

SPIDER-MAN™

WEB OF SHADOWS

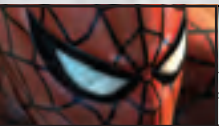


COVERS PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM
MICROSOFT XBOX 360®

BASED ON A GAME RATED BY THE
ESRB **TEEN**
T

ACTIVISION® MARVEL

Written by Jennifer and Kenny Sims



ALLIES

Although you must battle the Symbiotes alone most of the time, some of the heroes and villains are willing to lend a helping hand against this common enemy. Each has his own strengths in battle and are strong allies against this alien threat. Calling on heroes to aid Spider-Man helps him along the Red path; heroes will only answer the call when Spider-Man is firmly in control. Villains push you further down the Black path and only come to Spider-Man's aid when you let the Black Suit drive Spider-Man's actions. Consider carefully when choosing who to summon to your side.

You can call allies to Spider-Man's side when you have a full Spider Meter. To do so, simply press down on the D-Pad. Press Down on the D-pad a second time to focus the ally on your target. Although this drains your Special-Meter quicker than just letting the ally attack what they want when they are called upon, it is worth it when help is needed with a particular enemy. When the Special-Meter runs out, the hero or villain leaves the battle. You can dismiss an ally at any time by pressing Up on the D-Pad. By dismissing an ally as soon as he or she is no longer needed, you can save on the time it takes to refill the Special Meter.



LUKE CAGE

HERO

Location: In the park in Harlem

Once known as Power Man, Luke Cage has a long history of working to keep the streets clean. While in prison for a crime he didn't commit, Cage acquired his super strength and titanium-hard skin during a secret experiment gone awry.

Now that he is free, Cage uses his powers to administer justice on the streets. He needs Spider-Man's help to get to the bottom of the recent gang fights. In return, he is more than willing to help out Spider-Man, as long as he is still allied with the people of the city who you are pledged to protect.

ALLIES



Luke Cage has been around the block a time or two and he has quite a bit of good advice to provide. Take him up on his offers to learn new moves. These quests not only provide much needed experience, but they also teach valuable skills in your fight to save the city.



BLACK CAT

VILLAIN

Location: At her penthouse in Midtown.

Felicia Hardy was raised by her father to be a master cat burglar. Although she possesses no super powers, she is a master of many forms of combat and has various gadgets designed by the Tinkerer, all of which make her a formidable opponent. While she has often tried to walk the straight and narrow path, she invariably gets drawn back into a life of crime. She and Spider-Man have a torrid history, but Black Cat won't come to his aid if she believes he is caving in to foolish "Peter Parker" sentiment.



Black Cat gives most foes a run for their money by always keeping her claws sharp. Perhaps a bit too aggressive for Spider-Man's current tastes, she always gets the job done.



ROGUES GALLERY

The big-name villains always get all the infamy, but it is often the rank and file evil-doers who cause the most trouble. Spider-Man is used to dealing with New York's criminals, but now it seems they are crawling out of the gutters—sometimes literally—everywhere he turns. The following enemies may never get their names splashed across the front page of *The Daily Bugle*, but they are the ones keeping the Web-Slinger busy during this crisis.

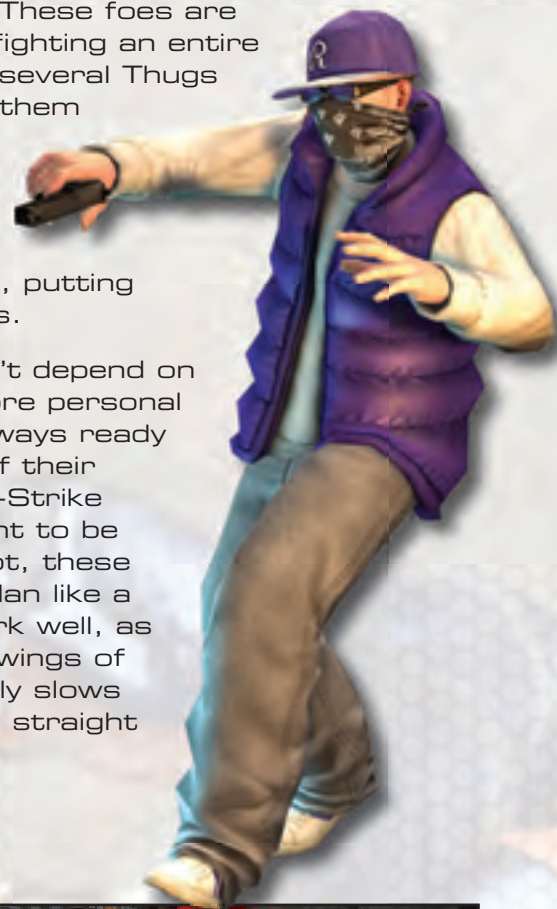
THUGS

Whether they are members of the Rolling 7s or the Park Aves, the Thugs all have something in common—they don't like Spider-Man sticking his nose in their business! Luke Cage has been trying to broker a peace treaty, but tensions between the two gangs have escalated into a full-out war, with innocent people caught in the crossfire.

