DOUBLE WEB-BLASTING ACTION!
WEB-SLINGING SOUNDS!
MOTORIZED WEB-SHOOTING SPIDER-MAN
AVAILABLE NOW!
copyright Hasbro 2012

ACTIVISION BLIZZARD UK, LTD. 3 ROUNDWOOD AVENUE, STOCKLEY PARK UXBRIDGE, UB11 1AF

SPIDER-MAN, THE CHARACTER: TM & © 2012 MARVEL CHARACTERS, INC. THE AMAZING SPIDER-MAN, THE MOVIE © 2012 COLUMBIA PICTURES INDUSTRIES, INC. ALL RIGHTS RESERVED. GAME © 2012 ACTIVISION PUBLISHING, INC. ACTIVISION IS A REGISTERED TRADEMARK OF ACTIVISION PUBLISHING, INC. ALL OTHER TRADEMARKS AND TRADE NAMES ARE THE PROPERTIES OF THEIR RESPECTIVE OWNERS. POWERED BY WWISE © 2006 - 2012 AUDIOKINETIC INC. ALL RIGHTS RESERVED.

PRINTED IN THE EU

84353260UK

THE AMAZING SPIDER-MAN™

NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET

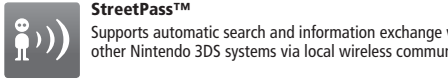
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

MAA-CTR-AS8P-UKV

[0811/UKV/CTR]

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

This Game Card will work only with the European/Australian version of the Nintendo 3DS™ system.



StreetPass™

Supports automatic search and information exchange with other Nintendo 3DS systems via local wireless communication.

Powered by mobiclip

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Always save these documents for future reference.

WARNING! This video game is protected by intellectual property rights! The unauthorized copying and/or distribution of this game may lead to criminal and/or civil liability.

LICENSED BY

Nintendo

TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS.
NINTENDO 3DS IS A TRADEMARK OF NINTENDO.

The PEGI age rating system:

Age Rating categories:
Les catégories de tranche d'âge:

Content Descriptors:
Description du contenu:

The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

Getting Started

Touch the The Amazing Spider-Man icon on the HOME Menu, then touch OPEN to start the game.

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

Backup Function

This software title contains a backup function which saves records and game progress.

Do not turn the power off and on repeatedly or remove the Game Card while saving. Be careful not to use incorrect controls (eg. resetting the system) or get dirt in the terminals. These actions can cause data to be irrevocably lost.

Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

StreetPass

This software supports features such as rankings, data swapping, etc. via StreetPass (local wireless communication). To communicate using this feature, all players must activate StreetPass for this software.

Activating StreetPass

1. Make sure that the power is turned off and insert the Game Card into the system.
2. Turn the power on. The HOME Menu will be displayed.
3. Touch the The Amazing Spider-Man icon, then touch OPEN.
4. Follow the instructions on page 5.

Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select DATA MANAGEMENT, then StreetPass MANAGEMENT. Touch the icon for this software title, then select DEACTIVATE StreetPass.
Note: You can disable StreetPass functionality via Parental Controls. For more information, refer to the Operations Manual.

IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, you may have difficulty in seeing 3D images clearly, or your eyes may become tired. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) 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 ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation**.

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

WARNING – EYESTRAIN AND MOTION SICKNESS

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

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- 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 or other discomfort during or after play, stop playing and see a doctor.

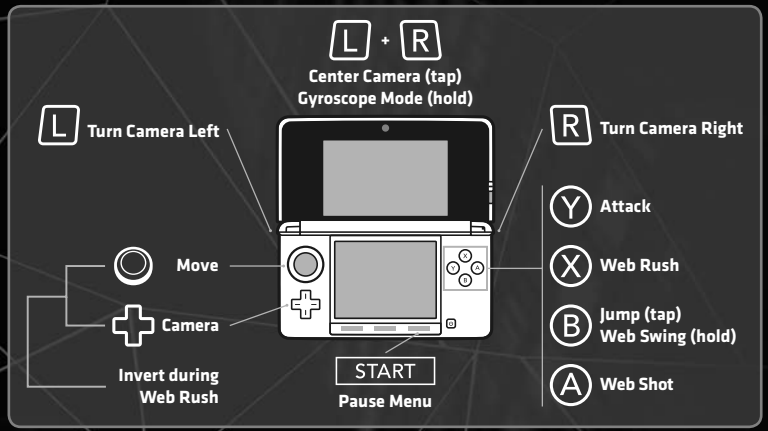
WARNING – REPETITIVE MOTION INJURIES

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

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, 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 them 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.

