



NTSC U/C

PlayStation[®]



SLUS-00230



SPIDER

THE VIDEO GAME

BOSS GAME STUDIOS

TAKE 2 INTERACTIVE SOFTWARE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

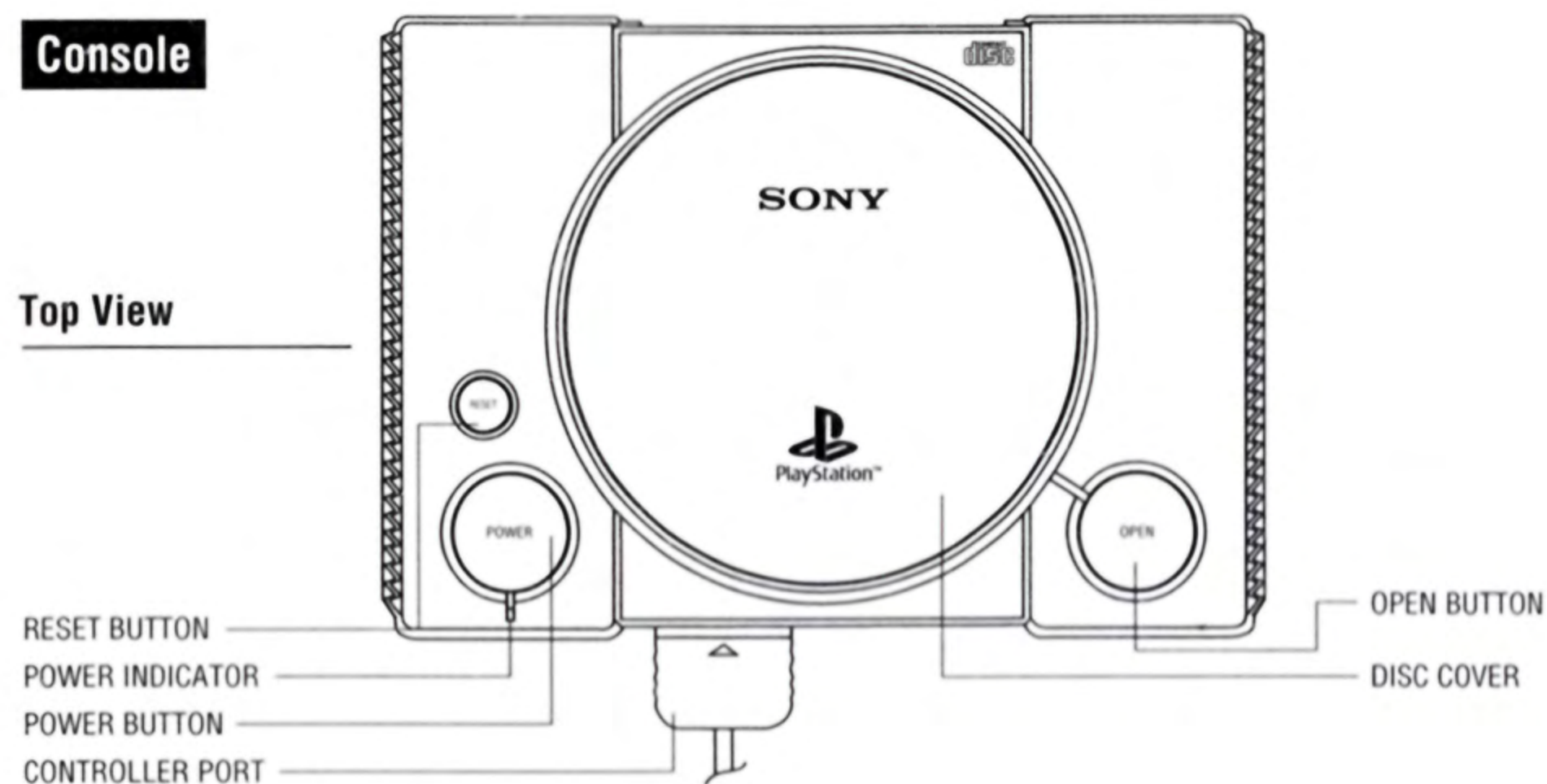
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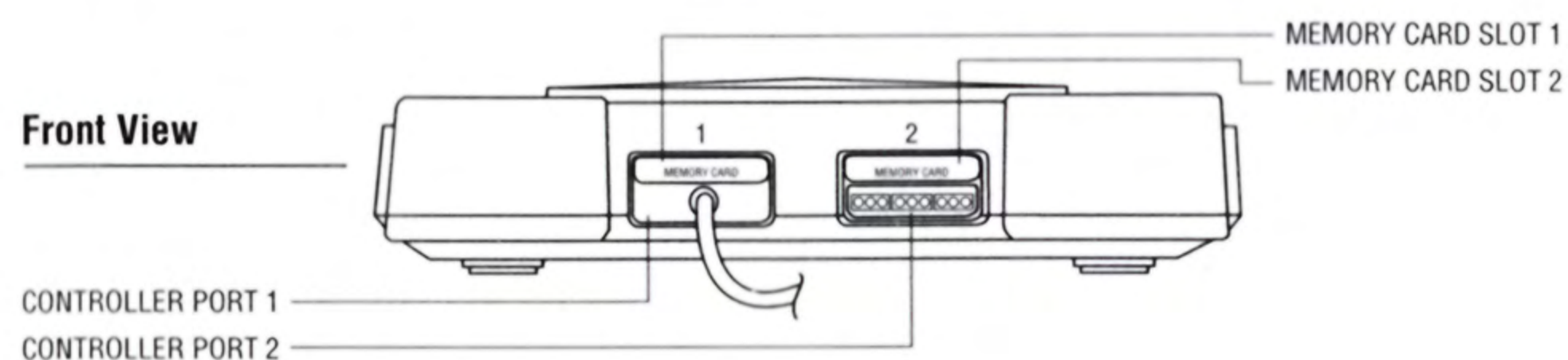
Setting Up