The majority of the Thugs are armed with small guns. These foes are difficult to defeat when fighting them one-on-one, but fighting an entire gang of them can cause some serious damage. When several Thugs are clustered together, use a Web Swing-Kick to take them out before they can shoot.

Some Thugs carry more powerful weapons like the RPG. When this weapon is equipped, these foes can inflict serious damage to Spider-Man and even blow up vehicles, putting ordinary citizens in danger in the process.

Some of the larger gang members don't depend on guns at all; instead, they prefer a more personal approach. The Heavy Hitters are always ready to deliver a beat down, courtesy of their baseball bats. When using a Web-Strike against these guys, it's important to be prepared to Over-Counter. If not, these foes will knock around Spider-Man like a Spidey-Ball. Ground attacks work well, as long as you can get in between swings of their bats. Spider-Man's webbing barely slows them down, so be ready to send them straight to the pavement.



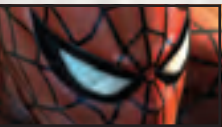
TECH FORCES

The Kingpin's Tech Forces are comprised of some of the most dedicated mercenaries that money can buy. These foes are supplied very well with some of the best armor and weaponry available, thus making this private army quite a formidable foe. Kingpin employs these soldiers as personal guards and high-rise thieves, never worrying about the collateral damage they may cause.

A normal Tech Force soldier is quick to shoot, but he poses little threat by himself. These soldiers don't cause much damage when fighting alone, but a group of them firing at Spider-Man will really inflict some major damage. Take them out quickly to avoid being caught in the crossfire.



Many times, these soldiers utilize specially designed gliders to terrorize by air. Fortunately, they are never out of reach of a Web-Strike, making it possible to take them down just like their grounded counterparts. Use a Web-Strike to reach their level and drive them into the ground. It is particularly satisfying to use Web-Grind after knocking them out of the air.



UPGRADES

The foes in the game become more difficult as you progress through the game, meaning you must keep Spider-Man's abilities on par with those tougher enemies. This is where the Upgrades Menu comes into play. This menu includes every upgrade, even the ones that aren't available until later in the game. Each upgrade entry includes a basic description, its cost, and the button combination required to execute it. Visit this menu often to check these button combinations to make you are utilizing every available upgrade.

On the right side of the screen, you can see Spider-Man using each upgrade. This provides a good visual representation of how this move works in combat. This menu also has the option to Toggle Auto-Upgrades. This means that as you gain more experience, you automatically gain new upgrades. This may save some time in the long run, but it takes the choice out of your hands.

Each time you defeat a foe or complete a mission, you earn Experience Points. As noted previously, experience is very important because it is used to purchase upgrades. Each new upgrade has an Experience Cost. Completing optional missions is a great way to earn experience. The more foes you fight and missions you complete, the more experience you earn. In turn, this means you can upgrade Spider-Man's abilities faster. This is especially helpful as you progress further in the game. Every advantage you have makes a difference in tough battles and there are some really powerful upgrades available once you have enough experience.

Note that there are separate upgrade trees for the Black and Red suits. For best results, try to upgrade both as equally as possible to gain levels. Even if you decide to fight almost exclusively in one suit or the other, there are times when you must use the other suit. When this situation occurs, you must be prepared by having both suits reasonably upgraded.

Each suit has six types of upgrades and the first five are available to both the Red and Black suits. Those upgrades are:



Ground: *This type of attack is the most basic attack, but that doesn't mean it isn't powerful. As Ground attacks are upgraded, Spider-Man gains the ability to unleash powerful punches and kicks against enemies on the ground. Try to make this one of the first upgrades you purchase.*



Air Attack: *These attacks knock enemies into the air and deliver stunningly powerful blows to them before they hit the ground. Like Ground attacks, Air attacks are one of the mainstays of your arsenal. These attacks are quite effective against most every type of enemy.*



Wall Attack: *Wall attacks are moves that are performed while crawling on the side of a building or other vertical surface. These attacks allow you to punch, kick, and spin through opponents, oftentimes using Spider-Man's webs to send foes flying. These attacks are very useful when taking on Symbiotes that like to crawl up buildings in pursuit of innocent civilians, as well as against Kingpin's high-rise thieves.*



Web-Strike: Web-Strike attacks will likely be some of the most used upgrades in the game. These attacks enable you to close the distance with an enemy quickly, bounce from target to target, and provide a way to reach aerial enemies (such as the Vulturelings or Tech forces).



