

ULTIMATE SPIDER-MAN™



MARVEL™

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

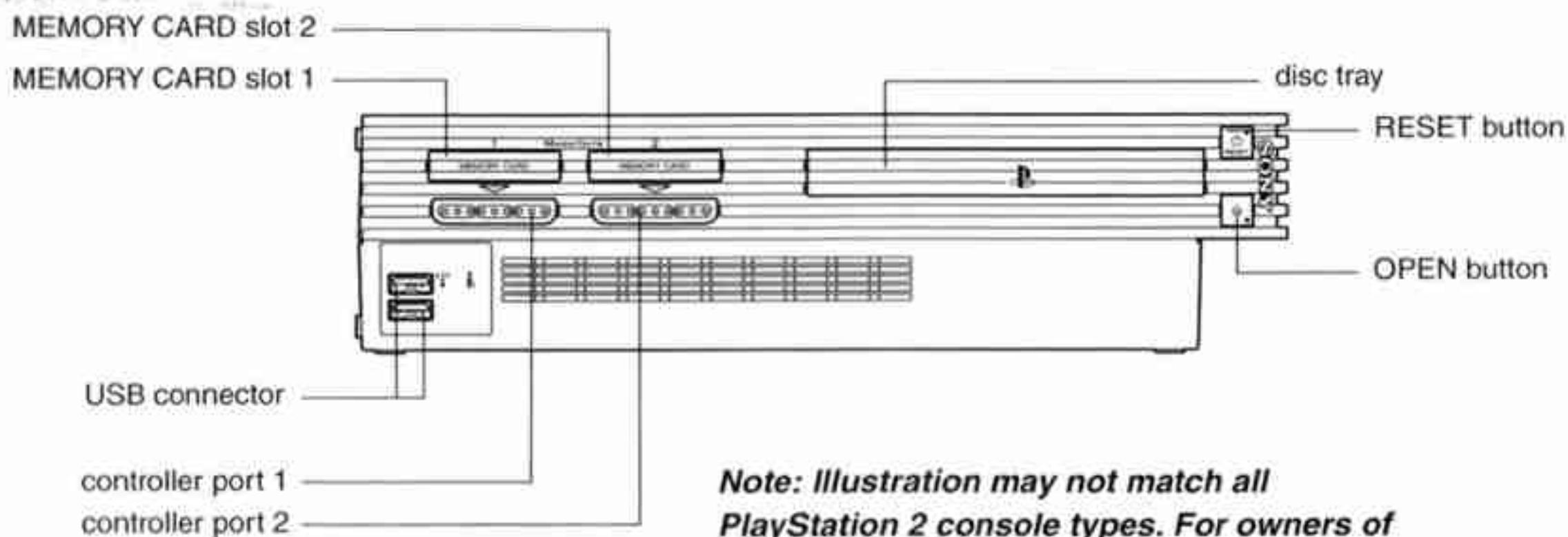
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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