Console

Top View



Front View



MEMORY CARDS

If you want to save your games, connect one or two memory cards before turning on the PlayStation® game console.

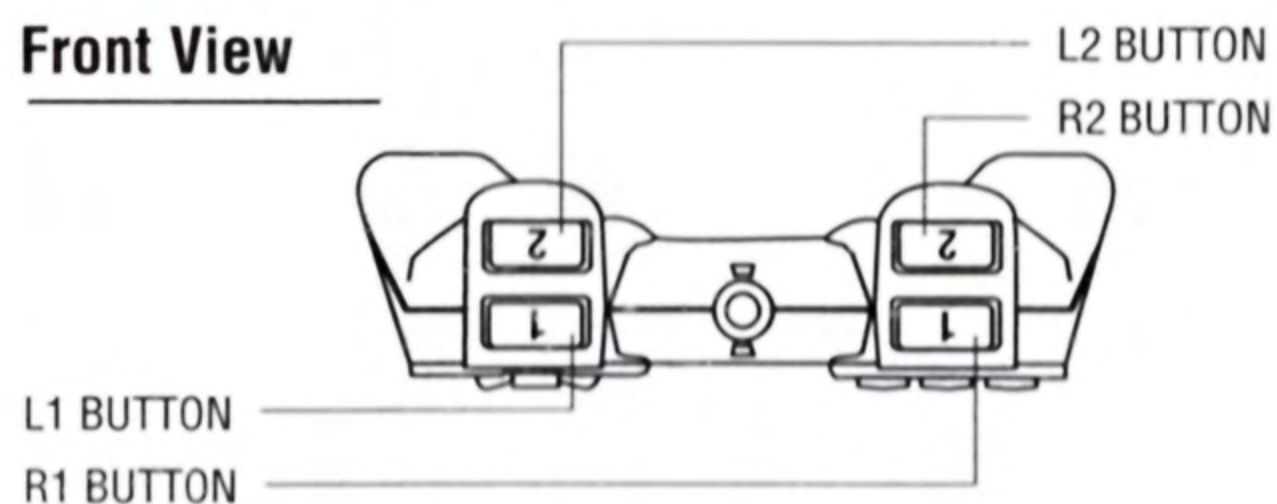
You can continue previously saved *SPIDER* games by loading them from the Options Menu. See the “Load Game” section under “Options” for instructions.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the SPIDER: THE VIDEO GAME™ disc and close the disc cover.
4. Insert a game controller and turn ON the PlayStation® game console.
5. Follow on-screen instructions to start a game.