Special Attacks: Special attacks are some of the most powerful upgrades available in the game. They include devastating attacks that are capable of knocking down tough foes. These attacks also include area-of-effect attacks that can deal damage to a large group of foes at once. Special attacks require the use of the Special Meter. This meter (located over Spider-Man's character portrait in the lower-right corner of the screen) fills up while fighting foes with normal attacks. Using Special attacks drains some of the power stored in this meter. Note that this is the same meter used to call upon an ally, so you must choose between saving this energy to summon a helping hand, or use it to pound enemies with Special attacks.



Web-Shot: This set of upgrades is available only for the Red suit. Web-Shot makes good use of Spider-Man's trademark webs. With these upgrades, Spider-Man can send shots of webbing toward foes to temporarily disable them. He can even create a web projectile that explodes on impact! Web-Shot is very useful for keeping enemies from attacking while dealing with their cohorts.



Using Special attacks depletes the Special Meter.



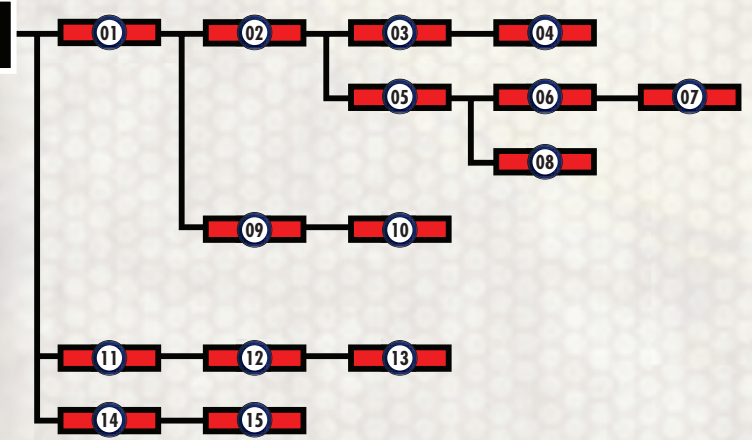
Tendril Attack: This set of upgrades is available only for the Black suit. The Symbiote in the Black suit has some amazing powers, among them is the Tendril Attack. These attacks enable Spider-Man to pull enemies toward him. Subsequent upgrades of the Tendril attack allow for increased range and power. These attacks are also capable of slamming enemies into the ground, grabbing them, and choking them.

The information that follows provides everything you need to know about the available upgrades as you progress through the game.

RED SUIT

GROUND ATTACK

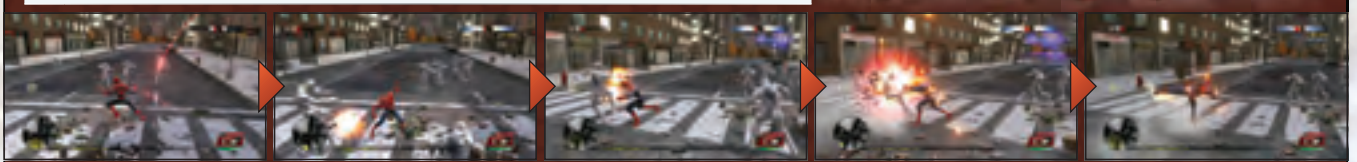
GROUND ATTACK



01	GROUND ATTACK	BASIC GROUND ATTACK COMBO FOR THE RED SUIT.
02	GROUND UPGRADE 1	ADDS A FIFTH STRIKE TO THE GROUND COMBO. COST: 2000
03	GROUND UPGRADE 2	ADDS A SIXTH STRIKE TO THE GROUND COMBO. COST: 2000
04	GROUND UPGRADE 3	GREATLY INCREASES THE DAMAGE FOR THE GROUND COMBO. COST: 3000



05	PUNCH-FLURRY 1	ALLOWS SPIDER-MAN TO BREAK INTO A FLURRY OF PUNCHES. COST: 2000
06	PUNCH-FLURRY 2	INCREASES THE DURATION AND DAMAGE OF THE PUNCH-FLURRY. COST: 2000
07	PUNCH-FLURRY 3	MAXIMUM INCREASE TO THE DURATION AND DAMAGE OF THE PUNCH-FLURRY. COST: 3000



PRELUDE

New York is under siege. Twisted Symbiotes are running rampant throughout the city and, despite the best efforts of the city's heroes and even S.H.I.E.L.D., the Symbiotes are gaining more ground. As desperate battles wage in the buildings and streets, Spider-Man must make difficult choices if he is to save the city and the people he cares about. Will you choose to walk the straight and narrow hero's path, or will you do whatever is necessary to win the day?

The game begins in the middle of a war zone. Notice the yellow circle on-screen and the yellow dot on the mini-map in the lower-left corner. This dot indicates your objective. If at any time you don't know where to go, just follow this dot to reach the next goal.