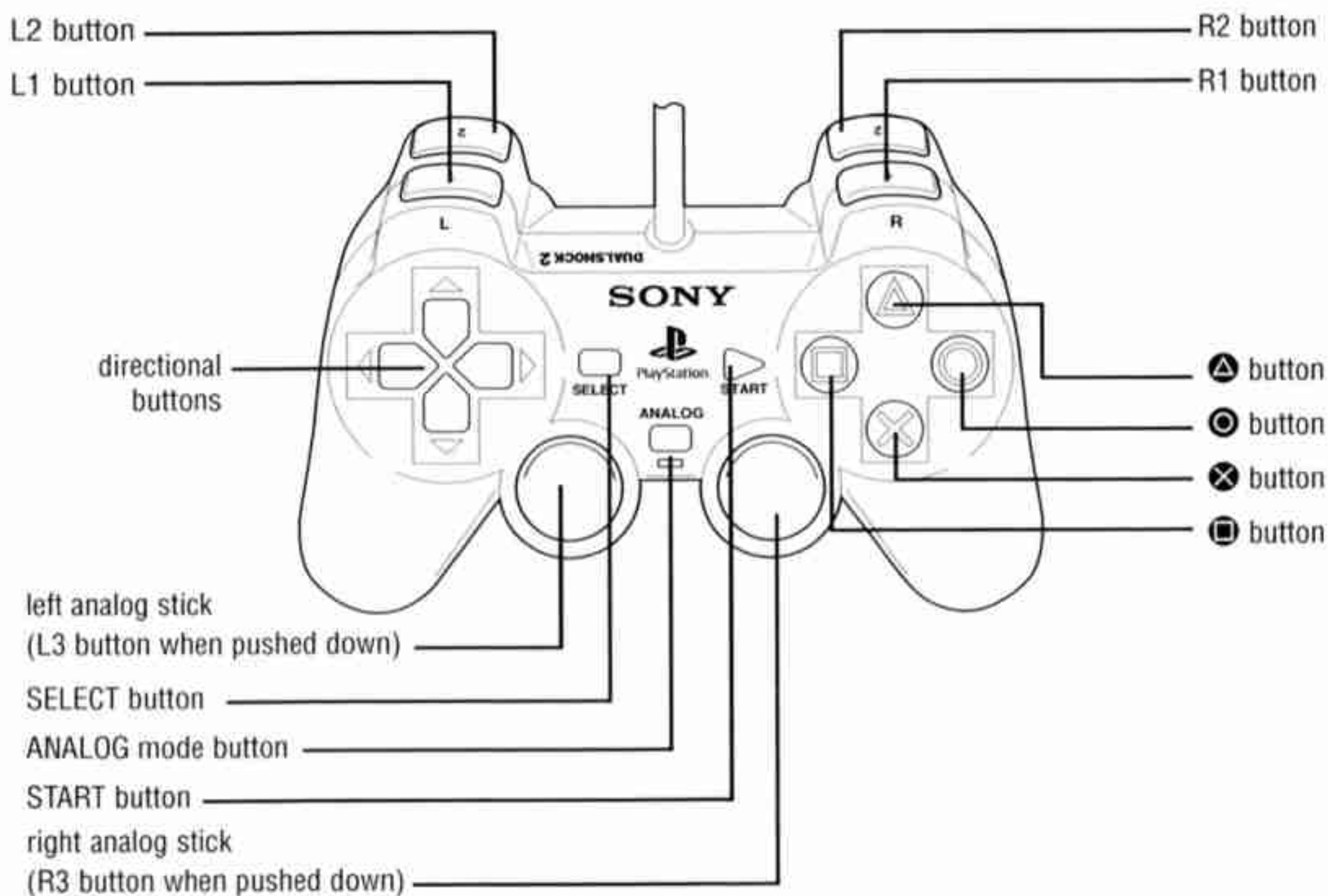
GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray opens. Place the *Ultimate Spider-Man* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on playing the game.

