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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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THE AMAZING SPIDER-MAN™



INSTRUCTION BOOKLET

ACTIVISION®

NINTENDO 3DS™

PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD 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 - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

⚠ 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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 - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

⚠ WARNING - REPETITIVE MOTION INJURIES

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

- 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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms 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.

⚠ WARNING - BATTERY LEAKAGE

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

⚠ WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.



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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.



ALLOWS AUTOMATIC SEARCH AND INFORMATION EXCHANGE WITH OTHER NINTENDO 3DS SYSTEMS.

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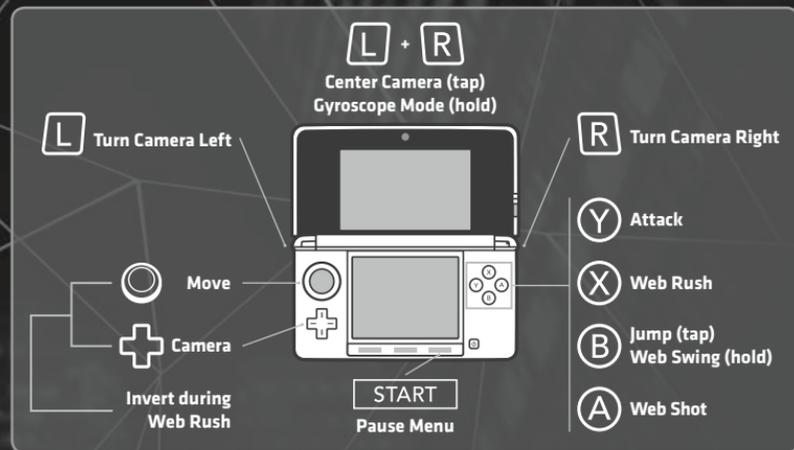
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GETTING STARTED

To begin playing, insert **The Amazing Spider-Man™** Game Card into your Nintendo 3DS™ system and push the Power Button.

GAME CONTROLS



ADDITIONAL CONTROLS

Wall Crawl	Hold  toward a flat surface
Dodge/Interact	Touch Screen (right side)
Web Retreat	Touch Screen (left side)
Cancel Web Rush	Touch Screen (left side) when in Web Rush mode

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 top screen.

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 start from the last auto-checkpoint reached.

SETTINGS: Adjust your audio and control options.

EXTRAS: View alternate suits, audio evidence, friends and foes, the art gallery and the credits.

VIGILANTE: Launches the Vigilante game mode exclusive to Nintendo 3DS. (Vigilante mode covered later).

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PAUSE MENU

UPGRADES: Purchase upgrades using experience and Web Tech points.

OBJECTIVES: View your progress and objectives in the current level.

PHOTO GALLERY: View photos that you have taken.

SETTINGS: Adjust your audio and control options.

RESTART CHECKPOINT: Restart the current checkpoint from the beginning.

RETURN TO APARTMENT: Leave the current level and return to the apartment. Only available after a level has been completed once.

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

HEADS-UP DISPLAY



1. EXPERIENCE BAR: Shows experience and Web Tech points gained from successfully completing combat and objectives.

2. COMBO COUNTER: Counts the number of consecutive hits in the current combo. Taking damage or fleeing resets the counter.

3. PLAYER HEALTH: When the player takes damage, the border of the top screen becomes increasingly red. Web Retreat and hide in the shadows to regain health.

4. WEB RUSH INDICATORS: Appear yellow, purple, red, orange or blue to indicate the type of Web Rush action that will be performed. (Web Rush mode covered later).

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WEB RUSH

Web Rush can be engaged by pressing and holding . 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  will cause the player to perform the action associated with the Web Rush icon that was highlighted. You can also tap , which will Web Rush the ghost nearest to the center of the screen. Web Rush can be canceled by touching the left side of the bottom 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 attack 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.

VIGILANTE MODE

Vigilante is a strategy/management game where the player controls Spider-Man as a vigilante and manages resources to complete various missions in the city of Manhattan. The player can use the help of other players with StreetPass to get a bonus that will help him complete missions. Players are granted experience points in the main game as they progress through the Vigilante game, and receive a special reward upon its completion.

As real time passes, the Action Points (AP) are accumulated that will allow the player to do missions. Missions have an AP cost and optionally a loot requirement. Loot can be gained by doing specific missions and then used to complete other missions. AP are time-based (1 AP per 5 minutes) and AP Max is capped by the player's vigilante level. Other ways to gain AP are to convert Play Coins into AP (1 PC = +10% of AP bar) or to gain a level for a full refill. Levels are gained by collecting Vigilante Points (VP) which are rewarded for successfully completing missions.

When on the City Map, the player can choose between several missions depending on their resources. Each mission has a difficulty level (that affects the success rate of the mission) and a reward (XP, and/or Special Loot probability). Using StreetPass with other players gives a VP bonus. Returning to Vigilante every day gives bonus VP, random loot or an AP free mission.

FOR MORE INFORMATION, GO TO:

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