six mind control generators that line the arch of the bridge.

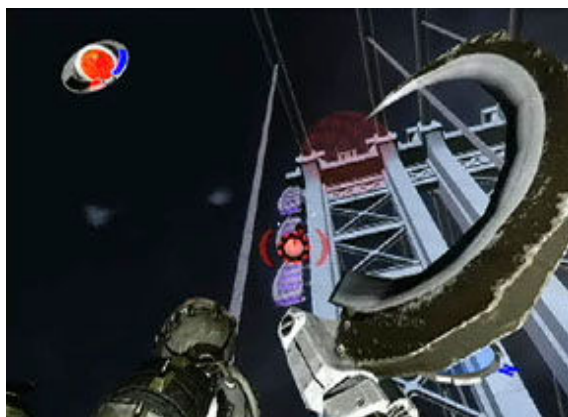
Like when you fought him before, your main focus should be dodging his attacks with your Spider Reflexes, then quickly following up with combos of Fast and Strong attacks. If you're relentless, you should be able to prevent him from attacking entirely.



Scorpion may hug the bridge's suspension wires on occasion and fire laser beams at you. It's best to simply evade his lasers and wait for him to leap back down, but if you're impatient, you can leap up and attack him midair.

After you inflict enough damage, you'll be prompted to perform a Strong Attack. After doing so, you'll engage in an interactive cutscene versus Scorpion. Quickly tap the buttons should onscreen to subdue him and take control of his laser emitting tail.

With his tail in hand, aim toward bridge's arch to target the six mind control generators. Steady your aim by pressing the left trigger button, then fire repeatedly to destroy as many as you can (note: it takes multiple hits to destroy even one). Scorpion will eventually wrangle free, so battle and subdue him to use his tail once again.



Once all six generators are destroyed, you'll engage in one final interactive cutscene. The sequence is: Jump, fast attack, jump, spider reflex. This will destroy the mind control device for good, freeing Scorpion of his mental prison.

Walkthrough

Scorpion - Part 3 (Mechabiocon Exposed)

Keep up with Scorpion and follow him through the tunnels, up the vertical shaft, along the track, to a force field. Wait here a few moments for him to deactivate it, then head on through.



Leap up to the high platform (that the track leads to) then move to the base of the laser infested tower. Take a look up to get a glimpse of what you're in for? See all those crisscrossing lasers? You have to make it past them all. Thankfully, this is easier done than said. Just climb up one of the four supporting beams to bypass most of the lasers with ease. However, take it easy at the very top, as the lasers can and will block your path. Look for a gap to appear briefly, then dart past the final lasers to the floor above. Enter the elevator to the south and ride it up to floor above.



Yay, another force field. Wait for Scorpion to open the way, then battle the enemies ahead. Again, we suggest staying aerial and using your web attacks to pull the enemies to you one at a time. Once they're defeated, enter the passageway to the west, turn left, and wait for the force field to deactivate.



Hmm, a dead end? Not quite. Look up to find a laser filled vent you can climb up. Thankfully, the lasers pose little threat. Just latch onto the wall and jump up it repeatedly to make it to the top with ease. After the cutscene, continue climbing and exit the vent at the end.



After dropping in, defeat the enemies, enter the nearby passage and follow it to a large room where you'll find Rhino and Scorpion battling it out on the bottom floor.



Boss: Rhino

Despite Rhino's rough appearance and tough attitude, he's really not that difficult, so long as you know when and where to attack him.

Rhino's wearing too much armor to be attacked from the front, so go after his backside instead. Chain together Fast and Strong attacks to deal out some serious punishment. In addition, he'll often become distracted by Scorpion, which allows you to pummel his backside without worrying about taking damage.



However, Rhino will often activate a temporary blue force field that protects him from any and all attacks, and there's nothing you can do about it, so you'll have to wait it out. When you see Rhino start panting from exhaustion, that means his shield is gone and it's time to attack.



Since the arena is so large, you can easily avoid most of his attacks simply by hanging back. If he does get close, leap into the air or use your spider reflexes to dodge. When he grabs one of the support beams and starts waving it around, keep away and wait for him to discard it. As soon as he does, his force field will vanish and he'll take a break, allowing you to attack.

Once all the support beams are destroyed, Rhino will charge around the arena on all fours. Simply jump over him to avoid being trampled, then wait for him to grow exhausted.

But do keep an eye out for his devastating ground pound attack. If you see him leap into the air, get out of the way, ASAP, as this attack has a large radius and can damage you even if you're in the air.