FOR FURTHER HEALTH AND SAFETY INFORMATION, PLEASE REFER TO THE OPERATIONS MANUAL INCLUDED WITH YOUR NINTENDO 3DS SYSTEM.

GAME CONTROLS



p23223_av_0005_Amazing_Spider_Man_3ds_guts_84353_260_UK_v3.indd 4-5 27/06/2012 15:57

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).

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).

p23223_av_0005_Amazing_Spider_Man_3ds_guts_84353_260_UK_v3.indd 6-7 27/06/2012 15:57

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 cancelled 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:

www.TheAmazingSpiderManGame.com
www.Facebook.com/TheAmazingSpiderManGame

*Terms and conditions apply. Minimum age restrictions applies on Facebook.

p23223_av_0005_Amazing_Spider_Man_3ds_guts_84353_260_UK_v3.indd 8-9 27/06/2012 15:57

CUSTOMER SUPPORT

http://www.activision.com/support

Our support section of the web has the most up-to-date information available including links to patches that can be downloaded free-of-charge. We update the support pages daily so please check here first. By going to the Answers section and selecting the platform and game you can view the frequently asked questions. If you don't find your question there try using a keyword.

Email and Phone Support

Please consult the web for the most up-to-date contact information and opening hours for your country and language. Only technical support will be provided; hints, codes and cheats are not supported.

Note: Please do not return any game directly to Activision without first contacting Customer Support. It is our policy that game returns or refunds must be dealt with by the retailer or online site where you purchased the product.

UK

Ask a Question:	http://activision.custhelp.com
Phone:	+44 845 5280 269 (local rate)
Opening hours:	Monday through Friday from 10 am–8 pm GMT Saturday from 12 pm–6pm GMT

Ireland

Ask a Question:	http://activision.custhelp.com
Phone :	01 9036 586 (local rate)
Opening hours:	Monday through Friday from 10 am–8 pm GMT Saturday from 12 pm–6 pm GMT

MUK2011.08

PRODUCT LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

p23223_av_0005_Amazing_Spider_Man_3ds_guts_84353_260_UK_v3.indd 10-11 27/06/2012 15:57

YOU SHALL NOT:

- Exploit this Product or any of its parts commercially, including but not limited to use at a cyber cafe, gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
- Use the Product, or permit use of this Program, on more that one console device at the same time.
- Make copies of this Product or any part thereof, or make copies of the materials accompanying this Product.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

ACTIVISION Limited 180-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software Product is recorded will be free from defects in material and workmanship for 180 days from the date of purchase. If the recording medium is found defective within 180 days of original purchase, ACTIVISION agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Centre of the product, postage paid, with proof of date of purchase, as long as the Product is still being manufactured by ACTIVISION. In

the event that the Product is no longer available, ACTIVISION retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software Product originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 180-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning merchandise for warranty replacement, please follow the instructions at http://www.activision.com/support or contact us. You will also find the most up-to-date contact information and opening hours for your country and language on this website.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

p23223_av_0005_Amazing_Spider_Man_3ds_guts_84353_260_UK_v3.indd 12-13 27/06/2012 15:57

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

LANT.ENUK.2011.11

NOTES

p23223_av_0005_Amazing_Spider_Man_3ds_guts_84353_260_UK_v3.indd 14-15 27/06/2012 15:57

NOTES

23223_av_0005_Amazing_Spider_Man_3ds_guts_84353_260_UK_v3.indd 16 27/06/2012 15:57