

 XBOX 360.



ACTIVISION®



**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning: Photosensitive Seizures**



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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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# 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  and  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 **RT** to shoot a web and begin to swing. You can also jump before pulling **RT**, 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 **RT** 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 **RT** 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 **LB** 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 left 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 **RB** 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	LT + 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.**

# CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: All support is handled in English only.

Phone: (800) 225-6588

Phone support is available from 7:00 a.m. to 7:00 p.m. (Pacific Time) every day of the week.

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