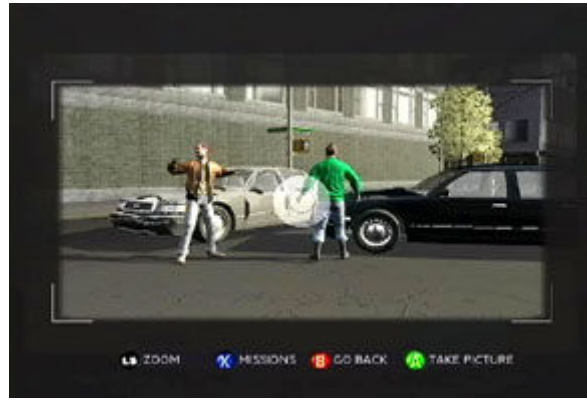
Walkthrough

Daily Bugle - Part 1

Speak with Robbie inside the Bugle to obtain a photo assignment. Follow the marker onscreen, and take a photo of the police in front of the station, just a few meters west.



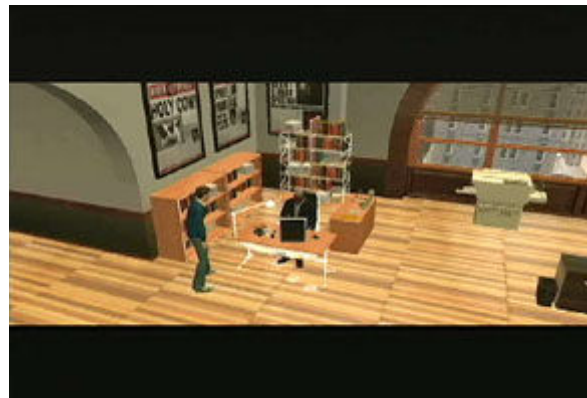
Now it's time to snap a pic of traffic. Follow the marker again and snap a pic of the traffic accident.



Now work your way across the city to snap a third photo of a cabbie. Continue to a traffic accident, then take a picture of tourists in Time Square.



Now just tackle the thugs that show up and return to Robbie to complete the mission.



Walkthrough

Daily Bugle - Part 2

Robbie will request that you take a picture of the girls in the fashion show. Web sling over to the show's location, then snap a photo of each of the three girls as they walk down the runway.



After the three photos, the judge will determine a winner. Snap a shot of the winner as she strolls to the end of the walkway. However, it seems the other girls don't take losing too well, so they'll break out in a brawl. Snap a picture of the girls fighting, then subdue them all. We suggest leaping on top of show building and pull the girls to you with your webbing. Also, there may be a girl hiding inside the showroom itself, so make sure to check there if you haven't yet completed the objective.

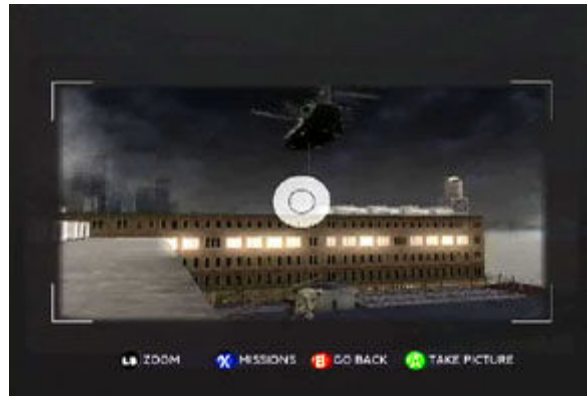


Once the girls are taken care of, take the pictures back to Robot to complete the mission.

Walkthrough

Daily Bugle - Part 3

Robbie wants you to snap a photo of the Chinook helicopter, along with its robotic cargo, near the waterfront. Make sure to stand far enough back to get both objects in the same photo, otherwise you won't complete the objective.



After snapping the photo, you'll have to capture another shot of a second Chinook copter; except this one is on the move. We recommend swinging over to it by traveling along the street that borders the water front. Once you close in on the chopper, it will take off. Don't worry about catching it, just get a clear line-of-sight, then snap a zoomed in picture with your camera, and then

take the evidence back to Robbie.



Walkthrough

Daily Bugle - Part 4

Web sling over to the bridge to spot a small army of mechs wrecking havoc on the city. Your goal is to capture a photo worth 250pts. To do this, stand where you are and position the center mech in the middle of your picture to obtain a photo worth 400+ pts.



Now that you have the evidence you need, it's time to put an end to the gang's activities. Unfortunately, a couple of the large robots are manned, and they can tear you to pieces with their guns and melee attacks. While you can destroy the large mechs, it's not required to complete this mission. Instead, run away and let the gang members follow you for a few blocks, so you're well out of the robot's reach.