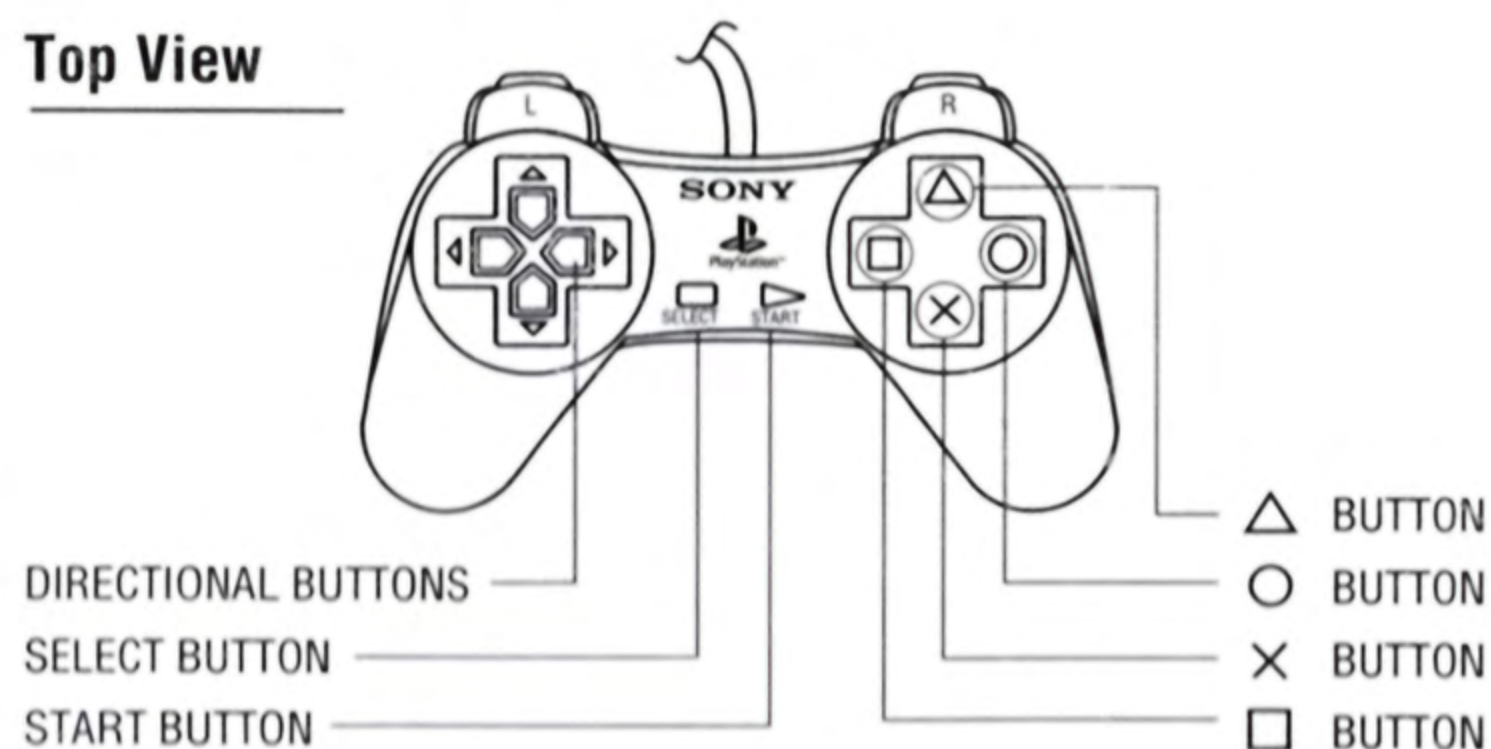
Game Controls

Controller

Front View



Top View



The following list shows the **DEFAULT** controls for playing *SPIDER*:

- | | |
|---|--|
| Directional button | Crawl or climb in any direction pressed. |
| X | Jump. Spin web strand when upside down.
(Press again to drop off strand.) |
| Directional button ↓ | Extend web strand further. |
| Directional button ↑ | Retract web strand. |
| Directional buttons → and ← | Swing on web strand. |
| ● | Use selected FRONT leg weapon . |
| R1 button (offense) | Switch to right or left FRONT leg weapons, when available. |
| ■ | Use selected REAR leg weapon. |
| L1 button (defense) | Switch to right or left REAR leg weapons, when available. |
| ▲ | Not used. |
| Start | Pause; resume from the Pause screen. |
| Select | Access the Sector Map from the Pause screen. |
| Select & Start (Hold for 3 seconds) | Reset the game. |
| R2 and L2 buttons | Not used. |

Note: To customize the controls to your playing preferences, see “Controls” section under “Options.”

Getting Started



THE MAIN MENU

The Main Menu appears on the title screen, following the animated introduction. Press **Start** or **X** if you'd like to skip the introduction and display the Main Menu immediately.

To use the Main Menu:

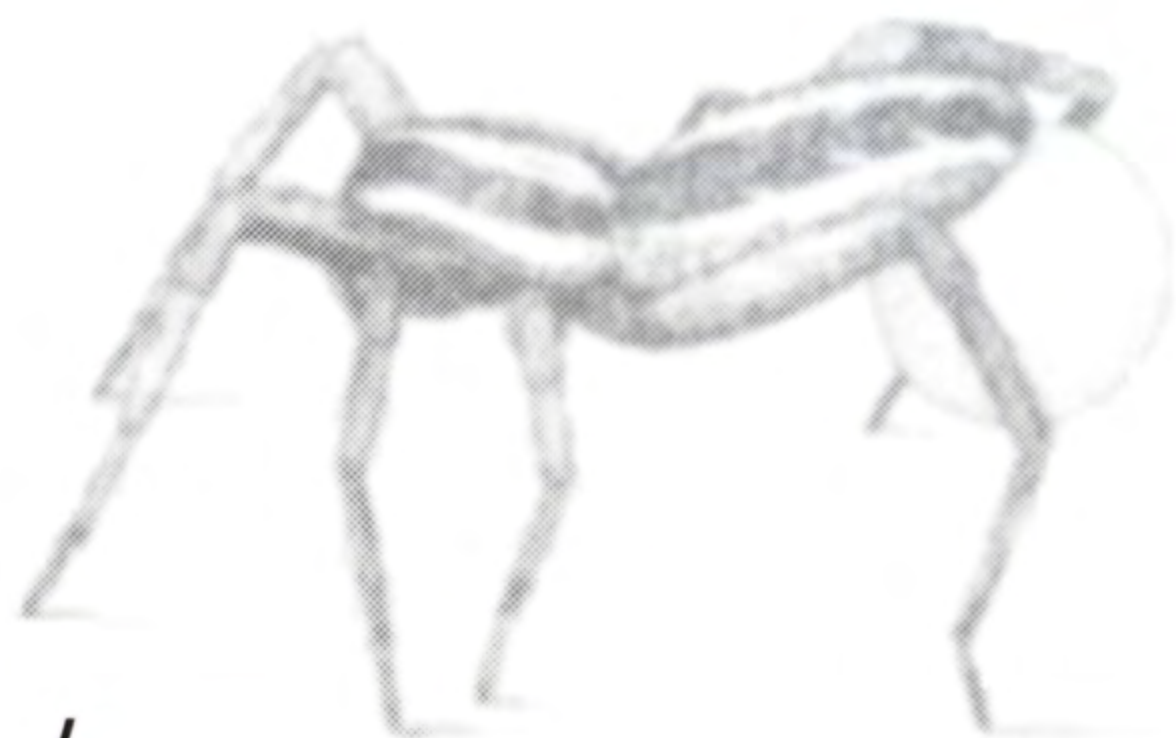
1. Press the **Directional buttons** **↑** and **↓** to highlight **START GAME** or **OPTIONS**.
2. Press **X** to confirm your selection.