STARTING UP



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back. *Ultimate Spider-Man* supports the DUALSHOCK®2 analog controller.

Note: Ultimate Spider-Man™ only supports Controller Port 1.



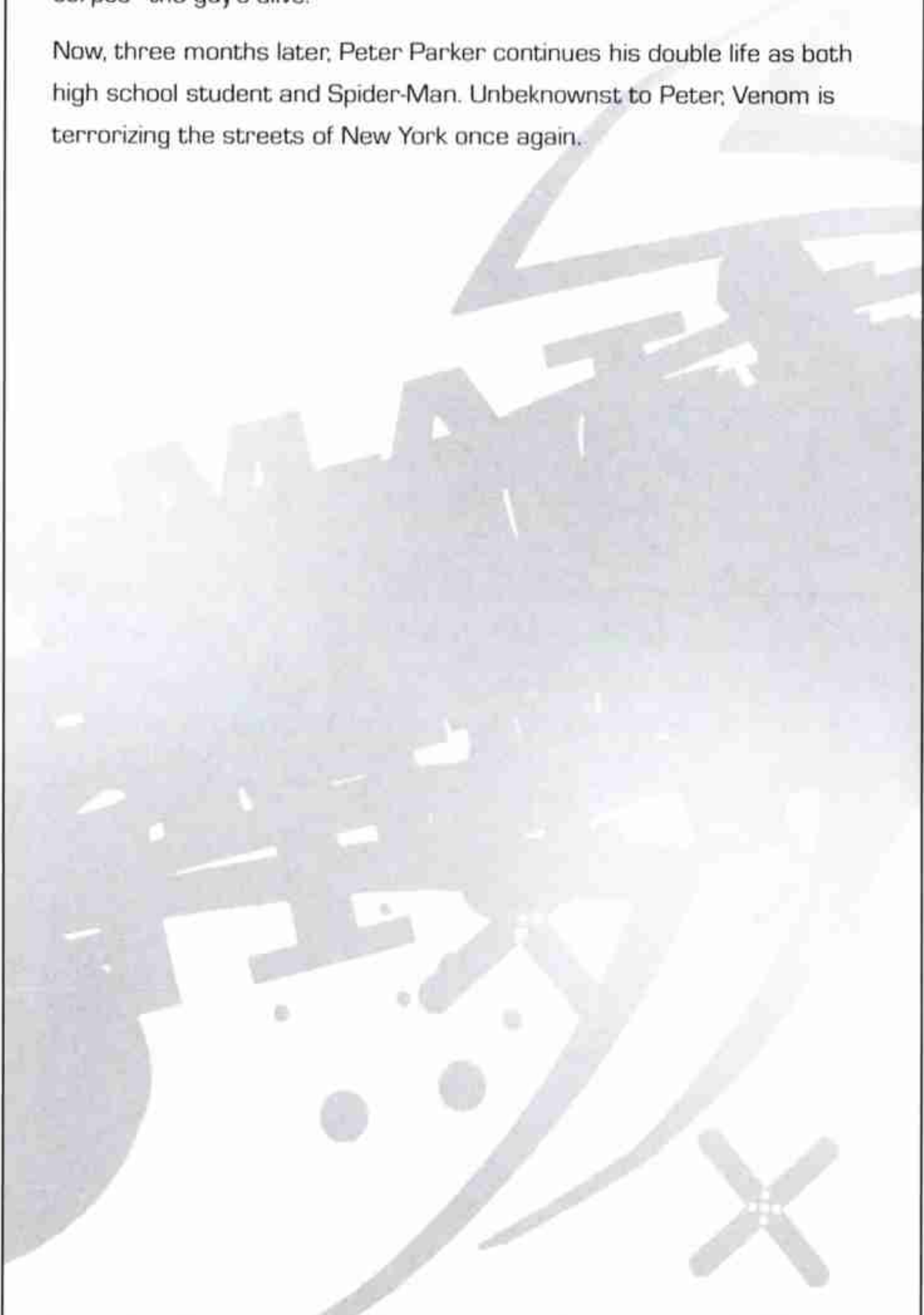
THE STORY SO FAR

The Venom suit was designed by Doctors Richard Parker and Edward Brock in an attempt to develop a cure for cancer.

Recently, their sons Peter Parker and Eddie Brock Jr. discovered the final remaining sample of the Venom suit—and unleashed the nightmare of Venom.

When Eddie and the Venom suit vanished in a flash of electricity, Peter learned one fundamental rule of the super hero business: "If there's no corpse—the guy's alive."

Now, three months later, Peter Parker continues his double life as both high school student and Spider-Man. Unbeknownst to Peter, Venom is terrorizing the streets of New York once again.



IT'S A **BIG WORLD** OUT THERE

In *Ultimate Spider-Man*, you can experience a free-roaming city environment that covers Manhattan and neighboring Queens. As the game unfolds, you'll automatically switch back and forth between the heroic Spider-Man and his arch nemesis Venom.

As the game progresses, Spider-Man will have certain City Goals to accomplish in order to continue the story. Check the **City Goals** section of the **Pause Menu** to see Spider-Man's current objectives.