Once you're far away from the robots, take down the gang members who followed you by using aerial attacks against them. Once they're down, you'll complete the objective. Now just return to Robbie to complete the mission.



Walkthrough

Daily Bugle - Part 5

It seems there's a Spiderman imposter, and Robbie wants you to nab his picture. You'll have to trail the helicopter throughout the city to grab three photos. Make sure to move fast, because if you miss a Kodak moment, you'll fail the mission.

Begin by swinging up to the skyscraper by following the marker to spot a helicopter flying overhead, with the imposter hanging on beneath it.



Note:

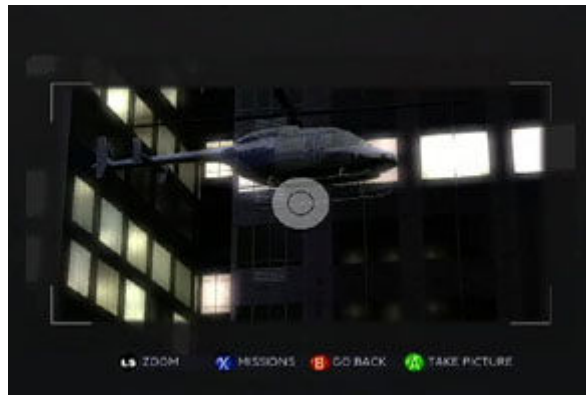
When following the copter, make sure not to get anywhere near its rotors. If you touch them, Spiderman will go limp and fall to the ground, resulting in an instant death.

Now a second marker will appear on your HUD to the east -- that marks where the helicopter will fly to next, so swing over to it instead of following the helicopter. (We suggest actually swinging over to the lower rooftop, just past the marker for a great vantage point). Once there, get your camera ready to snap the first picture of the faux-Spiderman when the helicopter swoops in.

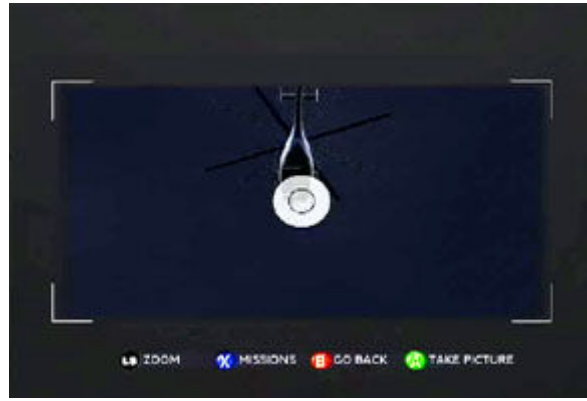
Tip!

If you reach the destination before the helicopter does, make sure to keep an eye on its marker so you can track where the helicopter goes. This is crucial, because the helicopter's marker will disappear once it reaches its destination, which can make it damn difficult to track it down before the time limit expires. If you do lose sight of it, use your Spider Senses to help locate it.

Now it's time to meet the helicopter at its second location. Feel free to trail it for a few moments, but veer toward the second marker as soon as it appears. Wait there for the helicopter to show up once again and snap another photo of the fake Spidey.



Now quickly climb up the skyscraper just north of where you took the second photo and get ready to snap a third snapshot when the helicopter hovers over the nearby tower (make sure to use your zoom).



After getting the third pic, wait for the second marker to appear, then quickly swing down to it. The helicopter's going down, and fake Spiderman needs your help. Once you see the Spiderman imposter fall past you, dive after him and use your Spider reflexes to slow time and catch him. When back on the ground, let him go, then give the photos to Robbie.



Walkthrough

Daily Bugle - Part 6

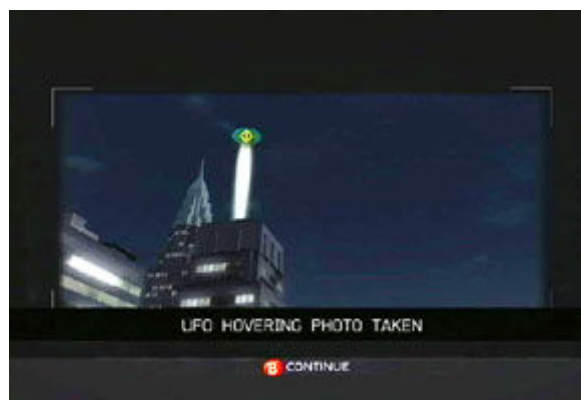
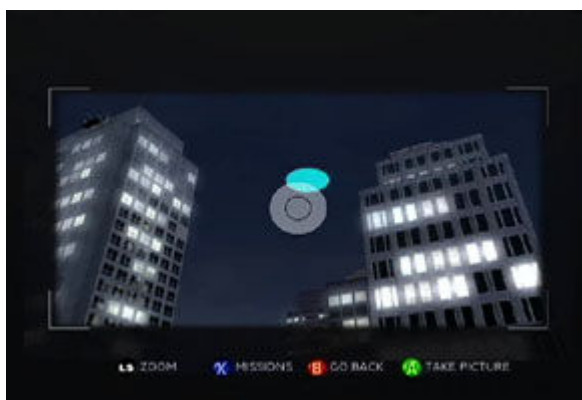
Robbie's got you on another witch-hunt, this time you're tracking down UFOs. Follow the marker to find the UFO.



