

AGB-BC9E-USA

# SPIDER-MAN™

## BATTLE FOR NEW YORK

GAME BOY ADVANCE



INSTRUCTION BOOKLET

MARVEL

ACTIVISION®

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO<sup>®</sup> HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have 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 - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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 or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain 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 hardware. 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.
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- Do not peel or damage the battery label.

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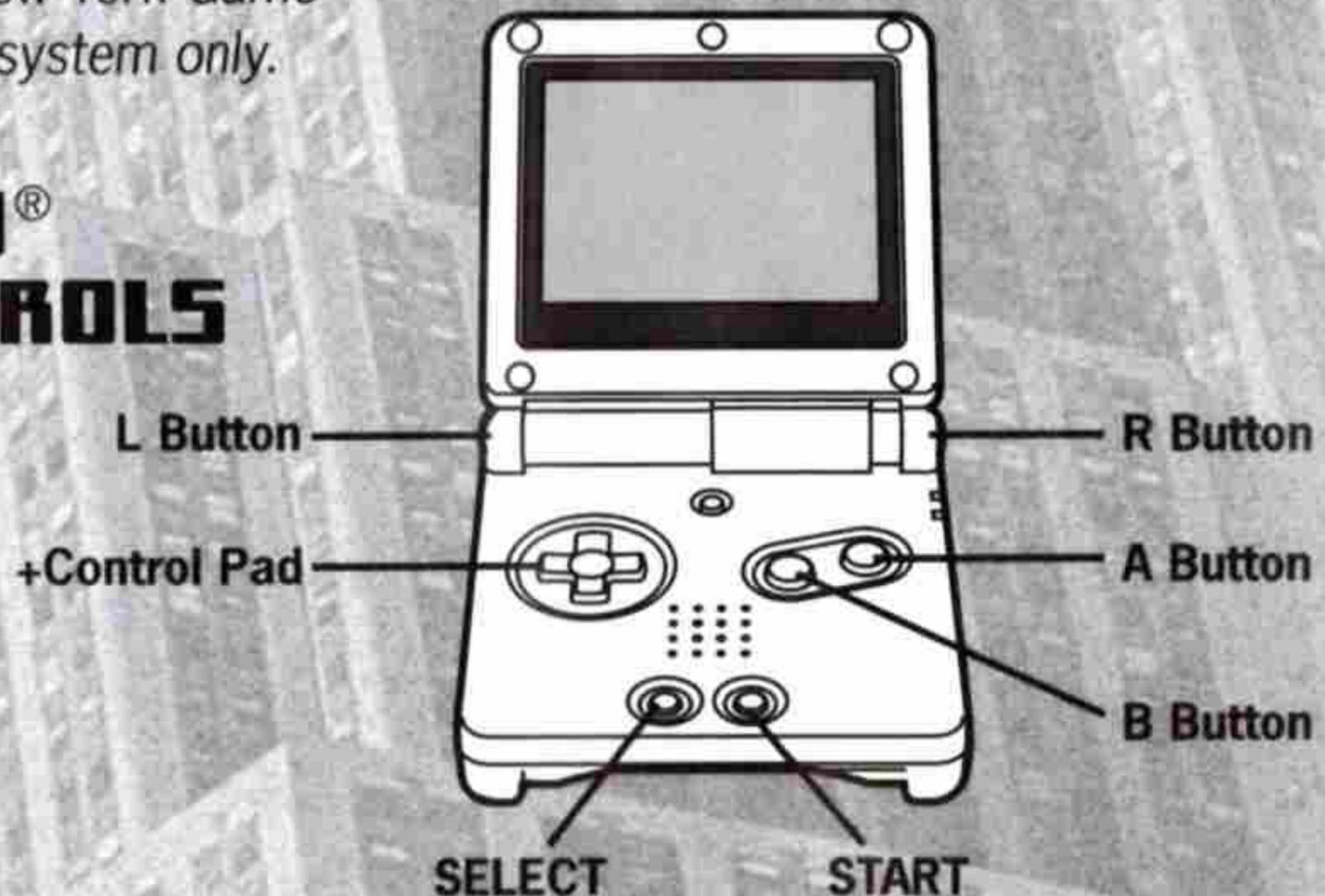
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# GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Spider-Man™ Battle for New York* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

*NOTE: The Spider-Man™ Battle for New York Game Pak is for the Game Boy® Advance system only.*

