

CUSTOMER SUPPORT

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INTERNET: <http://support.activision.com>

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, please contact us at the phone number below.

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.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we will issue an RMA number to process your replacement.



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Wii™

THE AMAZING SPIDER-MAN™



ACTIVISION®

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:
 - Sit or stand as far from the screen as possible.
 - Play video games on the smallest available television screen.
 - Do not play if you are tired or need sleep.
 - Play in a well-lit room.
 - 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 tendinitis, 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 feel 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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REV-E



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CONTENTS

GAME CONTROLS	2
MAIN MENU	3
SAVING THE GAME	3
PAUSE MENU	3
HEADS-UP DISPLAY (HUD)	4
WEB RUSH	4
SOFTWARE LICENSE AGREEMENT	5
CUSTOMER SUPPORT	6

⚠ 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.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

DEFAULT CONTROLS

Wii Remote™ CONTROLLER

A Jump (tap)
Web Swing (hold)

B Attack
Web Ascend (hold when Web Swinging)

+ Camera Control

- Interact
Center Camera

+ Photo Mode

1 Pause Menu

○ Move

C Web Shot
Web Grab (hold)

Z Web Rush

Shake Wii Remote™: Dodge

Shake Nunchuk™: Web Retreat

ADDITIONAL CONTROLS

Cancel Web Rush	Press B in Web Rush mode (on Classic Controller, press a to cancel)
Wall Crawl	Hold the Control Stick toward a flat surface

CLASSIC CONTROLLER

Web Retreat

Reset Camera

Photo Mode

Wall Back Idle

Move

Pause Menu

Web Rush

Web Swing

Attack
Dodge/Interact

Web Shot
Web Grab (hold)

Jump
Web Ascend (hold while Web Swinging)

Camera Control

MAIN MENU

After starting the game and selecting a save slot, there are several options to choose from.

START GAME: Begin a new game or continue from the last checkpoint reached.

SETTINGS: Adjust the audio, brightness, game, difficulty and control options.

EXTRAS: Enable alternate suits, view the credits, as well as unlocked character bios, audio and artwork.

SAVING THE GAME



At certain points during the game, checkpoints will trigger saving your progress. Older checkpoints are overwritten by newer ones. When the game is saving, an "Autosave Icon" is displayed at the bottom left of the screen.

PAUSE MENU

When pressing **1**, several options are available in-game.

XP UPGRADES: View and purchase available upgrades.

OBJECTIVES: View current objectives and collectibles.

PHOTO GALLERY: View photos taken throughout the game.

RESTART CHECKPOINT: Restart the current checkpoint from the beginning.

SETTINGS: Adjust the audio, brightness, game and control options.

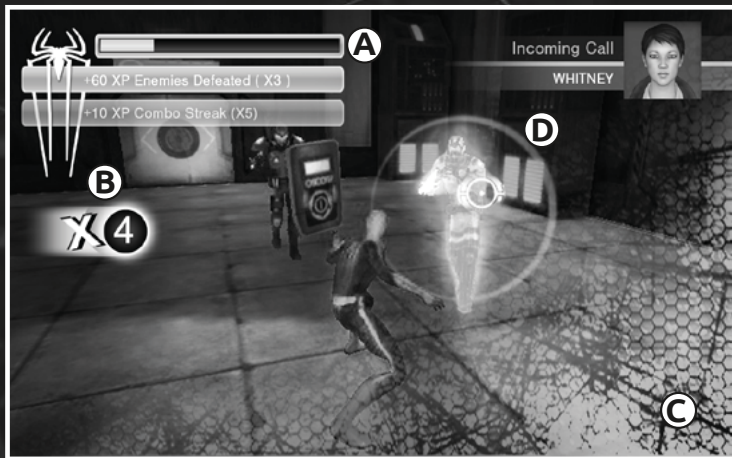
QUIT GAME: Quit the game and return to the Main Menu.

FOR MORE INFORMATION, GO TO:

www.TheAmazingSpiderManGame.com

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HEADS-UP DISPLAY (HUD)



A. EXPERIENCE BAR: Shows experience and Web Tech points gained from successfully defeating opponents and completing objectives.

B. COMBO COUNTER: Counts the number of consecutive hits in the current combo. Sustaining damage or fleeing combat resets the counter.

C. PLAYER HEALTH: When the player takes damage, the screen will become increasingly red. Web Retreat and hide in the shadows to regenerate your health.

D. WEB RUSH INDICATORS: Appear yellow, purple, red, orange or blue to indicate the type of Web Rush action that will be performed.

WEB RUSH

Web Rush can be engaged by pressing and holding **Z**. Time will slow down and the player will see Web Rush indicators showing the different Web Rush actions that can be performed in the area. Highlighting a Web Rush indicator and releasing **Z** will cause the player to perform the action associated with the Web Rush icon that was highlighted. You can also tap **Z**, which will Web Rush to the indicator nearest to the center of the screen.

These are the various Web Rush indicators:

YELLOW: Denotes a location the player can Web Rush to.

PURPLE: Indicates that a stealth Web Rush take-down can be performed.

RED: Allows the player to Web Rush to a destructible object to strike enemies.

ORANGE: Allows the player to Web Rush strike an enemy.

BLUE: Allows the player to Web Rush to an interactive object in a level.

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