Once there, a message will appear indicating that you need four different pictures of this non-native object. The four pictures you need to take are:

- A picture of its vertical thrusters
- A picture of its horizontal thrusters
- A picture while its flying, without using the thrusters
- A picture of it with its force field disengaged

Here's how it works: Each time you successfully capture one of the four above images, the UFO will fly elsewhere in the city. Thankfully, you can take as long as you want at each location, and the game does not punish you for taking the wrong photo. As such, we recommend continually snapping photos until you get the one you need.



Once you've got all four locked up, give them to Robbie.

Walkthrough

Daily Bugle - Part 7

Your competitor at the Bugle has hired a fake Spiderman to take pictures of for the paper's front page. None too happy with this shifty deal, the real Spiderman smacks him in the jaw and steals his camera, but it seems that wasn't the only camera in the area. As such, you have two minutes to find and capture the others. You merely have to touch one to collect it, so a simple jump should be enough to reach most of them.

- #1: Climb the wall left of where you start
- #2: Continue straight (south) to the corner at the end of the alley for another camera
- #3: Climb the wall across the street from the alley to find a camera near the top
- #4: Turn around and head north up the alley and look in the alcove on the left, near a door
- #5: In the same alcove as the camera above, find this camera on a nearby wall
- #6: Still in the alcove, climb the wall to find a camera at the very top
- #7: Climb the wall across from the alcove for another camera at the top
- #8: Further up the alley, a camera is positioned above the garage door
- #9: Climb the building across the street from the alley to find a camera at the top of the fire escape

#1



#2



#3



#4



#5



#6



#7



#8



#9



Once all nine cameras are found, the mission will be complete.

Walkthrough

Sandman (Pillar of Sand, Not of Society)

Oh look, some weird black stuff is taking over Spidey's body, which...makes him stronger? Good deal. And coincidentally. This suit will come in useful when fighting Sandman in the subway, but let's go over some basics first:

The Rage Meter

The black suit has several capabilities above and beyond what your normal suit can. Of most importance, is the Rage meter in the upper-left corner of the screen, which replaces your usual combo meter. It functions in much the same where, with combos adding energy to the meter, however, there are several key differences.

For one, you can energize the meter on your own by repeatedly tapping the Super Attack button. However, this is slow, and can be tiring, so only use it if there's no one nearby to battle.

Secondly, once it's fully charged, you must tap the Super Attack button repeatedly to enter Rage mode.

Once in Rage Mode, Spidey's attacks become stronger and faster; in short, you want to be in Rage as often as possible. Okay, so that covers the basics. On to Sandman.

Enter Sandman

It's important to stay near Sandman at all times, because if you give him an opportunity to escape, he'll go for it. And if he succeeds, you'll have to retry the mission.

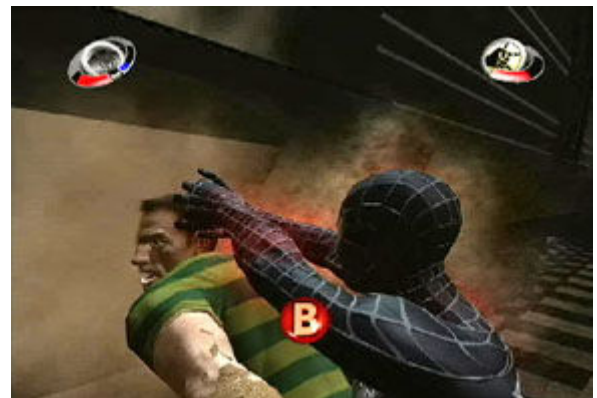
Sandman can take a lot of punishment, so make to enter Rage mode whenever you can, and wail on him with a combination of fast and strong attacks. Make to use your Spider Reflexes to dodge his attacks, but back away when a purple icon appears above his head, as the attack is otherwise unavoidable.