Once all City Goals have been accomplished, a beacon of light will appear represented as a green dot on the mini-map, showing where the next story mission begins.

In addition to the main story, there will be multiple City Events taking place. **City Events** range from stopping muggings to saving lives and are represented by red dots on the mini-map. Time is of the essence, so when you see a City Event in progress, get in there and be a hero.

There are a lot of additional activities such as finding secret tokens, landmarks and comic book covers and competing in trick races. These diversions are fun and if successful, you'll be rewarded with secret content.

Now get out there and save the city!

CREATE A PROFILE

Start by creating a user profile to save your game progress. Enter a name using the directional buttons to select letters and move the selector. Press the  button when you've entered your desired profile name.

PAUSE MENU

Press the  button to access the **Pause Menu**. In addition to taking a break from the game, the **Pause Menu** allows you to access many other features of *Ultimate Spider-Man*. Use the directional buttons and the  button to highlight and select options.



CITY GOALS

Check here to see your current objectives.

SAVE GAME

Save your game.

LOAD GAME

Load previously
saved games.





OPTIONS

Change many of the game's settings.



MESSAGE LOG

Review past in-game communications.



UNLOCKABLES

Access special features you earn from excellent play.

SWITCH HERO

Use this option to switch between Spider-Man and Venom.

Note: Only available after completing the entire game story. Before that, you'll be automatically switched between the two characters.

PLAY BOTH SIDES

Ultimate Spider-Man gives you the opportunity to play as both Spider-Man and Venom. As you move through the city, be on the lookout for beacons of light that mark the starting point for a story mission. After completing a mission, you'll be returned to the city as Spider-Man so you can explore at will.

Between story missions, you'll need to complete certain objectives in order to advance. Check the **City Goals** section in the **Pause Menu** to see your current list of objectives.

Note: The tasks required to advance your City Goals accumulate as the game progresses. For example, if you find all tokens at the beginning of the game, you have completed that goal for the entire story.

As a reward for completing the game story, you'll unlock the ability to roam freely in the city as Venom or Spider-Man.

Select **Switch Hero** from the **Pause Menu** to switch between Spider-Man and Venom.

SPIDER-MAN CONTROLS

	Jump (press once)/Press a second time while in mid-air to double jump. The longer you hold the button down, the higher you jump.
	Wall Crawl/Grab/Combat Throw
	Punch/Speed Boost (while swinging)
	Kick/Climb Web (while swinging)
L1	Not used
R1	Not used
L2	Web Attacks
R2	Press and hold to Web Swing/Release button to release the web
L2 + R2	Web Zip + Strength Test Meter
 START	Pause Menu
 SELECT	City Map

SPIDER-MAN COMBAT DETAILS

In *Ultimate Spider-Man*, Spider-Man has a very acrobatic fighting style. Spider-Man can attack, jump to a wall, attack another opponent, jump behind the enemy to a different opponent, etc.

Use the **left analog stick** to choose an enemy to attack. For example, if an enemy is on Spider-Man's left, push the **stick** to the left + Punch, Kick or Grab.

Being an acrobatic fighter, Spider-Man can attack an enemy then immediately spring to attack another one nearby. If there's an enemy on Spider-Man's left and right, try pushing the **stick** to the left + Punch or Kick then immediately push the **stick** to the right + Punch, Kick or Grab.

Switching between multiple targets results in more damage than repeatedly attacking a single target.

Switching between punches and kicks also increases the damage Spider-Man can deal. The best way to put down a gang of thugs is to constantly switch up targets and attacks.

Spider-Man can jump and do a pouncing attack with either Punch or Kick.

Spider-Man can also bounce off walls and cars! When an enemy is close to a wall, press the stick toward the wall + Punch or Kick.

After an enemy has taken a beating, they remain unconscious for a short time with a web icon blinking above their head. Push the analog stick toward the downed enemy and hold the Web Attack button to subdue them and remove them from the action. If you do not web subdue downed enemies, they will regain consciousness after a short time and attack Spider-Man again.

