

# GAME MENUS

## City Map

Press the **○** button at any time while in the city to access the City Map. The City Map is a useful tool to orient Spider-Man in Manhattan and find a path toward a specific point. The on-screen controls describe how to cycle through different points of interest, zoom in and out, and move the cursor around to different locations. Use the directional pad to switch the markers on the map between Missions, Challenges and Crime Fighting levels. Once you have selected a point of interest, press the **▲** button and a marker will appear on your screen to guide you to it.

## Pause Menu Screens

Press **⏸** to access the Pause Menu while playing *Spider-Man 3*.™ Press **LB** and **RB** to cycle between screens in the Pause Menu.

## Game Summary

This sub-menu shows your progress through the game. Here you can also view the crime level in the city, number of tokens collected and gameplay statistics and manually save the game.

## Achievements

View your achievements and access additional game content via the Xbox Live Marketplace.

## Extras

You can access unlocked extra content in this menu, such as combat arenas.

## Upgrades

Here you can see how to perform any upgrades you have unlocked as well as select any extra playable characters you have earned.

## Options

This menu allows you to adjust audio options, view your controls and adjust camera controls.

# DEFAULT GAME CONTROLS



Menu Select = **LB** and **RB** while in Pause Menu

## Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## MOVEMENT AND CAMERA CONTROL

Use **L1** to move Spider-Man around while on the ground or swinging in the air. Pull and hold **L2** while running to sprint. Use **R1** to manually take control of the camera in *Spider-Man 3*.™ This can be useful to look up, down or around Spider-Man, particularly while using Spider-Senses to locate a mission objective or an elusive enemy. Manual camera controls can be adjusted in the Pause Menu.

### Swinging

Pull and hold **R2** to shoot a web and begin to swing. You can also jump before pulling **R2**, to have some extra height when you start to swing. While swinging, use **L1** to steer Spider-Man in the direction that you want him to go. At any point during the swing, you can shoot out another web and start a new swing by pulling **R2** again.

A good way to have greater control over Spider-Man's movement is to jump out of a swing by pressing the **A** button. After jumping out of the swing pull **R2** to shoot out another web and start your next swing. Also, charging a jump by holding the **A** button for a couple of seconds before releasing it will give you a bigger speed boost as you release your web.

At any point, while swinging, you can also pull **L2** to get an extra speed boost. Boosting has a greater effect at the bottom of a swing.

Frequent use and practice of these techniques will get Spider-Man moving across Manhattan in record time!

**Swinging Upgrades** – As you progress through the story in *Spider-Man 3*,™ new swinging abilities and upgrades will become available to Spider-Man. Pay attention to these upgrades as some may be necessary to complete certain missions, such as the Web Yo-Yo (**↑** on the directional pad once unlocked).

## COMBAT

*Spider-Man 3*™ has an easy-to-use yet in-depth combo system that takes full advantage of Spider-Man's inherent speed, strength and web abilities. Use a combination of the **X**, **Y** and **B** buttons to unleash a huge variety of combos on your enemies. You can also use the jump button to take combat to the air and perform devastating air assaults. Using the **B** button from a distance will also allow you to perform web moves on your opponents. Using the **B** button when close to enemies will allow you to grab them and perform grapple moves.

**Spider-Reflexes** – When a yellow or red danger icon appears above an enemy's head, activate Spider-Reflexes by holding down **L3** to dodge the incoming attack. Spider-Reflexes slows down the world around you and can be very helpful in combat and puzzle situations. Dodging the attacks of most enemies, even bosses, can leave them open to counter attacks, so be sure to use Spider-Reflexes during battle. The blue bar in your HUD measures how much reflex power you have remaining.

**Super Moves** – The red combo meter in the upper right corner of the screen will fill up as you perform successful attacks on enemies. Once it is full, you can execute any of the super attacks you have unlocked by holding **R2** and pressing the appropriate attack button.