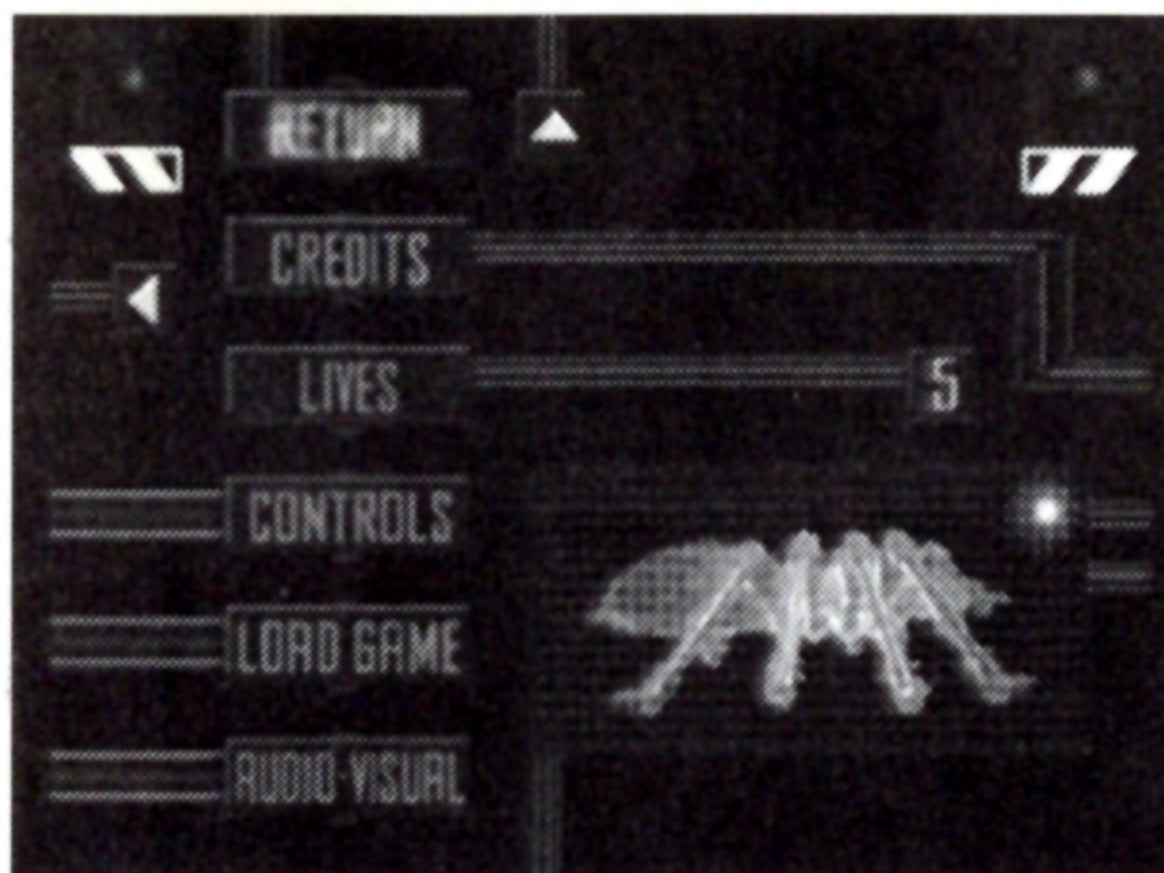
Start Game

Begin a new game from Area 1 on the Sector Map.