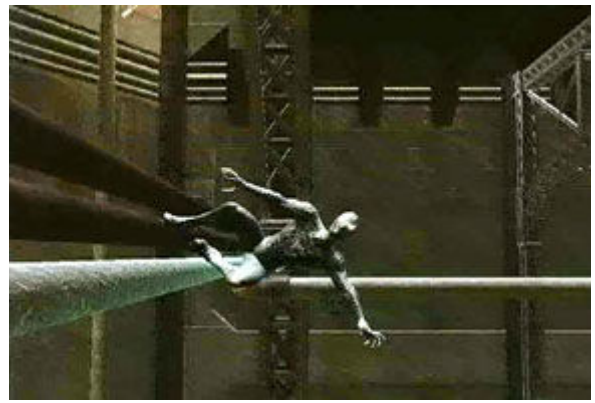
Every so often, a train will whisk through the subway's tunnel. Trains and spiders usually don't mix well, so make sure to stay off the tracks to avoid them. However, you can also use the trains against Sandman if you time it right. In the first part of the battle, tap the button shown onscreen just before a train flies by to grab onto it with Spidey's webbing, then launch an attack at Sandman, knocking him further up the tunnel. This has the added benefit of making it tougher for him to escape.



Now that you're deeper in the subway tunnel, you can launch a second train attack at Sandman. Again, tap the button shown onscreen as a train is passing by to cause Spiderman to grind Sandman's head up against the passing train. Repeatedly tap the button shown onscreen to cause damage, but make sure to change buttons as it changes onscreen!



As Sandman grows weaker, he'll become stunned on occasion - this is your chance to take him down in an interactive cinema. The button sequence is: Fast Attack, Right on thumbstick, Up on thumbstick, Web, Strong Attack, Fast Attack, Web, Strong Attack, then rapidly alternate between tapping Web and Fast Attack.



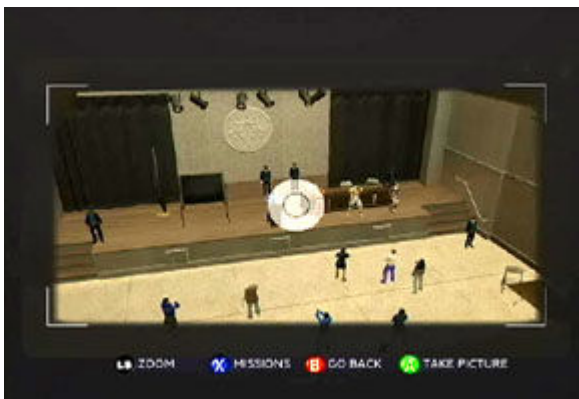
Walkthrough

Kingpin - Part 1 (The War on Gangs Has Been Won)

Your boss has another task for you: Snapping pictures of the local gang bosses and police chief. Follow the marker to the courthouse, climb up the escalator, go through the door, then climb the staircase in the back of the room up the room where the meeting is taking place.



Once there, pull out your camera and take a general shot of everyone in the room below. Now exit the room to encounter the local kingpin. Snap his photo as he turns to look toward the camera to complete yet another objective. Unfortunately, Spidey will be ambushed by a few thugs.



Once you regain control, take out everyone in the room. This shouldn't be too tough, just use your Super Attacks when you can.



When the room is clear, head out the northern door to the foyer to find a few more foes, along with a Health Power Up in the center fountain. We suggest sticking to the upper walkway and pulling the enemies to you with your web attacks for an easy victory.



Once clear, exit through the glass doors on either side of the room and follow the marker back to the bugle.

Walkthrough

Kingpin - Part 2 (The Kingpin Must Pay)

After taking down the first set of guards, a few more will drop in from the ceiling. Take them down, then bust through the glass doors on the wooden balcony to find the Kingpin.



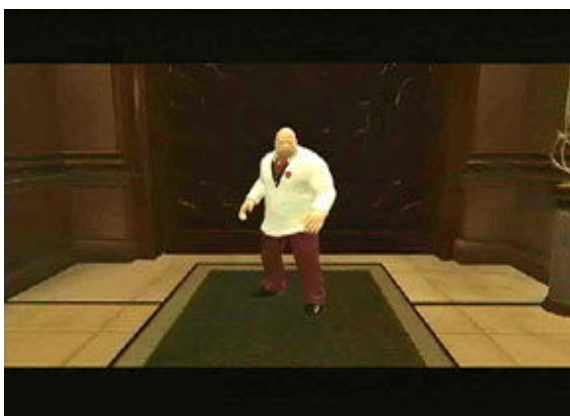
None too please with your efforts, he'll unexpectedly chuck a table at you. Dodge it in an interactive cutscene by pressing Jump and Down on the thumbstick. Don't fret if you mess up; it only deals a small amount of damage.