Push the analog stick toward an opponent and hold down Web Attack to wrap the enemy in webbing. Press Punch or Kick while holding down Web Attack to perform special web attacks.

Note: Combat moves are only activated during combat situations (you cannot perform combat moves on civilians).

VENOM CONTROLS

	Jump. The longer you hold the button down, the higher you jump.
	Wall Crawl/Grab/Combat Throw/Throw Object
	Claw Attack
	Tentacle Attack
L2 + R2	Tentacle Zip + Strength Test Meter
L2	Feed
R2	Locomotion Jump. The longer you hold the button down, the higher you jump.
 START	Pause Menu
 SELECT	City Map

FEEDING

The Venom suit is a double-edged sword. It makes Eddie Brock stronger than Spider-Man, but it's also eating him alive. To keep the Venom suit from consuming Eddie, you must find it new sources of energy to feed upon.

When Venom is low on health, he can attempt to "feed" on other people. Simply approach any bystander and push the **L2** button. However, super-powered humans will fight back and free themselves almost immediately, possibly even harming Venom in the process.

VENOM COMBAT DETAILS

Venom has two attack styles, depending on the range of his enemy. If the bad guy is close, claws are a great way to deal lots of damage. While tentacles cause less pain than claws, they reach farther and can hit multiple targets at once.

When Venom wants to cause a bit more damage than usual, he can pick up and throw objects, such as vehicles. To throw an object, maneuver Venom next to the object and press the  button. When fighting super villains, Venom automatically targets the enemy and throws the object without any other user interaction. Rapidly press the  button twice to perform a quick throw. To control Venom's throw, use the **right analog stick** to aim while he's lifting the object. Use caution when throwing vehicles. They have a tendency to explode after being thrown and the explosions can hurt Venom.

GENERAL INFORMATION



Spider-Man's
Health Meter

Chase Meter

City Map

METERS

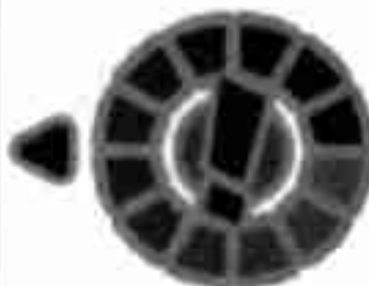
Race Meter – This meter shows up during races. It shows who's leading the race and how far ahead they are.



Chase Meter – This meter shows how far away Spider-Man is to the chase target. Don't fall too far behind or you will fail the mission.



TAM – Short for Threat Assessment Meter, this meter displays how much time Spider-Man has to stop the given threat.



Strength Test Meter – The Strength Test Meter shows up when Spider-Man needs to use his strength to stop certain threats. You must alternately press the **L2** and **R2** buttons to find the correct speed to keep the indicator within the green area of the meter.



CITY MAP

If you're outdoors, press the  button to show the city map. [The game remains paused as long as you look at the map.] Then use the following controls:

Directional Buttons	Scroll the map
	Zoom in
	Zoom out
	Bring up the legend
 or  SELECT	Exit map and resume game



GAME TOKENS



Health Token



Comic Covers



Trick Race Launch Points



Landmark Tokens



Combat Tour



Venom Race

GAMEPLAY TIPS

- While swinging, hold down the  button to "reel in" your web line.
- Press the  button to give yourself a boost while swinging. Better timing means better boost.
- Jumping or double-jumping at the end of your swing gives you a bit more distance and height to continue swinging.
- The longer you hold the jump button down, the higher you jump.
- A yellow glow around Spider-Man's head indicates that danger is imminent. Jump or double jump out of the way to avoid damage.