Upon reaching the highlighted area, eliminate the Symbiote Zombies in the area. These foes are the weakest of the Symbiotes. They don't put up much of a fight, but they can prove to be dangerous in large numbers.

More about combat is described later, but for now an all-out approach works just fine. Press the Targeting button to aim at the Symbiotes and let them have it. Try different button combinations to really let loose on these foes. You must get past several large groups of Symbiotes to reach the next highlighted area.

Several of the Zombies may attack at the same time, so move right away to keep from getting overwhelmed.

One of your greatest assets is Spider-Man's ability to move quickly. Make use of this against these lumbering creatures!



Head toward the vertical column of light to reach the objective.

WALKTHROUGH

PRELUDE



After cleaning them out, it's time to find the next objective. Spider-Man may be quick on his feet, but he is even quicker while swinging through the air. Use the Web Swing to move swiftly to the next objective.

Press the basic attack button to strike these creepy foes.

At the next objective, Spider-Man must defeat another group of Symbiote foes. As before, use basic attacks to defeat this group. When this group is history, Spider-Man must fight a larger infestation of Zombies to continue down the street. Afterwards, a S.H.I.E.L.D. transport crashes into a nearby building.



Use Web Swing to quickly reach the next destination.

Although they are used to fighting, these S.H.I.E.L.D. soldiers find themselves in quite a predicament. Use Web Zip to reach the building. Climb up the outside of the structure to fend off the tougher Symbiotes surrounding the transport. Continue up the wall, fighting Symbiotes along the way.



Climbing 101

To climb a wall, position Spider-Man against a wall for a moment and press up. With him on the wall, press the Wall Run button to scurry up the wall. Fighting while on a wall is no different than fighting while on the ground, so use similar tactics to eliminate the Symbiotes.



The Vulturing Symbiotes are attempting to carry off a S.H.I.E.L.D. agent! Follow the on-screen prompts and use Spider-Man's web-shooting ability to save the soldier and take him to the Secondary Rendezvous objective (refer to the in-game map). Once there, the other agents offer their help.

WALKTHROUGH

PRELUDE



Save the S.H.I.E.L.D. soldier!

Now it's time to help S.H.I.E.L.D. fight past more Symbiotes. After defeating the Zombies, it becomes apparent that there is a much bigger problem. When the pod comes into view, defeat the Symbiote Snatchers around the base of the wall to allow for more room to get up there. Press against the wall to climb it and run up the wall. Fight past the Symbiotes to reach the pod. You don't need to defeat them all; the main objective is destroying the pod. Once it is destroyed, you receive some clues as to what is transpiring in the city.





Make your way past these Snatchers to reach the wall.



Head towards the pod.



Destroy the pod!



HE'S BACK

The story begins four days before the strange events that just occurred. Venom is once again causing trouble and it is up to Spider-Man to stop him!

While fighting with Venom, some of the Symbiote on his body moves toward Spider-Man! But there's no time to worry about it now, you must stop this maniac!



Venom is a tough foe and regular attacks won't inflict much damage against him. Instead, use the power of the Symbiote to defeat him! This **Black Suit** provides the extra power needed to take him down. You'll need something bigger than Spider-Man's two fists to smack down this menace. Pick up and throw cars by pressing the Action button per the on-screen instructions. Hit Venom with enough vehicles to make him try new tactic.



WALKTHROUGH

PRELUDE

Red vs. Black

The Black Suit provides more strength, but at a deadly cost. You can constantly fight against the suit's influence, or choose to fully succumb to it. The actions you take illustrate how much control the Black Suit has over Spider-Man.

When you perform heroic actions, such as saving civilians, you gain **Red points**. When you choose actions that go against the hero's code, you gain **Black points**, which affects Spider-Man's alignment. This alignment affects how the game's story plays out. In addition, it determines which allies are willing to fight alongside Spider-Man.

Because Venom lost some of his Symbiote to Spider-Man, he decides to take something that belongs to him—Mary Jane! Keep Venom from reaching Mary Jane. Venom hits hard and can take a lot of punishment, so continue to pummel him hard with more cars.

After the fight, Mary Jane doesn't make it out unscathed. Once she is on her way to the hospital, follow the ambulance to make sure she arrives safely. Running after it won't do the trick; luckily, Spider-Man doesn't have to rely on his feet. To Web Swing, press the Web Swing button to shoot webs and start to swing. To steer your swing, simply move the same way you would if you were on the ground. Web swinging is the most efficient method of moving around the city and the one you will make the most use of. To complete this mission, you must keep up with the ambulance and swing through the two yellow markers along the way.



Unfortunately, once MJ safely arrives at the hospital, the trouble doesn't end. In fact, just as the ambulance arrives, Spider-Man finds himself in the middle of a gang war!



SPIDER-MAN™ WEB OF SHADOWS

OFFICIAL STRATEGY GUIDE

Written by Jennifer and Kenny Sims

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