Subsequently, you'll have to battle more thugs in the small room. Again, use Rage mode, combined with Super Attacks to take them down. Once you clear, more will appear. Just keep battling them all until the Kingpin busts down the door in anger, allowing you to battle him.



Boss: Kingpin

The Kingpin is, by far, the most difficult boss you have faced. Your normal attacks seemingly deal almost no damage, while the boss' can easily pulverize you. But we've come up with a winning strategy to take this guy down with relative ease, without taking any damage at all.



In short, you want to latch onto the ceiling, charge your Rage meter, jump off and pull the boss up to you, then attack him while in mid-air.

Here it is, broken down point by point:

- Perform a high jump and latch onto the ceiling by pressing the web button at the apex of your jump.
- Tap the Super Attack button as fast as you can to build up your rage meter.
- Activate Rage once the meter is full.
- While enraged, leap off the roof then immediately, while in midair, press the Web button to pull the Kingpin up to you.
- Pummel the Kingpin with Fast and Strong attack combos while enraged. If the boss drops to the ground, pull him back up to you, while airborne, and continue the pummeling.
- After you run out of Rage, retreat back up to the ceiling and repeat this process to defeat the boss.

Note: The boss will occasionally pound on the wall to knock you down while you're charging your rage meter. It doesn't do any damage, so just jump right back up to the ceiling and continue to charge your Rage meter.



Boss: Three Gang Leaders

Following the battle with the Kingpin, you'll have to fight the three leaders of each of the gang's you already bested, except now you're tougher, and you'll have to battle all three at the same time.

Despite these odds, this battle is a cakewalk compared to the Kingpin. Just make sure to use Rage as often as you can and make use of your Super Attacks. Oh, and make heavy use of the Spider Reflexes button to avoid their attacks.



Each time you defeat a boss, you'll receive a health power-up, which will restore your health to full. As such, try to focus on one boss at a time so you can recover health asap.

After the battle, run up the staircase, then press the buttons shown onscreen to bust down the wooden door and fight the Kingpin once more.

Boss: Kingpin (part 2)

Egads, the Kingpin again? And this time, he's faster and stronger than before. But don't fret! The same strategy we outlined the first time works just as well now.

In short, you want to latch onto the ceiling, charge your Rage meter, jump off and pull the boss up to you, then attack him while in mid-air.



Here it is, broken down point by point:

- Perform a high jump and latch onto the ceiling by pressing the web button at the apex of your jump.
- Tap the Super Attack button as fast as you can to build up your rage meter.
- Activate Rage once the meter is full.
- While enraged, leap off the roof then immediately, while in midair, press the Web button to pull the Kingpin up to you.
- Pummel the Kingpin with Fast and Strong attack combos while enraged. If the boss drops to the ground, pull him back up to you, while airborne, and continue the pummeling.
- After you run out of Rage, retreat back up to the ceiling and repeat this process to defeat the boss.

Once the Kingpin's health is whittled down, he'll become stunned. Run up to him and tap the Strong Attack button, as shown onscreen, to enter an interactive cutscene that will (hopefully) end the battle. The sequence is: Jump, Fast Attack, Strong Attack, Fast Attack, Right on Thumbstick, Strong Attack, Left on Thumbstick, Fast Attack, Right on Thumbstick, Strong Attack, Web, Up on Thumbstick. If successful, Spiderman will throw him through a window. If not, the Kingpin will counterattack, damaging you slightly.



Warning!

During our play through, we discovered a glitch that caused the Kingpin to get stuck in the ceiling on occasion. This made it impossible to attack him, and required us to restart the game. To avoid this quirk, stay near the center of the room and avoid knocking the Kingpin into the corners of the ceiling; you should be okay if you stick to using your Fast Attacks, but be careful with the Strong Attacks, as they're strong enough to launch the Kingpin into a corner.

Walkthrough

Dr. Connors - Part 1 (The Lizard No More)

It seems Dr Connors lizards are still running amok. To put an end to this hazard, you'll have to retrieve the serum from his lab. Follow the marker to the subway, head down the stairs, and battle the group of lizards you come across.



Continue to follow the marker onto the Subway tracks, then look for a tunnel on the left. Follow it to find a band of lizards attacking a poor woman. Keep them off her with your web attacks. Once the room is clear, the woman will seek cover elsewhere. Now lift up the large manhole on the floor and drop down the shaft. Drop down a second shaft after landing, then run down the tunnel (make sure to collect the Health Power-up along the way).



