



Spider-Man 2

PC Games, Playstation 2, Gamecube, X-Box

Developer: **Treyarch**

Publisher: **Activision**

Rated: **"T" for Teen**

Strategy Guide & Walkthrough

written by **JPaterson**

INTRODUCTION

Spider-Man, Spider-Man, does whatever a spider can.

Well, now you too can do whatever a spider can, in *Spider-Man 2*.

Following alongside the events of the movie of the same name, *Spider-Man 2* once again casts you as the superhero Spider-Man, who must save New York City from Doc Ock, a mad scientist with mechanical tentacles; Rhino, a man with impenetrable armor; Shocker, who has the ability to send out energy beams and plasma waves; and Mysterio, a weird "alien" who can spawn robots to do his bidding.

Spider-Man 2 is completely open-ended, giving you free reign of an accurate recreation of New York City. You'll swing from the Chrysler Building to the Empire State Building, from the harbor to the Statue of Liberty, even to Ground Zero, where two beams from a spotlight are in place of the Twin Towers. Throughout your adventure, you'll be able to help citizens in distress, prevent armored car robberies, save people from falling, and ward off several ambushes.

To help you in your journey to rid New York City of evil, this guide will help you through the entire game, from the chapter that teaches you about the game to the chapter that'll test your patience and reflexes. You'll also get a quick rundown on the basics, a list of upgrades, and all the possible awards you can win.

So get going, Spider-Man, New York isn't going to save itself!

If you would like more information about *Spider-Man 2*, be sure to check out the official website at <http://www.activision.com/microsite/spider-man/>.

GAME BASICS

Easy Swinging vs. Normal Swinging

While you may be tempted to use Easy swinging, don't. The normal swing mode gives you more control, and therefore, more freedom. You can zip along buildings, turn corners without losing speed, and do a lot more than what you could do with easy swinging.

Markers

There are several markers you can find throughout the game that serve various purposes. Here are a few of them.

Hint Marker

The Hint Marker brings up a box, where you hear the narrator, voiced by Bruce Campbell, read the box to you. You get a hint, maybe about the city, maybe how to kill enemies, and most of them give you ten hero points for finding them. You only earn the points the first time you find a hint marker, though. There are over two hundred of them, and all can be found by viewing your map.

Citizen Mission

Whenever you see a citizen with a green question mark in a circle above his or her head, it means they have a mission for you. There could be an armored car robbery, a shootout, or a person who needs to get to the hospital. Completing the mission results in some hero points.

Challenge Marker

The Challenge Marker will bring up, yep, a challenge. Most of them require you to swing through circles in a circuit, sort of like a race, in a certain amount of time. Beating the challenge unlocks that challenge's "Mega Challenge", which is even harder.

Change Clothes Marker

Usually only seen for story missions, using this icon will change you from Spider-Man into Peter Parker's normal civilian clothes.

Secret Marker

Like the Hidden Packages in Grand Theft Auto, these markers are hidden throughout the city, and you have to find them. They can be behind guard rails, on top of small buildings, places you probably wouldn't think to look for them. There are 175 of them to collect, and you need them all to earn 100% completion.

Health Marker

Just like the name suggests, this marker refills your health meter. You usually get these after beating up people for a hero mission.

Controlling Spider-Man

Here are the default controls for *Spider-Man 2* (X-Box Version).

X	Attack enemy/action (use controls, markers, etc.)
B	Dodge (when head flashes)/attach to wall
Y	Hold down to tie an enemy/press to disarm enemy/press near civilian to help/press Y+B to grapple with enemy
A	Jump/hold down to charge jump
Right Trigger	Use web sling
Left Trigger	Hold to sprint
Left+Right Trigger	Use your Web Zip (once purchased)
Right Thumbstick	Change view
Left Thumbstick	Move Spider-Man
Black	Turn on Spider Reflex mode, where everything slows down
White	Center camera behind Spider-Man
D-Pad Up	Turn on Spider Reflex mode, where everything slows down
D-Pad Down	Turn on Camera-Lock, which keeps you focused on an enemy
Start	Pause game/access options/view stats and awards
Back	Bring up map

CHAPTER 1 - WHAT MIGHT HAVE BEEN

Objectives: *Learn the basics*

After a lengthy cutscene, you will begin the game on a building. When a few seconds pass, the chapter name will come up, and you'll hear a voice. This is the man who is going to show you the ropes, voiced by Bruce Campbell. Your first task is to stick to a wall. Run to one of the nearby walls and press B to stick it, putting you in crawl mode.

Next, he'll tell you about jumping. After he finishes explaining, press and hold A until the jump bar flashes, then release to shoot into the air. He'll then tell you that if you don't charge, you'll do a little hop, so do that; press A for a low jump.

Next up, he'll show you a destination marker. After he explains what the blue marker means, he'll tell you to look at your map, in the lower right corner. After the enlarged version of the map goes away, head to the blue marker. To get there, press and hold A to charge your jumps, and at the top of the jump, stick to the wall of the building, crawl to the ledge, and repeat until you reach the roof. At the top of the room, run onto the spider symbol to head to the next chapter.

CREDITS

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