

Wii U™

THE AMAZING SPIDER-MAN™

ULTIMATE EDITION



INSTRUCTION BOOKLET

ACTIVISION®

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MAIN MENU

After starting the game there are several options to choose from.

CONTINUE: Start from the last checkpoint reached in the game.

NEW GAME: Select your difficulty and begin a new game.

SETTINGS: Adjust your game, audio and controls settings.

EXTRAS: View unlocked comic books, pictures taken, unlocked character bios, artwork and the credits.

CHALLENGES: Play available challenges and view each challenge's leaderboard rankings.

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 the + Button several options are available in-game.

RESUME: Continue your currently paused game session.

RESTART: Restart from the last checkpoint reached in the game.

RETURN TO CITY: Quit the game and return to Manhattan (only available when playing optional dungeons).

SETTINGS: Adjust your game, audio and controls settings.

QUIT CHAPTER: Quit the level that is being replayed and return to the apartment.

QUIT TO MAIN MENU: Quit the game and return to the Main Menu.

CELL PHONE MENU

Spider-Man's Cell Phone can be accessed at any time in-game by pressing either the + Button or the - Button on your Wii U™ Pro Controller. This menu contains several options to choose from.

MAP: Displays the map when in Manhattan, or level objectives and collectible information when inside a level.

MESSAGES: Displays messages that can be viewed.

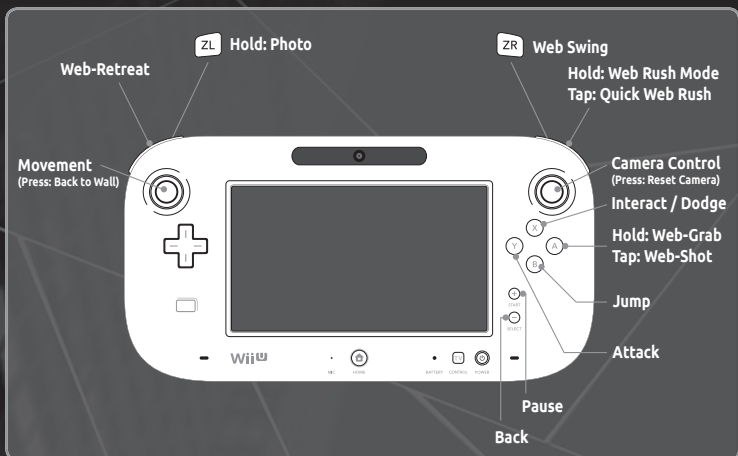
EXPERIENCE UPGRADES: View and purchase available upgrades using experience points.

WEB TECH UPGRADES: View and purchase available upgrades using web tech pieces.

GAME STATS: View statistics about the player's progress in the game.

EXPERIENCE BAR: Displays current player level and experience progress toward leveling up.

Wii U™ GAMEPAD CONTROLS



ADDITIONAL CONTROLS

WALL CRAWL: Hold Left Stick toward a flat surface.

CANCEL WEB RUSH: Press A Button when in Web Rush mode.

WALL RUN: Hold the ZR Button while wall crawling (Manhattan only).

HIGH JUMP: Press and hold the B button (Manhattan only).

FOR MORE INFORMATION, GO TO:

www.TheAmazingSpiderManGame.com

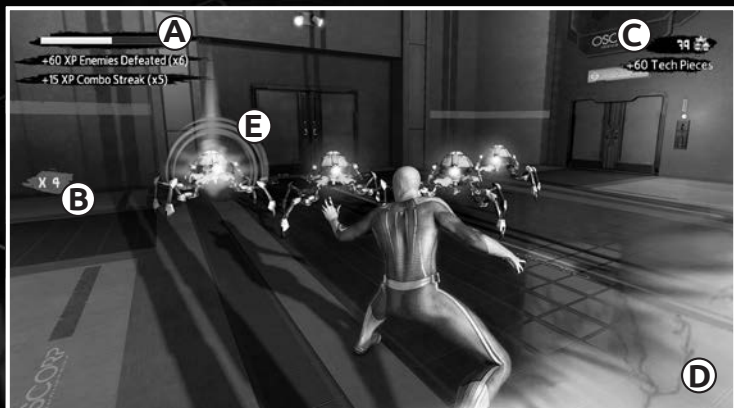
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Wii U™ PRO CONTROLLER



HEADS-UP DISPLAY (HUD)



- A. EXPERIENCE BAR:** Shows experience gains from successfully completing combat and objectives.
- B. COMBO COUNTER:** Counts the number of consecutive hits in the current combo. Sustaining damage resets the counter.
- C. TECH PIECES:** Shows collected tech pieces gained from collectibles and combat.
- D. PLAYER HEALTH:** When the player takes damage, the edges of the screen will become increasingly red. Web-Retreat and hide in the shadows to regain health.
- E. WEB RUSH INDICATORS:** Appear yellow, purple, red, blue, or green to indicate the type of Web Rush action that will be performed.

WEB RUSH

Web Rush can be engaged by pressing and holding the R Button. 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 the R Button will cause the player to perform the action associated with the Web Rush icon that was highlighted. You can also tap the R Button, which will Web Rush to the indicator nearest to the center of the screen.

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

PURPLE: Indicates that a Stealth Takedown can be performed.

RED: Shows that a Web Rush attack can be performed.

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

GREEN: Allows the player to Web Rush to an interactive object, or activates a challenge in Manhattan.

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Local rate, may vary per provider:

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SPIDER-MAN
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