CREDITS

WRITTEN BY
Brian Michael Bendis

ART STYLE BY
Mark Bagley

DEVELOPED BY
TREYARCH

President
Dave Stohl

Creative Directors
Brian Michael Bendis
Christopher A. Busse

Lead Game Designer
Brian Reed

Lead
Open City Designer
Rich Bisso

Lead Story
Mission Designer
Steve McNally

Art Director
Chris Soares

Lead
Character Modeler
Arnold Agraviador

Lead Level Builder
Travis Eastepp

Lead Animator
Bourbaki Joseph

Lead Motion
Graphics Artist
Jon Lauf

Lead Texture Artist
Manny Salazar

Technical Director
Charles Tolman

Lead Programmer
Joe Valenzuela

Lead AI Programmer
Michel Mailhot

Audio Director
Tom Hays

Executive Producer
Stuart Roch

Senior Producer
Jonathan Zamkoff

Producers
Lisa Ikeda
Jeremiah Maza

Open City
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Tom Henderson
Eric Pavone
Max Porter
Chad Proctor
Carlos Ramirez
Rey Samonte
Hans Wakelin

Story Design Team

David Andrew Bains
Paul Goldilla
Brent Kollmansberger
Gavin Locke
Carlos Monroy
Matthew B. Rhodes
Jairo Silva
David Chuek-Yin Sum

Design Interns
Paulo Dionisio
Henry Showers

Animators
Jamie Egerton
Paul B. Lee
William Lykke
Adam Rosas
James Zachary

Character Modelers
Erik Drageset
Bradley Grace
Kevin Pasko

Cinematic Animators
"Team Panel"
Todd Adamson
Ryan Duffin
Sung-hyun Kim

Concept Artists
Jim Bandsuh
Chris Grun
Ian Peter Diesen Hosfeld
Alan Simmons
Kristen Sych
Chuck Wadey

Level Builders
Jeanne Anderson
Thor Benitez
Tong Chen
Doug Guanlao

Chad Bryan Jones
Tony Kwok
John McGinley
Jake Santa Ana
Erik Stone

Motion Graphics
Artists "Team Panel"
Luis Yosh Bolivar
David Chartier
Benjamin Lee Deguzman
Tim Smilovitch

Special Effects
Mike Bambino
Joel Burgess
Darwin Dumlao
Christopher Guzman
Johnny P. van Zelm

Texture Artists
Loudvik Akopyan
Narry Kahng Cinelli
Karine Fortin
Masaaki Kawakubo
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Quinn Nguyen
Cameron Petty
Dan Santat
Greg Simkins

User Interface Artist
Zenta Aki

Art Intern
Mark Manto

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Jason Bare
Thad Bower
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Asen Kovachev
Michael Montague
Evan Olson
Tim Probst
Greg Taylor
Jivko Velev
Mick West

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Martin Donlon
John Hall
Doug Kuppinger
Jeremy Parker

Alex Perelman
Andrei Pokrovsky

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Dmytro Byelay
Andy Chien
David Cook
Florent Gluck
Joey Headen
John Lydon
Sean Palmer
Pete Sandrene
Leo Zide

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Jason McKesson
Joe Nugent

Sound Programmers

Dimitar "malkia" Stanev
Chris Strickland

Programming Intern

Timothy Laferriere

**Treyarch
Technology Director**

Mark Gordon

**Treyarch
Central Technology**

Wade Brainerd
Paul Edelstein
Marcus Goodey
Alex Liu
Andrew Petterson
Alexander Rohra
Krassi Touevsky

Composer

Kevin Manthei

Sound Designers

Peter Beal
Fletcher Beasley
Jerry Berlongieri
Lance Brown
Brian Fredrickson
Kris Giampa
Peter Kerekes
Blake Leyh
Jennifer Ralston
Michael Vangen
Ari Winters

**Voice
Recording Engineer**

Keith Aram
PCB Productions

Executive Producers

Bill Dugan

Dogan Koslu
Rob Nesler

Associate Producers

Adrian Balanon
John M. DeHart
Craig Jepson
Dave Padilla
Kevin Tomatani

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Danny Donaho
Jeff Schenkelberg
Alicia Taylor