## GAME BOY® ADVANCE CONTROLS



# BASIC CONTROLS

## SPIDER-MAN CONTROLS

Ability	Activation
Punch Attack	<b>B</b> Button
Interact	<b>B</b> Button
Jump	<b>A</b> Button
Web Swing	Hold <b>A</b> Button in mid-air
Kick Attack	<b>R</b> Button
Shoot Web	<b>L</b> Button

## GOBLIN CONTROLS

Ability	Activation
Melee Attack	<b>B</b> Button
Jump	<b>A</b> Button
Throw Fireball	Tap <b>R</b> Button
Toggle Fireball Type	<b>L</b> Button
Interact	<b>B</b> Button

## MAIN MENU

**Start Game**—Select **Start Game** to begin playing *Spider-Man™ Battle for New York*. In the Save Slot Select screen, you can begin a new game or continue playing a saved game.

**Options**—Select **Options** to change in-game settings and view the credits.

## SAVE SLOT SELECT

Start a new game or continue a saved game from the Save Slot Select screen. To start a new game, select the empty slot with the +Control Pad. *Spider-Man™ Battle for New York* saves automatically so you can continue your games later.

To continue a saved game, simply select the appropriate Save Slot and press **Select**.

To erase an already saved game, select **Erase** and confirm your selection. Once you erase a game, it cannot be recovered.

**Mission Selection**—This screen shows your current mission. You can also go back and replay previously finished missions.

## PAUSE MENU

To bring up the Pause menu, press **START** during gameplay. The Pause menu options are as follows:

**Resume**—Continue gameplay.

**Continue**—Restart current level from the beginning.

**Quit**—Quit the game and return to the Level Select screen.

## ON-SCREEN DISPLAY

**Spider-Man HUD**—The blue bar under the Health meter indicates how much web fluid Spider-Man has available.

**Goblin HUD**—The blue bar under the Health meter indicates how much Oz formula Goblin has available. Using Fireballs or the Fire Shield will drain the Oz meter.

**Current Objective**—A directional arrow will appear on the top center of the screen to indicate the next objective in a level.

# SPIDER-MAN CONTROLS

## SPIDER-MAN MOVEMENT

**Run**—Press ← or → on the +Control Pad.

**Crouch**—Press ↓ on the +Control Pad.

**Jump**—Press the **A** Button. Hold the **A** Button longer to jump higher.

**Web Swing**—Press and hold the **A** Button while in the air. Once you've completed a full swing, Spider-Man will release the web. You need to press the **A** Button again while in the air to shoot another Web Line and continue swinging.

**Web Zip**—Hold the **L** Button and a direction on the +Control Pad and press the **A** Button to shoot out a Web Line. If the Web Line hits a surface, Spider-Man will automatically zip to it.

## SPIDER-MAN COMBAT

**Punch**—Press the **B** Button.

**Kick**—Press the **R** Button.

**Advancing Punch**—Press the **B** Button while running.

**Advancing Kick**—Press the **R** Button while running.

**Web Shot**—Tap the **L** Button to shoot a web ball.

**Wall Spring**—Press away from the wall while pressing the **A** Button to jump horizontally.

## **GOBLIN CONTROLS**

### **GOBLIN MOVEMENT**

**Run**—Press **←** or **→** on the +Control Pad.

**Jumping**—Press the **A** Button to jump. Goblin has very good jumping ability.

Goblin can attach himself to walls but he cannot crawl on them. Press toward the wall on the +Control Pad and press the **A** Button to jump higher and climb buildings.

### **GOBLIN COMBAT**

**Punch**—Press the **B** Button to perform a Punch attack.

**Throw Fireball**—To throw the selected Fireball, press the **R** Button.

**Select Fireball Type**—To select the appropriate Fireball, use the **L** Button to toggle through the Fireball menu.

# REWARDS & PROGRESSION

## UPGRADING STATISTICS

You'll be able to upgrade both Spider-Man's and Goblin's statistics when they complete certain levels. You must spend the points and confirm your selection by pressing **START** before continuing the game.

## SPIDER-MAN UPGRADES

- Maximum Health
- Maximum Web Fluid
- Melee Damage
- Web Capture Duration

## GOBLIN UPGRADES

- Maximum Health
- Flame Time
- Melee Damage
- Fire Ball Damage

## SPECIAL MOVES

Each character has special moves at his disposal which are assigned to specific button combinations on the gamepad. Refer to the list below for details on how to activate special moves.

