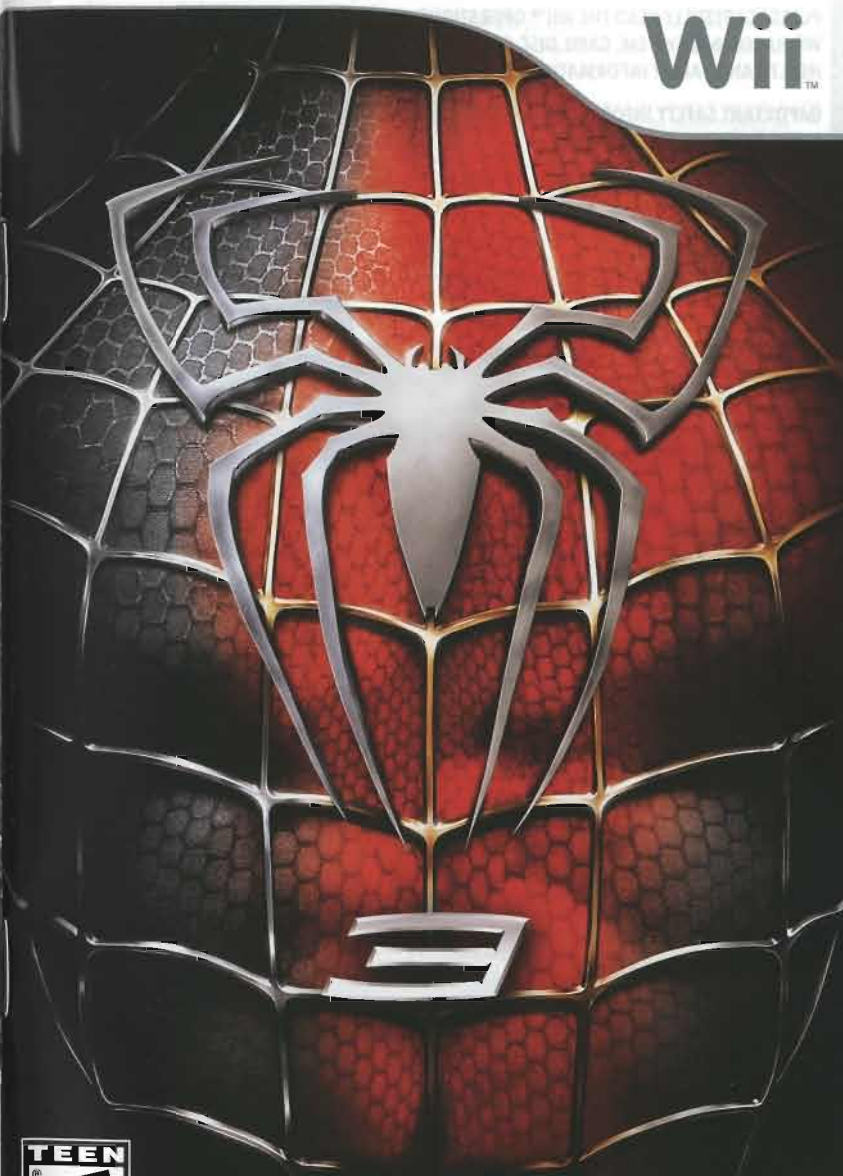


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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
 - Convulsions Eye or muscle twitching Altered vision
 - Loss of awareness Involuntary movements Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

BASIC CONTROLS

Move Spider-Man™	Nunchuk Control Stick
Center Camera Behind Spider-Man	C Button
Move Camera	C Button + Nunchuk Tilt
Jump	Z Button
Wall Crawl	B Button (when near a wall)
Quick Attack	Move the Wii Remote™ Left or Right
Strong Attack	Move the Wii Remote + Nunchuk Down or A Button
Web Attack	B Button (when targeting an enemy)
Dodge	Flick the Nunchuk Forward
Web Swing	B Button + Wii Remote Motion Or Z Button + Nunchuk Motion
Swing Boost	Z Button (when swinging with Wii Remote) B Button (when swinging with Nunchuk) A Button
Web Zip	Z Button + B Button
Interact (when prompted)	A Button
Adrenaline Attack	+Control Pad ↓ (before an attack)
Put On or Remove Black Suit	+ Control Pad ← or →
Photo Mode	+ Control Pad ↑
Pause Menu/Scrapbook	⊕ Button
City Map	⊖ Button