**Combat Upgrades** – As you progress through the story in *Spider-Man 3*,™ you will unlock new combat maneuvers that will help Spider-Man conquer his foes. Pay attention to these upgrades as they can be useful tools against some of the more difficult encounters that Spider-Man will face.

On the next page you'll find a list of some of the basic combos you start the game with. Look in the upgrades tab of the Pause Menu to view the upgrades you earn during gameplay.

Attack Name	Control
<i>Ground Combos</i>	
Right Uppercut	X, X, X
Jump Hammer Smash	Y, Y, Y
360° Side Tornado Kick	X, X, Y
Kick Launcher	X, Y, X
<i>Air Combos (knock or pull opponent into the air first)</i>	
Air Double Fist	X, X, X
Power Punch	Y, Y, Y
Air Axe Kick	Y, Y, X
Air Throwdown	X, X, Y
<i>Grabs</i>	
Sprint Uppercut	U + X
Toss Up	B, B
Aerial Assault	B, Y
Grab Aerial Throw	B, A
Web Rodeo	B, (rotate L)
<i>Special Attacks, Ground &amp; Air</i>	
Pinball	RB + X, X

## BLACK-SUITED SPIDER-MAN

Throughout the story of *Spider-Man 3*,™ Spider-Man will unleash his dark side and become Black-Suited Spider-Man.™ When he dons the black suit, Spider-Man can take more damage, hit harder, jump higher and move faster, allowing him to take full advantage of his unique superpowers.

## GENERAL INFORMATION

**Health and Spider-Reflexes, and Combo Meter** – The icon in the upper left corner of the screen displays Spider-Man's Health and Spider-Reflexes reserve. As Spider-Man takes damage, the red bar will decrease. The blue bar represents Spider-Man's reflexes. As he uses this superpower, the bar will decrease until he can no longer stay in his heightened Spider-Reflex state. The center of the icon is your Combo meter and will fill up with each successful attack on an enemy. Once your Combo meter is full, you can use a super attack. When in black suit and your Combo meter is full, you can enter rage mode for a short period of time.

**Chase Meter** – The Chase meter shows how far away Spider-Man is to the chase target. Don't fall too far behind or you will fail the mission. Don't follow targets too close if you are trying to be stealthy. The closer the spider is to the right side of the screen, the closer you are to your target.

## TESTS OF STRENGTH AND AGILITY

As you play through *Spider-Man 3*™ there will be moments when button icons will appear on the screen, indicating which button to press to successfully complete a Test of Strength or Test of Agility. Just follow the prompts on-screen to successfully complete the test.

**This game does not support Xbox LIVE.®**

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AS PETER PARKER/SPIDER-MAN

### James Franco

AS HARRY OSBORN/NEW GOBLIN

### Topher Grace

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SAM RAIMI  
KEVIN FEIGE  
AVI ARAD  
JOSH MATAS  
GEORGE LEON  
JULI BOYLAN  
LAETITIA MAY