### SPIDER-MAN

**Web Whip** – Press **↑** on +Control Pad + **B** Button.

**Adrenaline** – Press the **L + R** Buttons together.

### GOBLIN

**Ground Pound** – Press **↓** on +Control Pad + **B** Button.

**Fire Shield** – Press the **L + R** Buttons together.

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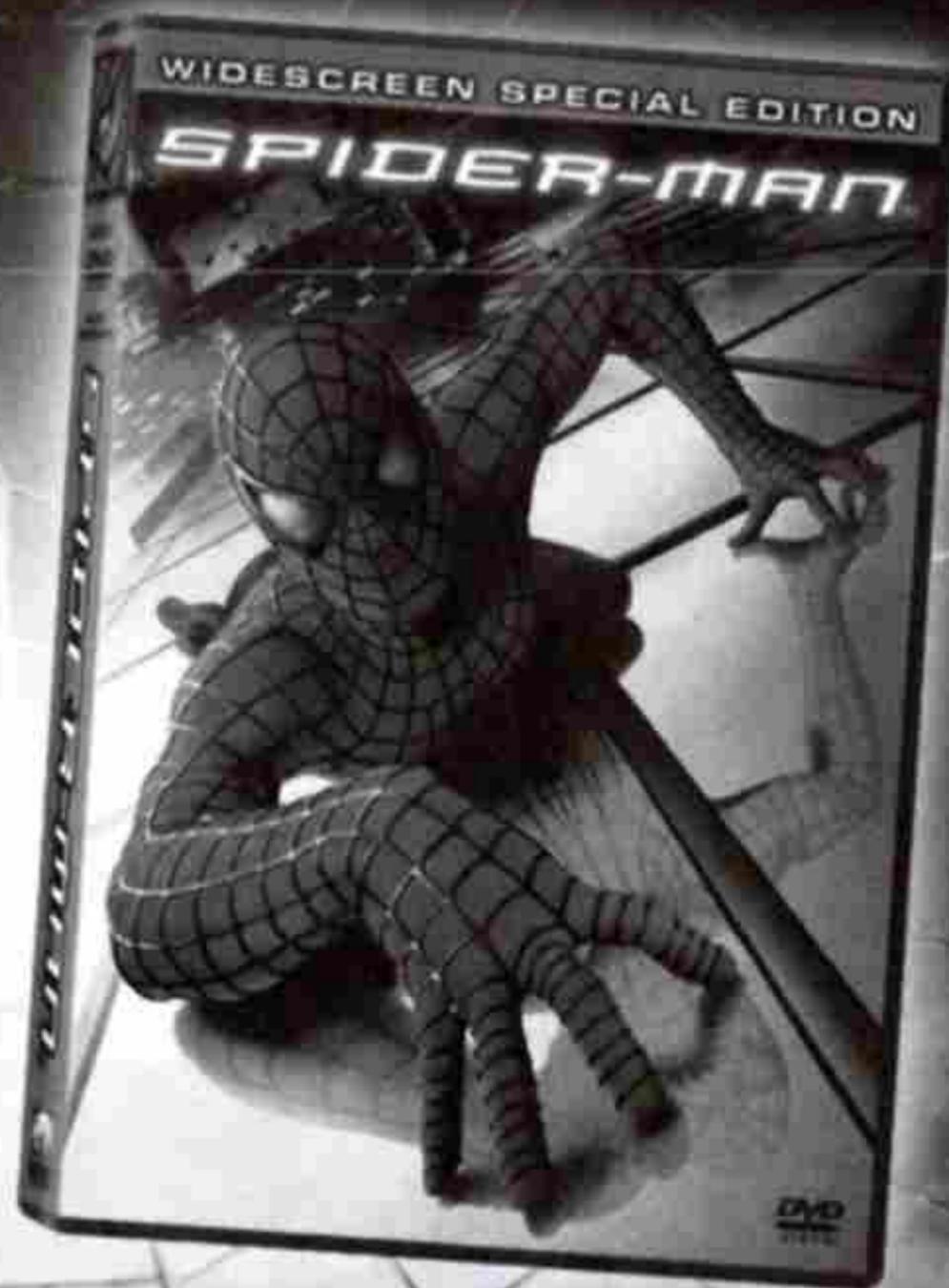
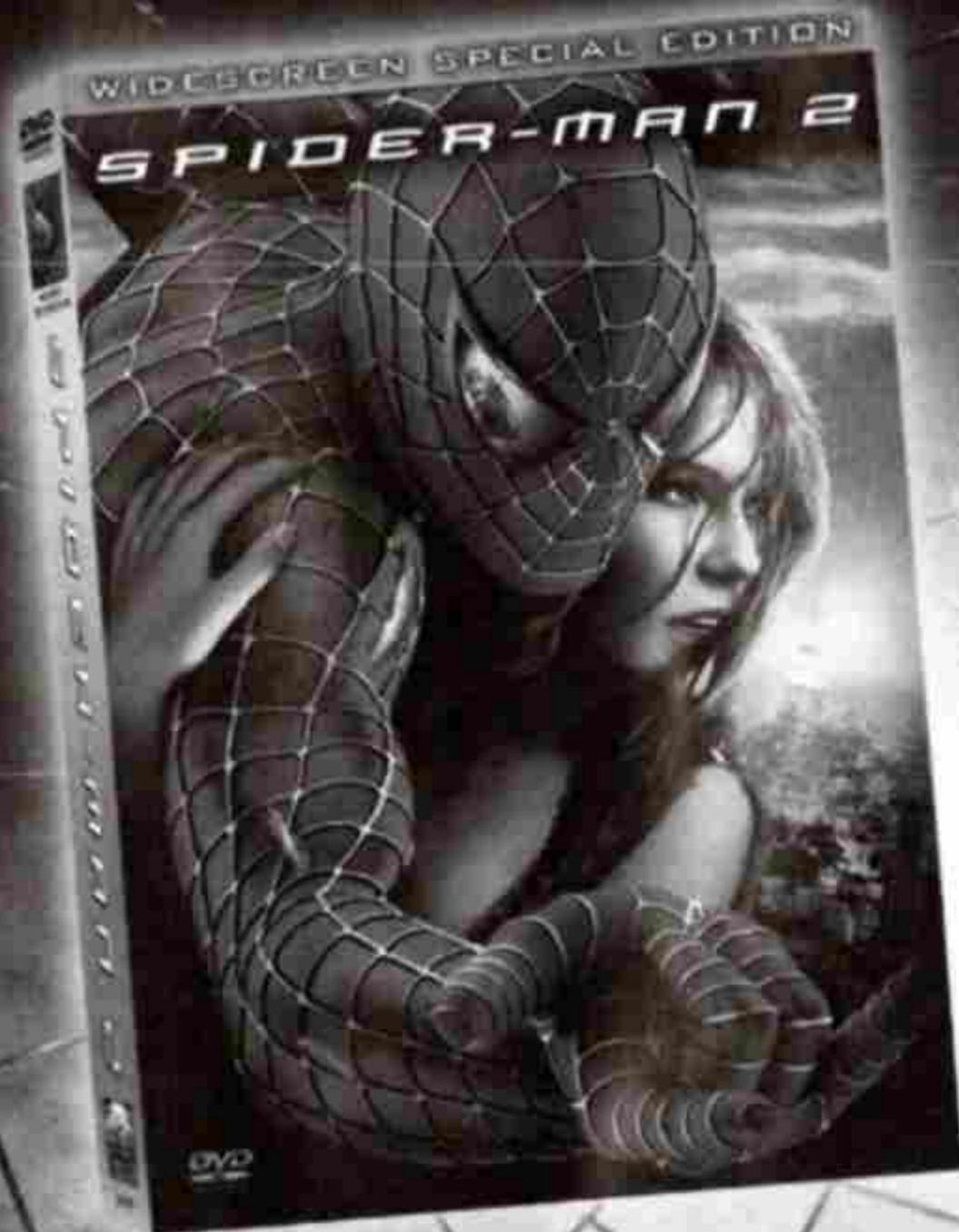
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