BASIC COMBAT

Quick Attacks – Quickly swing the Wii Remote left or right to perform a Quick Attack.

Strong Attacks – Move the Wii Remote and Nunchuk down at the same time to attack enemies with a powerful hit. Alternatively, you can press the **A** Button.

Attack Combos – Each time Spider-Man attacks, you'll feel and hear the impact from the Wii Remote. You can use these cues to time your attacks and perform Attack Combos. If you perform one or more Quick Attacks before a Strong Attack, Spider-Man will execute a more powerful Strong Attack and do more damage to his enemies.

Dodging – Spider-Man may be strong, but that doesn't mean it's a good idea for him to stand around and get punched. If enemies have you cornered, quickly flick the Nunchuk forward to Dodge. When you see Spider-Sense flash around Spider-Man's head, an enemy is about to hit Spider-Man with a major attack. Dodge out of the way as fast as you can!

LOCOMOTION

With great power comes great responsibility...and the chance to have a great time swinging around the city you love. Here's how:

Basic Swinging

Press and hold the **B** Button on the Wii Remote and then cast the Wii Remote forward (as though the Web-line were coming out of the end of the Wii Remote); Spider-Man will cast a Web-line to a building nearby. (If there isn't a building nearby, go for trees and lampposts.) Your Web-line will choose a good target in front of you. Keep holding down the **B** Button throughout the arc of your swing; when you let go of the **B** Button, Spider-Man will let go of his Web-line, and soar through the air. From here, press and hold the **B** Button and cast the Wii Remote forward again to continue swinging, or press the **Z** Button to do a double-jump, increasing Spider-Man's time in the air...or you can just drop gracefully to the ground.

Two-Handed Swinging

If you really want to experience Web-swinging like you've always dreamed, you can use both the Wii Remote and Nunchuk, and go swinging through the city just like Spider-Man. Start your swinging, as described above with the Wii Remote, but after letting go of your first Web-line, hold the **Z** Button on the Nunchuk and cast the Nunchuk forward with the same motion. Hold down the **Z** Button throughout the arc of your swing, and

when you let go of the **Z** Button (and the Web-line), use the Wii Remote to cast out your next Web-line...and then so on, back and forth, as you swing through the city. Try to focus on establishing a good rhythm as you alternate between the Wii Remote and Nunchuk.

While Swinging

As Spider-Man swings along, you can steer his path with the Nunchuk Control Stick. You can also help Spider-Man choose a target for each of his Web-lines by the direction in which you move the Wii Remote and Nunchuk: if you cast them forward, Spider-Man will find the nearest good target for his Web-line in front of him, but if you cast them off to the sides, Spider-Man will look for a good target for his Web-line in that direction. Try this when passing through an intersection, and watch Spider-Man take the corner without missing a beat.

You can also give Spider-Man a big swing boost that will add extra distance after he releases his Web-line. Depending on which controller you're using to swing with, you can use the **Z** Button (if you're swinging with the Wii Remote) or **B** Button (if you're swinging with the Nunchuk); alternatively, you can use the **A** Button to provide a Swing Boost to Spider-Man, regardless of which controller you're using to swing. When you press and hold the **Boost** Button, you'll see Spider-Man bring his legs back behind him. Let go of the **Boost** Button, and Spider-Man will swing his legs forward, generating an extra burst of speed in his swing. Try to time the release of your Web-line to match the end of the Swing Boost.

