XBOX 360

LIVE

SPIDER-MAN™

WEB OF SHADOWS

ACTIVISION®

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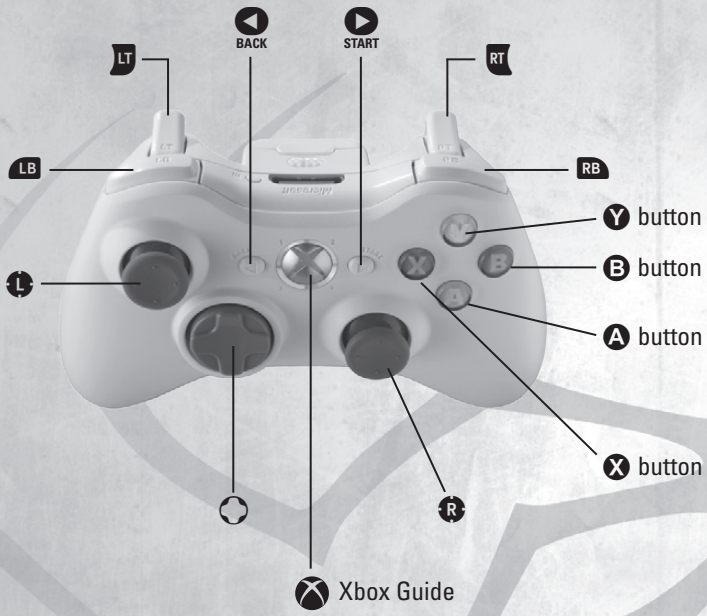
Game Controls

Xbox 360 Controller



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.

Introduction

When a deadly Symbiote invasion threatens to destroy Manhattan and all its inhabitants, it's up to Spider-Man™ to swing into action and save the day!

Controls

Move	L
Jump/Swing Boost	A button
Attack/Action	X button
Switch Suits	Click L
Center Camera	Click R
Swing	Hold RT
Web-Zip	Tap RT
Web-Strike	Y button
Initiate dialogue	X button
Wall Sprint/Web Climb	LB
Spider-Sense	Hold LT
Lock on to an enemy	Tap LT
Cycle Through Targeted characters	R
Web-Shot	B button (Red Suit)

Throw/Grab	B button (Black Suit)
Special Attack 1	LB + X button
Special Attack 2	LB + Y button
Special Attack 3	LB + B button
Block/Wall Crawl	RB
Evade	RB + L + A button
Ally Assist	Hold
Ally Dismiss	Hold

Navigating the Menus

Press ▶ to access the Pause menu while playing *Spider-Man:™ Web of Shadows*. From the **Pause** menu you can navigate the city map with L or access the following menus with LT or RT.

Missions

Displays current story and optional missions as well as all completed missions.

Upgrades

Purchase upgrades to your suit and abilities with accumulated experience points (XP). During gameplay, Spider-Man gains XP by using four different types of combat: ground, wall and air. Spider-Man can spend XP to upgrade both the Red and Black suit in the following categories: Ground Attack, Wall Attack, Air Attack, Web-Strike, Special Attack and Web-Shot/Tendril Attack.

Options

View the controller configuration, save/load your game, or customize your display and audio settings.

Saving the Game

If Auto-Save is selected in the Options menu, the game will auto-save during and at the end of each completed mission. You can also manually save the game from the Options menu.

Heads-Up Display (HUD)

The HUD provides the player with the following on-screen information:

Adversaries
An icon and health meter of a targeted enemy is located in the upper left-hand corner.

Hit Achievements
A hit meter displaying current combo tally and utilized combat states (air, wall and ground) is displayed in the upper right-hand corner. Higher hit tallies award bonus XP. The awarded XP can be multiplied by attacking in all three combat states within one uninterrupted combo.

Hero Status
Spider-Man's health meter, special meter and Red/Black alignment are displayed in the lower right-hand corner.

Location
A Mini-Map showing Spider-Man's current position, as well as that of his enemies, allies and objectives, is located in the lower left-hand corner of the screen.

Mission Prompts
Throughout the game, on-screen prompts display helpful hints and mission data.

Camera Control

To manually adjust the camera, use R. Click R once to re-center the camera behind Spider-Man. Pressing LT will focus the camera on a nearby enemy.

Basic Combat

Spider-Man will start the game with a core arsenal of attacks. As you progress through the game, new abilities will be unlocked and abilities can be upgraded in the Pause menu by spending XP earned during combat.

Web-Strike

Spider-Man now has the ability to string together continuous attacks on multiple enemies. Press the Y button to initiate a Web-Strike. Attack too early and enemies will brace for Spider-Man's attack. Time it just right to unleash a devastating critical hit.

Special Attacks

Holding LB while pressing the X, Y or B button engages the Special Meter, allowing Spider-Man to perform augmented and unique attacks.

Web Swinging/Zipping

Swinging is driven by RT. Let go of the web by releasing RT. Spider-Man can also climb his web by pressing the LB to reach greater heights. For a quick Web Zip, tap RT. Web Zipping can be performed on the ground, in the air or on the surface of a wall. Holding the A button while swinging will increase swing speed.

Spider-Sense

Spider-Man has the ability to view his threats/targets with a heightened awareness during gameplay. Press and hold LT to ping a small radius around Spider-Man. Within this area of effect, both enemies and allies will become highlighted. Spider-Man can cycle through highlighted enemies by pressing left and right on R.

Tests of Strength and Agility

During cinematic events, Spider-Man will be faced with tests of agility and strength. Follow the on-screen button prompts to successfully complete these events by pressing a correct button sequence or repeatedly pressing a button as quickly as possible.

Red or Black Choices

Combat and Red or Black choices determine how the story unfolds. How will the population, including its heroes and villains, react? Will they be allies or adversaries?

Collectibles

Spider Token – Hidden around the city are glowing Spider tokens. Collect them to level up Spider-Man to increase his health meter, special meter and swing speed.

Ally Assist

During combat, call in backup from the heroes or villains you've aligned with. When the Special Meter is full, press and hold ⟲ to initiate an Ally Assist. Your ally will fight alongside Spider-Man until the Special Meter empties. Call off the Ally Assist by holding ⟲.

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE.® Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

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ORIGINAL MUSIC COMPOSED AND PRODUCED BY
Jamie Christopherson of Soundelux Design Music Group

STORY AND DIALOGUE BY
Brian Reed
Mark Walters

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WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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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: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

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