



Tokyo, Japan

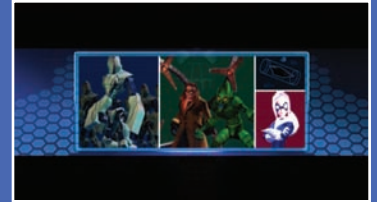
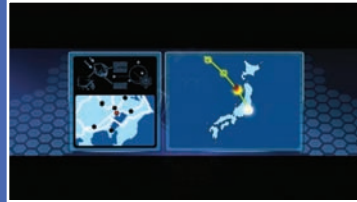
TOKYO, JAPAN



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S.H.I.E.L.D. has tracked the meteor impact site to Tokyo, Japan. To make matters worse, Green Goblin and Doc Ock have also been spotted in the area.

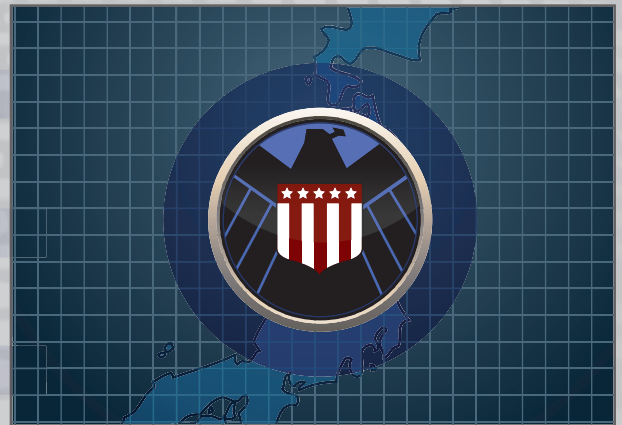


INDUSTRIAL PLANT

 x 4*

 x 1

 x 1



* Only 3 Helixes on PS2.

Uh-oh! Your Spider-Sense is tingling! It looks like S.H.I.E.L.D.'s computer was right—the mysterious PHANTOMS have infiltrated the Industrial Plant!



These rank and file basic PHANTOM prototypes aren't very challenging one on one, but can be quite dangerous in larger numbers. When faced with a group, maneuver yourself around them, jumping often if necessary, to attack the edges of the group. This ensures that you don't get overwhelmed by their sheer numbers. Pick them off one at a time to minimize the danger they pose to you and your sidekick!

After dispatching the first couple of PHANTOM groups, move up the ramp toward a group of containers.



It looks like they expected company. As soon as you take a few steps into the plant, you're greeted by a group of Infantry Units!

Bust these open to claim the Tech Tokens inside—always open any containers you see. While Tech Tokens are the most common find, you can also gain Red Orbs to increase your health, Invincibility, Mega Damage, and Hero Strikes—all welcome additions to your arsenal.

Ammunition

You can pick up and throw almost everything that can break. This is especially useful against larger foes—plus, it's fun!

Continue along the walkway to face another group of the Infantry Units! These PHANTOMS are blocking the way through the plant, so clear a path with your web shooters.



With that menace removed, proceed through the door to reach the rest of the plant. Don't forget to smash open the containers near the door.

Fight your way through the large group of Infantry PHANTOMS on the other side of the doorway to proceed deeper into the plant until you reach two pressure switches.



Stand on one of the pressure plates. If you're playing solo, your sidekick automatically moves to take care of the other switch. If playing co-op, both players must stand on the plates. This activates a nearby bridge that leads to the first DNA Helix.



Tokyo, Japan



DNA Helix

Each level has a number of DNA Helixes for you to collect. Collecting them unlocks special bonuses at the Rewards Console on the Helicarrier. Don't worry if you miss one; you can always replay the mission to find the missing Helix.

Once you've recovered the Helix, head to the right and face a new type of PHANTOM—Shock Troopers.

Use the explosive barrels to deal a quick dose of damage to these heavily armored PHANTOMS. Be ready to throw the volatile container as soon as you pick it up to avoid getting caught in the explosion!



As soon as you have taken out the big guys, a group of Infantry Units appears. Work together with your sidekick to take them out of the picture.

The next area is guarded by more Infantry PHANTOMS and their diminutive allies, Recon Drones. These foes may be small, but they move quickly and can explode, making them a real pain in Spider-Man's web! Use the Grab ability to pluck them out of the air and hurl them toward the other PHANTOMS.



Combo Levels

Notice the number by your character portrait. This indicates your Combo Level. Killing enemies raises this number. The higher your Combo Level, the more Tech Tokens spill out of defeated enemies. The longer you fight, the more this number rises.



Defeat these enemies and a bridge extends, allowing access to the next DNA Helix. (This Helix is not available in the PS2 version.)



The walkway leads you through an ambush of large PHANTOMS to a single pressure plate. Step on it to lower the ramp leading up.



This leads to more pressure switches, which raise a platform containing your next DNA Helix. Proceed through the doorway to face a Unit Commander.