Follow the marker onscreen to find a lizard in the sewer. Chase him to the end, battle the lizards, then proceed through the two circular holes and enter a passageway on the right.



Coming up is a large room with several lizards, but also two of the Serum samples you need. Defeat the lizards, then collect the serum (has indicated on your HUD by green markers) from the table in the back corner, and another on top of some boxes.



Now continue up the passage way to find one more room contain the last serum. Collect it to complete the mission.



Walkthrough

Dr. Connors - Part 2 (The Redemption)

Dr Connors now tasks Spidey with locating three Serum Dispensers and then activating them. Follow the marker to a metal grate you can lift, then dive into the hole.



Canister #1

Continue to follow the marker, down another hole, through a hallway, to the first dispenser. Stand close to it and press the button shown onscreen to activate it. Unfortunately, it takes 40 seconds for the serum to full disperse, and a bunch of lizards will try to attack it. They're weak, so stay close and use your quick attacks to knock them away.



Canister #2

Once the countdown is complete, follow the marker to the next Serum Dispenser. Same deal here, only you'll have to keep the lizards at bay for a full minute. Once done, follow the marker to the third and final Dispenser.



Canister #3

Limber up, because the third container is damn near impossible to defend. Now only do you have to save it from destruction for a full two minutes, but you'll have to battle an amount of lizards you've never seen before.

Here's a brief overview of our recommended plan of attack:

- Stay close to the dispenser
- Use only fast attacks (avoid strong attacks and web attacks)
- Avoid long combos
- Save the Power Super Attack (when combo meter is full, press Super Attack + Strong Attack) for when a large group of lizards surround the dispenser. We suggest jumping first, then activating the move, to prevent the lizards from cancelling this attack.



Since the lizards only take one hit to be killed, you should rely solely on your Fast Attacks. Stay right next to the canister

at all times, and battle the lizards as they enter the fray. Use your Spider Reflexes to target them more methodically.

It's important to avoid long combos, because if you get caught up in one, it'll only draw you further away from the dispenser. The further away from the canister you are, the more likely it is to be damaged. This is why we suggest sticking to just the Fast Attacks; they're quick, and their combos are relatively confined. Avoid the Strong Attack button at all costs, as its combo moves will likely launch you away from the canister, which is not a good thing.

During the fight, your combo meter should max out a few times. We suggest saving this energy for when you need it most: whenever the dispenser is completely surrounded by lizards. When this happens, we suggest employing the Super Power Attack. This attack creates a miniature explosion on the ground that will repel any nearby lizards. However, pulling it off can be difficult if you're being ravaged on all sides. As such, we suggest leaping into the air first, then activating the attack just above the canister.

As long as you can keep them at bay for two minutes, you'll complete the mission.

Walkthrough

Mary Jane Thrill Ride

In these missions, Mary Jane will take Spidey by the shoulders while he takes to the sky. Since Spidey has been completely whipped, he wants nothing more than to please MJ. The goal of these mission is to get enough hearts, while getting MJ to her destination within the time limit.

So how do you get hearts? Simple, do what MJ tells you to. If she wants you to swing low, by george, swing low. Same thing with high. Also, you may have to swing fast on occasion. The higher, lower, or faster you go, the more hearts you obtain. In addition, there are large heart icons scattered throughout the city that will reward you with several hearts for collecting them. While you shouldn't go too far out of the way to obtain these, they can be very helpful.

In every mission but the first one, you may come across the occasional thug. Once this happens, you will not receive any hearts at all. At this point, you have two options:

- Get far enough away from them to continue collecting hearts.
- Or put MJ down (with the Fast Attack button) and kill the crooks manually. You will gain both hearts and time with this method.

There are four missions in total, and they all follow a similar routine, with minor objective differences. They are:

Mission #1 (Easy) - 250 Hearts

Mission #2 (Medium) - 300 Hearts

Mission #3 (Hard) - 500 Hearts

MJ Scare Ride

After Peter's rude dinner behavior, MJ demands an early ride home. Why she won't just take a taxi, we have no idea. You don't have to worry about earning any hearts in this one; just get MJ to her destination in time.

Tips!

During the segments where you have to move fast, use your Web Zip for maximum speed.

Use your Spider Senses to quickly track down hearts, and enemies.

Walkthrough

Grand Finale (Showdown)

What would a superhero game be without a climatic boss fight? Well, Spiderman 3 delivers it in spades. Get ready for a multi-step battle against this game's biggest villains.