Web Zip

Sometimes, though, you don't need to go swinging all over the city: you just want to get across the street. Press and hold the **Z** Button and the **B** Button to do a Web Zip: Spider-Man will cast out a Web-line and zip to whatever the Web-line attaches to.

CITY MAP

Press the **○** Button to bring up the City Map. Use the Nunchuk Control Stick to scroll around the map. Press the **C** Button to zoom out and the **Z** Button to zoom in. Press the **A** Button to set a Marker on the map. You'll be able to see the Marker on-screen as you explore the city, helping you to get wherever you want to go.

You can change the information shown on the map by pressing **←** and **→** on the +Control Pad.

General – See where you are in the city.

Crime Wave – Shows you where the various gangs are acting up; head to these spots and start a crime patrol to help the police take back control of the neighborhood.

Challenges – Find trick races and other ways to test your spider skills.

Current Missions – Helpful when you're lost, this will mark the next place (or places) you need to go to keep things moving.

SCRAPBOOK

Game Info – See how many Missions you've completed, check your Trick Race scores, and view other stats about your game.

Progress – Save your game, load up a previously saved game, or start a new game from the beginning. You can also change the difficulty of the game or retry your current Mission. You can also view the game's credits.

Settings – Adjust sound and controller settings. If you prefer to play with the Wii Remote in your left hand and the Nunchuk in your right, check the Left Handed box. When Web-swinging, this will make Spider-Man use the same hand you're moving.

Hero Upgrade – Upgrade your Spider-Man to be the best web-swinging, wall-crawling Spider-Man you can be. (See page 7 for more information.)

ADVANCED COMBAT

Vaulting – When you're facing the enemy, move the Nunchuk Control Stick toward him and quickly flick the Nunchuk forward to vault over him. As you progress through the game, you'll be able to unlock upgrades that will allow you to perform attacks mid-vault. Be careful, though, some of your more powerful foes will be able to counter this move.

Web Attacks – You can press the **B** Button to Web Splat enemies, which will bind them and stop them in their tracks for a while, or you can press and hold down the **B** Button to attach a Web-line to them...and a whole world of possibilities opens up from there. See the in-game Hero Upgrade menu for all of the available Web Attacks you'll be able to unlock.

Adrenaline Moves – As Spider-Man swings around the city, fighting crime and doing all of the things a spider can, he will build up adrenaline. Eventually, he'll be energized and ready to perform a devastating attack. When you see a glow around the edges of the screen, press **↓** on the +Control Pad and then perform a Quick Attack, Strong Attack or Web Attack for a special adrenaline-fueled attack.

BLACK-SUITED SPIDER-MAN

Once Spider-Man has acquired the black suit, press **←** or **→** on the +Control Pad to switch from Spider-Man into Black-Suited Spider-Man.

Once Spider-Man is in the black suit, his health will increase, and his attacks will become more powerful. He will swing faster, jump higher, and handle even the most daunting situations with a surprising ease.

However, the longer Spider-Man stays in the black suit, the more control it will have over him. His rage will grow with every punch you throw, and eventually, Black-Suited Spider-Man will be consumed by his rage, feed off of it, and reach the pinnacle of his abilities.

To remove the black suit, press **←** or **→** on the +Control Pad and follow the on-screen prompts. Be prepared for a struggle: the black suit won't come off as easily as it went on. If you're unsuccessful, and allow Spider-Man to stay in the black suit until his rage overwhelms him, Spider-Man will collapse, and your Mission will fail.

HERO POINTS AND UPGRADES

As you swing about the city, completing Missions and performing combos, Spider-Man will gain Experience. Once your Experience bar is completely filled, you'll earn a hero point, which you can use to upgrade Spider-Man's abilities.

You can see your Experience meter on the game's HUD; once you've earned a hero point, head to the Hero Upgrade section of the Scrapbook to spend it on improvements like Health Upgrades, increased Knockback Power, special Web Combat moves and more.

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