These huge PHANTOMs pack a mean punch, but you can take them down with a little planning. Damage the big guy by tossing the nearby containers and avoiding melee attacks. Try to time your throws so that they hit the fragile light core in the center of the PHANTOM and deliver the most damage.



The Commander Has Back-up

Before PHANTOMs mastered teleportation technology, Unit Commanders transported Drones into battle. This PHANTOM model still expels small Recon Drones as you fight. Use them to your advantage by grabbing them and hurtling them back at the Commander when its core is exposed.

You can avoid area of effect damage by jumping into the air over the energy waves. If you have any Invincibility or Mega Damage, this is a great time to use them. Grab the Recon Drones out of the air and toss them back at the Commander to inflict maximum damage. This even works while you're jumping to avoid the energy waves!



Once you've won, continue down the walkway, battling your way through more PHANTOMs, to reach the next DNA Helix. This one is in a tricky position. Jump toward it, then jump back toward the platform while in mid-air to avoid falling.



Head left to find the Keystone. This unlocks the arena. Defeating all PHANTOMs in an arena unlocks it for use in Versus Mode.



The PHANTOMs make one last ditch effort to stop you, but these familiar tactics should be no match for Spider-Man™ at this point. At the end of the plant you meet Black Cat, who wants to join your cause in exchange for helping you get into the Secret Lab.



Upgrade Lab

Don't forget to upgrade your abilities and your sidekick's at the Upgrade Lab before leaving the Helicarrier for the next mission!

Tokyo, Japan
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SECRET LAB



x 3

Doc Ock has to be around here someplace. Be careful as you explore the lab. The first DNA Helix is visible from the entrance. Approach it and PHANTOMs come out to greet you!



After dismissing the welcome party, enter the next room. This area is loaded with containers storing Tech Tokens and Power-ups. Continue into the next room to battle more of the same types of PHANTOMs you defeated in the Industrial Plant. Always open all containers, including the computers found here. One near the door holds a DNA Helix!



The next room also contains several breakable items, as well as the third and final Helix. It's easy to miss, so be sure to grab it up in the air.

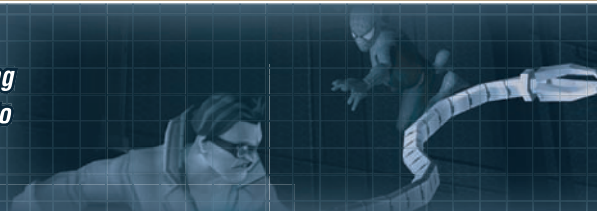


Continue to break open every container; you need all the Power-ups you can get before facing Doc Ock!



DOC OCK

Doc Ock is dangerous enough on his own, but now his mind is being controlled! You must defeat him to get close enough to remove the mind control device.



Doc Ock is using his genius to frantically build a power source for the PHANTOMS. These machines have a defense mechanism that fires at you, making it next to impossible to reach them directly. Instead, use the boxes as weapons!



Grab the boxes and hurl them at the machines. They try to make this difficult for you, but just jump over their shots, grabbing boxes while in the air, then hurling them toward the machines. Three hits to one machine cause Doc Ock to come down to repair it.

When Doc Ock tries to repair his precious machines, take the opportunity to knock him around. It takes a few times, but he eventually succumbs to your punches and allows you to remove the mind control device.

Doc Ock may be a maniacal genius, but he's a maniacal genius with integrity. He finds the notion of mind control unacceptable and agrees to behave himself long enough to help you defeat the PHANTOMS.



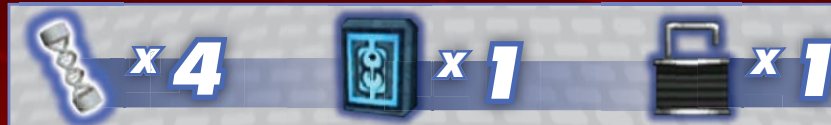
As you saw with Black Cat, once you meet a friend or defeat a foe, they join your team and become available from the Sidekick Select console on the Helicarrier.



Tokyo, Japan



THE ROOFTOPS



You've succeeded in stopping Doc Ock and recruiting him to your cause, but the matter of finding that shard still remains. Perhaps the rooftops hold a clue?



Move down the rooftops toward a group of Shock Troopers. It looks the PHANTOMs are going to give you trouble here, as well!



Finish Them Off!

Large PHANTOMs begin losing their coherence when severely injured. Once this happens, move in to finish them off quickly before they can resume the fight.

When the first battle has ended, jump over to the next building to get the Keystone and obtain access to this level's arena.



Continue across the rooftops toward a ramp leading up. Use this to jump onto the nearby roof and find the first DNA Helix in this mission!



A group of Infantry Units tries to block the way, but Spider-Man and his sidekick will make short work of them. Head across the rooftops, defeating the next group of PHANTOMS. A bridge then extends, allowing you to proceed.



Use your web abilities to make short work of the PHANTOMs!



Watch Out!