Boss: Venom

Venom is holding MJ hostage in a car, so you'll have to tackle him to free her. Now here's the deal, Venom is invincible anytime he engages his red shield, so it's pointless to attack him during this stage. However, venom's also weak against loud noises and will become stunned anytime he hears one.

Littered throughout the complex are steel boxes (you can locate them easily with your Spider Senses). Give them a quick punch to destroy them, stunning Venom. Pummel Venom with a mixture of Fast and Strong attack combos while he's stunned, then retreat as soon as he regains his shield. Destroy another box to repeat the process.



The steel boxes regenerate on a pretty short cycle. You can use this to your advantage on the 2nd floor. Since there's a box on either side, you can simply alternate between breaking the two boxes, allowing you to defeat Venom with relative ease.

Although it looks like Venom has a ton of health, this portion of the battle will end once half his health is gone.

Well, this is certainly unexpected. You get to battle Sandman as the New Goblin, hover board and all, but first you've got to fly there. Simply use turbo to fly toward the marker before time elapses.



Boss: Sandman

This hulking sand creature is actually a pushover. He's invulnerable to New Goblin's bombs at first, but you can reverse this fortune by wetting him down. When the onscreen button appears shortly into the battle, tap it to begin an interactive cinema. The sequence is: Down, Speed Boost, Right, Left, Down, Fast Attack, Left, Web



If successful, the New Goblin will slash the top off of a fire hydrant creating a spray of water. Aim the stream toward Sandman's midsection and keep watering him down until he turns into sludge.



Now that Sandman's soaked, he's especially weak to your bomb attacks. Increase your altitude slightly (as shown in the pictures below) then circle sandman continually (to avoid all of his attacks) and focus your bomb attacks on his head by locking on. You can vary how far you throw the bombs by adjusting how long you hold down the throw button. Generally, we suggest holding the button down for about 1-2 seconds to better land hits against the bosses noggin. Not every bomb will hit, but so long as you stay on the move, and chuck bombs repeatedly, you'll defeat him soon enough.

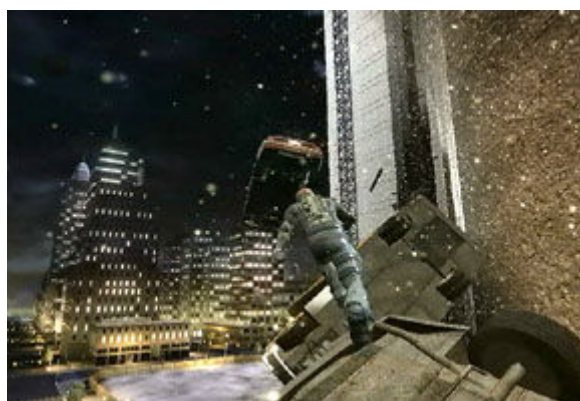


You can also target Sandman's hands, but we don't recommend it. Although he will be temporarily stunned after doing so, he'll simply grow a new pair after a few moments. Besides, you'll likely damage his hands by accident while targeting his head.

Once you've inflicted enough damage, you'll engage in another interactive cinema that will allow you to blow him up on the inside. The button sequence is: Left, Fast Attack, Right, Fast Attack, Web, Up, Web



Immediately after, New Goblin will have to avoid the aftermath of the explosion, via another interactive cutscene. The button sequence is: Left, right, left, Jump, down, Jump, down



Boss: Venom (part 2)

With Sandman taken care of, the battle will return to Spider-Man and Venom. It seems both are running low on health at this point, so just repeat the same strategy as before and whittle his health down to nothing.

You start the battle on the fourth floor, so we suggest dropping back down to the 2nd floor to continue the 'alternating box' trick we mentioned before.



With his health depleted, he will try one last attack in an interactive cutscene. The button sequence is: Up, Jump, Left, Jump, Jump, Web, Spider Reflexes, Fast Attack, Spider Reflexes, Strong Attack, Swing. If successful, Venom will be demolished, and Sandman will realize the error of his ways. Good job!



Secrets

There are 150 tokens hidden throughout New York city. Almost all of them can be found in the city, with the exception of the Subway tokens, which are, as you guessed, located in the Subway. We've compiled a map below showing the location of each of the tokens within the city itself. Use it as an aid to track down whichever tokens you're missing.

We suggest using your in-game map in conjunction with the one below to better track the tokens. Just make sure to zoom out and rotate it north so your map's perspective is the same as our's.

Legend:

Apocalypse Tokens: **Black**
Arsinic Candy Tokens: **Yellow**
Dragon Tail Tokens: **Blue**
Secret Tokens: **Green**
Skyscraper Tokens: **Red**