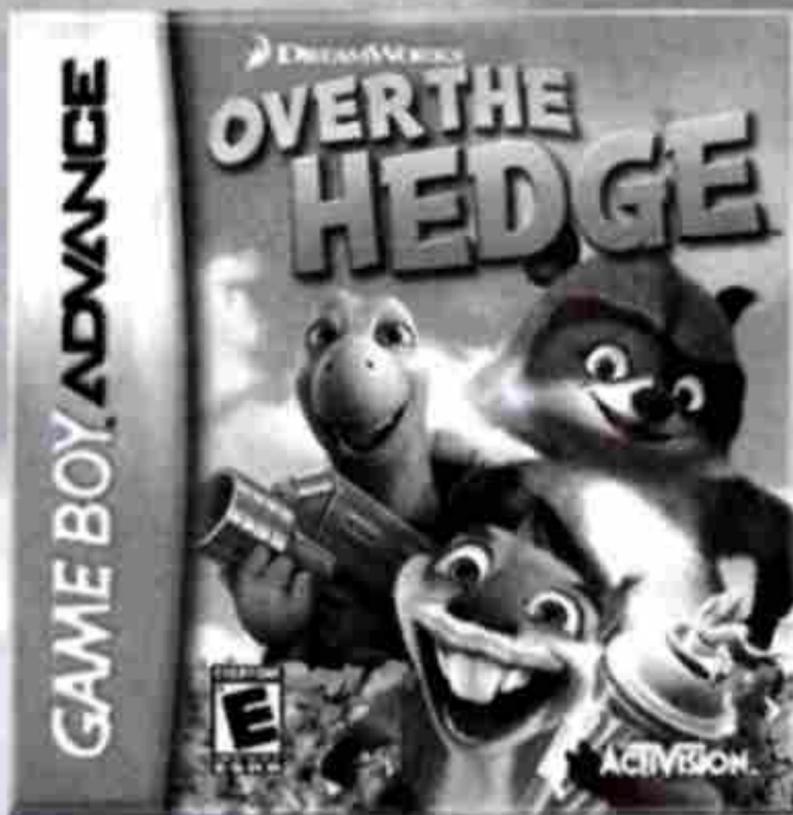
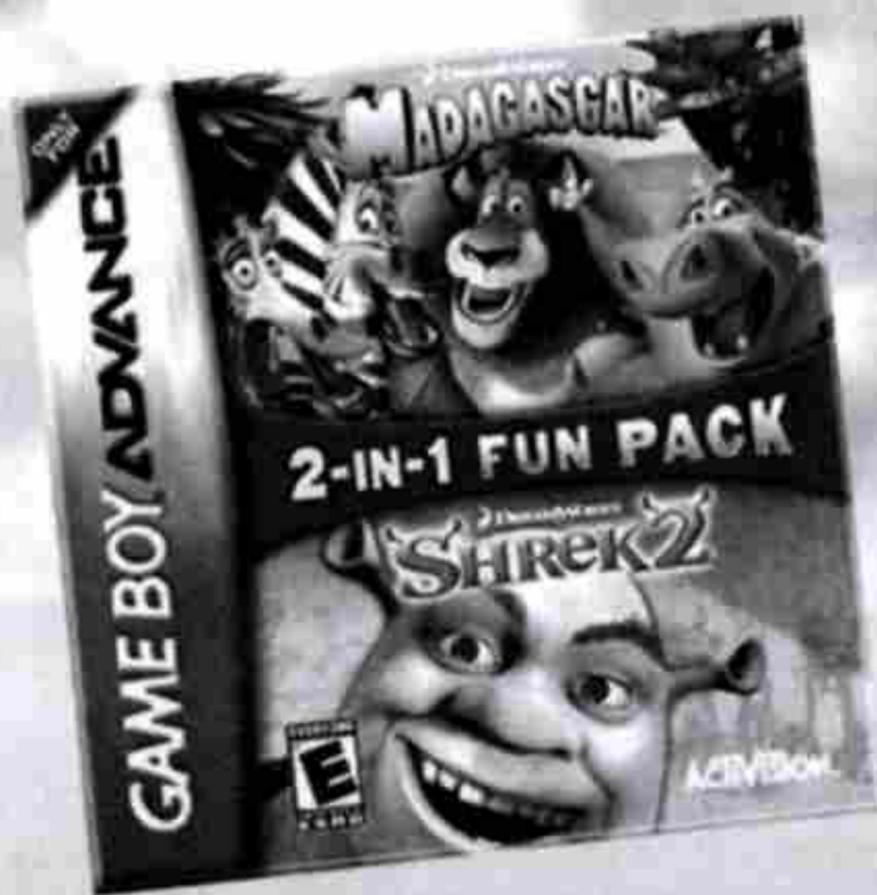
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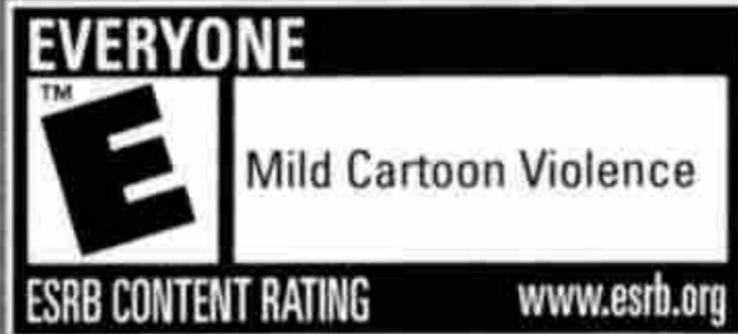


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