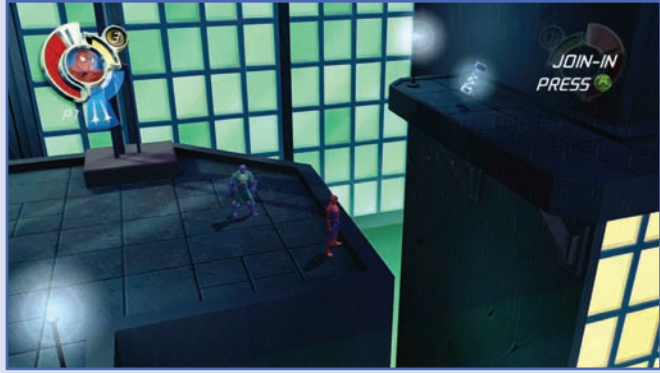
It's easy to miss the edge of a building sometimes when jumping around and web-swinging. Always be ready to grab hold with your web to avoid a nasty spill. Don't get too worried if this happens, though. Spider-Man™ appears back on the board in a second, ready to try it again.

Cross the bridge, battling any PHANTOMs that try to get in your way. After jumping onto the next rooftop, several containers and the doorway to the arena come into view. Clear the arena out to make it available for Versus Mode.



Eradicate these holographic vermin!

Pick up another DNA Helix to the right of the arena. Collect all of these to unlock rewards on the Helicarrier.



Just when you think you've seen all the PHANTOMs' tricks, you come face to face with a PHANTOM Generator! These generators aren't that hard to damage on their own, but they summon more and more PHANTOMs during battle.



Battle your way through the PHANTOMs to reach the PHANTOM Generator. Use your spider strength to batter it into junk. You may have to switch between attacking the generator and clearing out the PHANTOMs a few times, but the battle is over once the generator is destroyed.

Teamwork!

In two-player games, have one player keep the PHANTOMs busy while the other one concentrates on the PHANTOM Generator.

Proceed across the rooftops. A bridge extends after the next short battle. Step onto the pressure plate to activate a moving bridge, providing access to another DNA Helix.



The next roof has some containers to bust open, supplying a necessary health boost after all the recent battles. Continue to the next building with the satellite dish, then walk toward the screen to reach the last DNA Helix.



Even though the PHANTOMS have endured a lot of damage, they aren't ready to give up just yet. It's time to face another Unit Commander! Remember that this PHANTOM expels the Recon Drones, which you can capture and use as weapons.

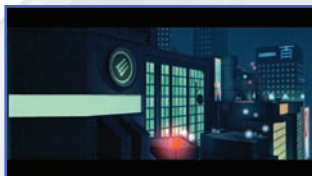


Step on the pressure plate and enter the now open door to return to the Helicarrier.



OSCORP JAPAN

x2



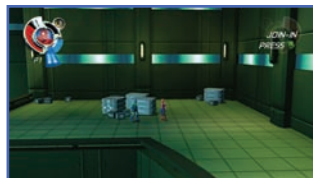
You're getting close to tracking down the location of the first shard. The information you've gathered so far leads you to the corporate headquarters of Oscorp. The Green Goblin is surely lurking somewhere nearby.

Head left across the bridge and grab the DNA Helix. Continue until the Recon Drones and Shock Troopers attack. Use the Recon Drones as mobile grenades to make short work of the big guys.

The PHANTOMS are relentless! Infantry Units and Shock Troopers bar the passage into Oscorp. Once the door opens, even more PHANTOMS pour out, so be ready.



Continue past the Recon Drones and up the stairs where a Unit Commander waits. By now, the appropriate strategy for this situation should be second nature. Handle the Commander and proceed through the doorway to find quite a few containers, just waiting for you to break them open.



Break these open to get more Tech Tokens.

Follow the walkway until you reach a place where you can go up or to the right. Go up first to reach the second and last Helix in this mission.



Go up and to the left to grab the Helix before continuing on.

Step on the pressure switch in the floor to walk back out onto the rooftops and face your old nemesis, the Green Goblin!

GREEN GOBLIN

The Green Goblin is crafty, but he relies mostly on his devious inventions in battle. He stays on his glider the entire fight, so you can't get to him directly.



Dodge his Razor Bats and wait for him to drop his trademark Pumpkin Bombs. Grab these as soon as they hit the ground—if they aren't close, use a webline to grab them. Wait for Green Goblin to pause his frantic flying. When he hovers in place, send his own Pumpkin Bombs back at him!



These bombs explode after a few seconds, so don't hang on to them for too long! He drops groups of four bombs each time. Send as many of those back at him as possible each time. Also be on the lookout for the rockets he fires from his glider. They cause a lot of damage and have a tracking ability, making them difficult to evade.

Sooner or later, perseverance pays off and Spider-Man can remove the mind control device. Upset at having been played for a fool, Green Goblin agrees to join the fight against this strange new threat. He can always resume trying to destroy Spider-Man™ tomorrow...



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