**Womb Music**

**Casting and Voice Direction**  
MARGARET TANG

**Engineering,  
Editorial and Post**  
RIK SCHAFFER

**Cast**

**Charlie Robinson**  
ROBBIE ROBERTSON

**Courtenay Taylor**  
SHRIEK  
**Kari Wahlgren**  
MARY JANE WATSON

**Iona Morris**  
DR. ANDREWS

**Keone Young**  
MR. CHEN

**Nathan Carlson**  
DR. CONNERS

**Neil Kaplan**  
KRAVEN

**Neil Ross**  
CARLYLE

**Rachel Kimsey**  
BETTY BRANT

**Sean Donnellan**  
MORBIUS

**Spencer Ganus**  
PENNY MARKO

**Vanessa Marshall**  
DETECTIVE DEWOLFE

**Additional Voices**

ANDRE SOGLIUZZO  
ANDREW KISHINO, ARCHIE KAO  
ARMANDO VALDES-KENNEDY  
AVERY KIDD WADDELL  
CANDI MILO  
CHARLIE SCHLATTER  
CHRIS EMERSON  
CHRIS WILLIAMS  
CHUCK MCCANN  
CLYDE KUSATSU  
CRYSTAL SCALES  
DANA SELTZER  
DANNY MANN  
DAWNN LEWIS  
DEBI MAE WEST  
ERIN FITZGERALD  
FRED TATASCIORE  
GABRIELL CARTERIS  
GRANT ALBRECHT  
GREG CIPES  
HANS SCHOEBER  
HYNDEN WALCH  
JAMES SIE  
JASON SINGER  
JOHN KASSIR  
JORDAN MARDER  
JORDI CABALLERO  
JOSH KEATON  
JUSTINE MICELI  
KIM MAI GUEST  
KIMBERLY BROOKS  
LAHMARD TATE  
LARAINE NEWMAN  
MARC GRAUE  
MARGARET TANG  
MASASA MOYO  
MELISSA GREENSPAN  
MICHAEL GOUGH  
MIKEY KELLEY  
MITZI MCCALL  
NIKA FUTTERMAN  
NOLAN NORTH  
IONA MORRIS

PATRICK RENNA  
PAUL NAKAUCHI  
PHIL BUCKMAN  
PHIL LAMARR  
PHIL MORRIS  
PHILIP ANTHONY RODRIGUEZ  
QUINTON FLYNN  
ROBIN ATKIN DOWNES  
RON YUAN  
SHERYL BERNSTEIN  
SILVANA VIENNE  
STEPHEN STANTON  
TASIA VALENZA  
VYVAN PHAM

## Music

**Recorded in Malmö, Sweden**  
MALMÖ SYMPHONY  
ORCHESTRA

**Orchestral Recording and Mix**  
FREDRIK SARHAGEN

**Orchestration and Conducting**  
STEPHEN COLEMAN

**Orchestration and  
Additional Music**  
ROBERT BENNETT

**Music Editing and  
Additional Music**  
SCOTT SALINAS

**Music Editing**  
ADAM GERSHON

**Additional Music**  
ERIC COLVIN  
TOD HABERMAN  
DAN MANOR  
FRANCOIS-PAUL AICHE

## Guest Artists

### "Scorpion"

PAUL OAKENFOLD

### "Apocalypse"

THE CRYSTAL METHOD

### "Order of the Dragon Tail"

UBERZONE

### "Scorpion: Evil Corp"

MONLAKE

### "Arsenic Candy"

ANDREW PHILLPOTT

### Lead Synth

SCOTT KIRKLAND  
(THE CRYSTAL METHOD)

### "De Wolfe" Guitar

RICHARD FORTUS

### "Order of the Dragon Tail" Vocals

MARISSA STEINGOLD

### "Arsenic Candy" Choir

YOUTH ACADEMY OF  
DRAMATIC ARTS

### "Arsenic Candy" Fashion

RED-EYE

### Agency for Tobia Enhus

RICHARD BISHOP  
AT 3 ARTIST MANAGEMENT

### Additional Thanks to

LENNART STENKVIST AT MSO  
KATIE SIPPEL AT 3AM

### Foley

TODD AO - WEST

### Foley Mixer

NERSES GEZALYAN

### Foley Artists

JAMES MORIANA  
JEFFREY WILHOIT MPSE

## Packaging and Manual Design

IGNITED MINDS LLC

### Additional Artwork by

XPEC ENTERTAINMENT

### Project Manager

JULIE CHUNG

### Art Supervisor

SIM CHEN

### Artists

ALAN LIN  
RON WANG  
KITUNEN CHANG  
CHIEN SU  
ANDY CHENG  
ANGUS LEE  
POLY TSAI  
SPAWN CHANG  
SU-WEI LO

### Technical Artist

FREDDY HSIAO

### Coordinators

STEVEN CHEN  
ANGELINE HSIEH

## Additional Programming

BLUE SHIFT, INC.

SPEEDTREE® | IDV, INC.

FMOD / FIRELIGHT  
TECHNOLOGIES, PTY. LTD.

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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

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- Use a smaller television screen.
- Play in a well-lit room.
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