**Director
of Operations**

Rose Villasenor

**Information
Technology**

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Robert Sanchez

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Amy Hurdlebrink

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Annie Lohr

Reception

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Joey Romero

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Judd Hollander

Quality Assurance

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Derrin Jung
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Rashad Lewis
James Lodato
Primus F. Majda III
Christopher Pett
Aaron Roseman
Reshan Sabaratnam
John Schultz
Jeramiah Wainright

Special Thanks

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Hugh Bach
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Yoshitomo George
Moriwaki
Mark Nau
Steve Pierce
Eduardo Poyart
Scott Purvis
Pascal Sahuc
Chris Shanley
Gary Spinrad
Chris Strobel
John Sweeney
Michael Vance

Data Compression by
oberhumer.com

Music by

Kevin Manthei,
Kevin Manthei Music

Additional Remixes

Kevin Riepl
Kevin Manthei Music

**Drums & Djembe
Produced by**

Brian Barrale
& Kevin Manthei

Performed by

Thom Hartwick

Recorded by

Michael Edwards at
KrimZen™
Music Productions

Fonts Provided by

Chris Eliopoulos

Voiceover Direction

Margaret Tang

Main Cast

Sean Marquette
Spider-Man

Andrea Baker
Mary-Jane

Arthur Burghardt
Venom

Bob Glouberman
Rhino/Alex O'Hirn

Brian George
Shocker

Brian George
Adrian Toomes

Daniel Capelarro
Eddie Brock, Jr.

Dave Fennoy
Nick Fury

David Kaufman
Johnny Storm

James Arnold Taylor
Electro

Jane Hajduk
Sharon Carter

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Silver Sable

John Billingsley
Bolivar Trask

Keith Szarabajka
Wolverine

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Richard Parker

Peter Lurie
Green Goblin

Terrence Stone
Eddie Brock, Sr.

Tucker Smallwood
Beetle

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Bart Flynn
Brian George
Chris Hatfield
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Dave Markus
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Jason Spisak
JD Cullum
Jessica Straus
Jim Meskimen
Joey Carmen
John DiMaggio
John Kassir
Keith Szarabajka
Larry Cedar
Margit Furseth
Mark Deakins
Nick Jameson
Peter Lurie
Phil Buckman
Rene Moreno
Sheryl Bernstein

Terrence Stone
Vernon Wells
Vince Corazza

PUBLISHED BY
ACTIVISION
PUBLISHING, INC.
President,
Worldwide Studios
Kathy Vrabeck

PRODUCTION
Head of
Worldwide Studios
Charles J. Huebner

Executive Producer
Scott Walker

Producer
Brian Pass

Associate Producers

Juan Valdes
Suzy Luko
Carlos Rodriguez
Will Townsend
Ben DeGuzman

Production
Coordinators
Derek Racca
Brian Morrison

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PUBLIC RELATIONS

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Ted Chi

Associate
Brand Manager
Vicharin Vadakan

Director, Global
Brand Management
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VP, Global
Brand Management
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SVP, Global
Brand Management
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Director, Corporate
Communications
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Manager, Corporate
Communications
Ryh-Ming C. Poon

Publicist, Corporate
Communications
Aaron Grant

Junior Publicist,
Corporate
Communications
Lindsay Morio

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CUSTOMER SUPPORT

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Jimmy Nguyen

Senior Project Lead
Paul Colbert

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Alex Artukovich

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Chris Dolan

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 Taron Evans

**Sr. Manager,
 Technical
 Requirements Group**
 Marilena Rixford

**Sr. Lead, Technical
 Requirements Group**
 Si6n Rodriguez y Gibson

**Testers, Technical
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**Creative Services
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Jamie Bafus
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Aaron Gray
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**Vice President
of Interactive/
Executive Producer**

Ames Kirshen

**President of Worldwide
Consumer Products**

Tim Rothwell

Legal Affairs

Seth Lehman
Joshua M. Silverman
Carl Suecuff

Special Thanks

Avi Arad
Ari Arad
Joe Guesada
Dan Buckley
Amy Sowers-Wyckoff

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NOTE: Internet support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

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