Options

Use Options to make game adjustments, remap the controls, or resume a saved or password game.





OPTIONS

Select OPTIONS from the Main Menu to make game adjustments before starting play.

To use OPTIONS, in general:

1. Press the **Directional buttons** \uparrow and \downarrow to highlight options categories.
2. Press the **Directional buttons** \rightarrow and \leftarrow to make adjustments.
3. Press \otimes to reveal a category's submenu or confirm a button selection.
4. Press \blacktriangle to exit to the previous menu.

Return

Confirm game adjustments and exit to the Main Menu. Changes remain effective until you reset or turn OFF the power.

Credits

See developers of *SPIDER: THE VIDEO GAME*.

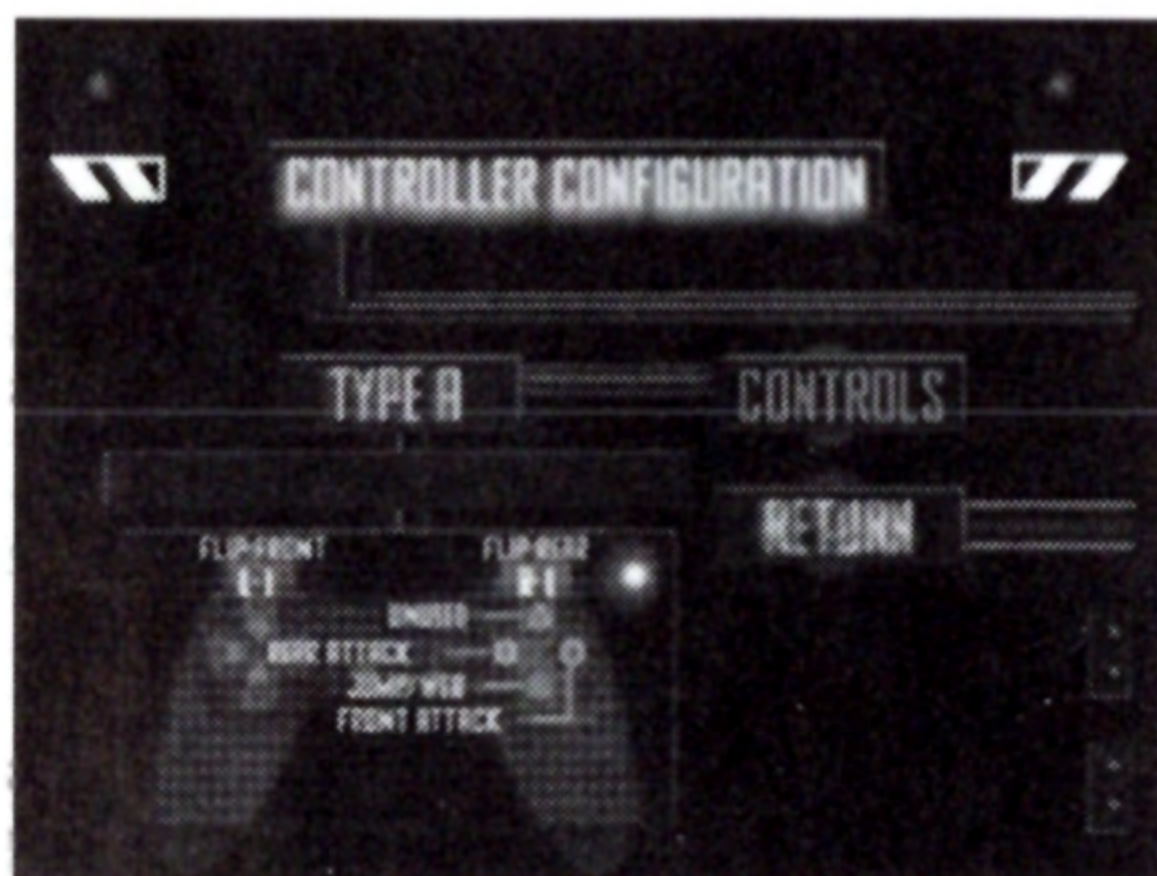
Lives

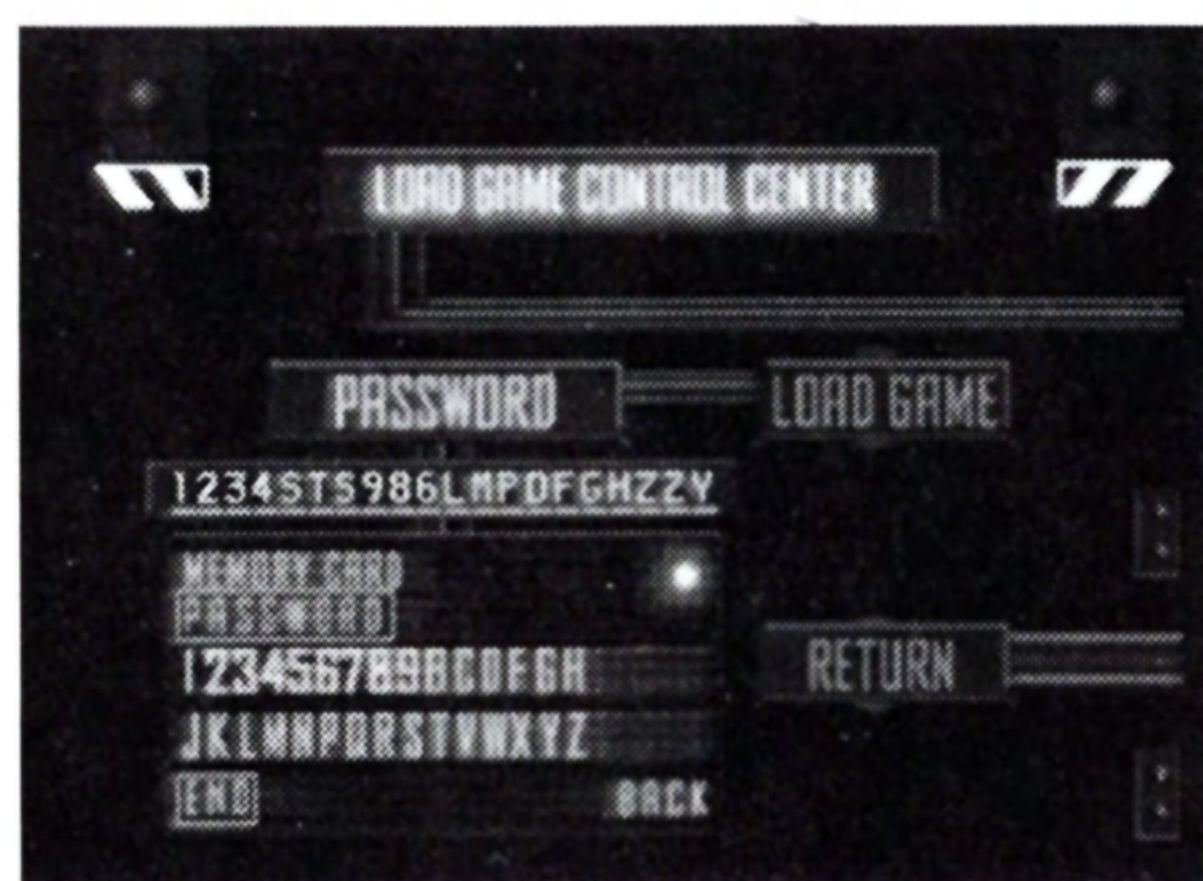
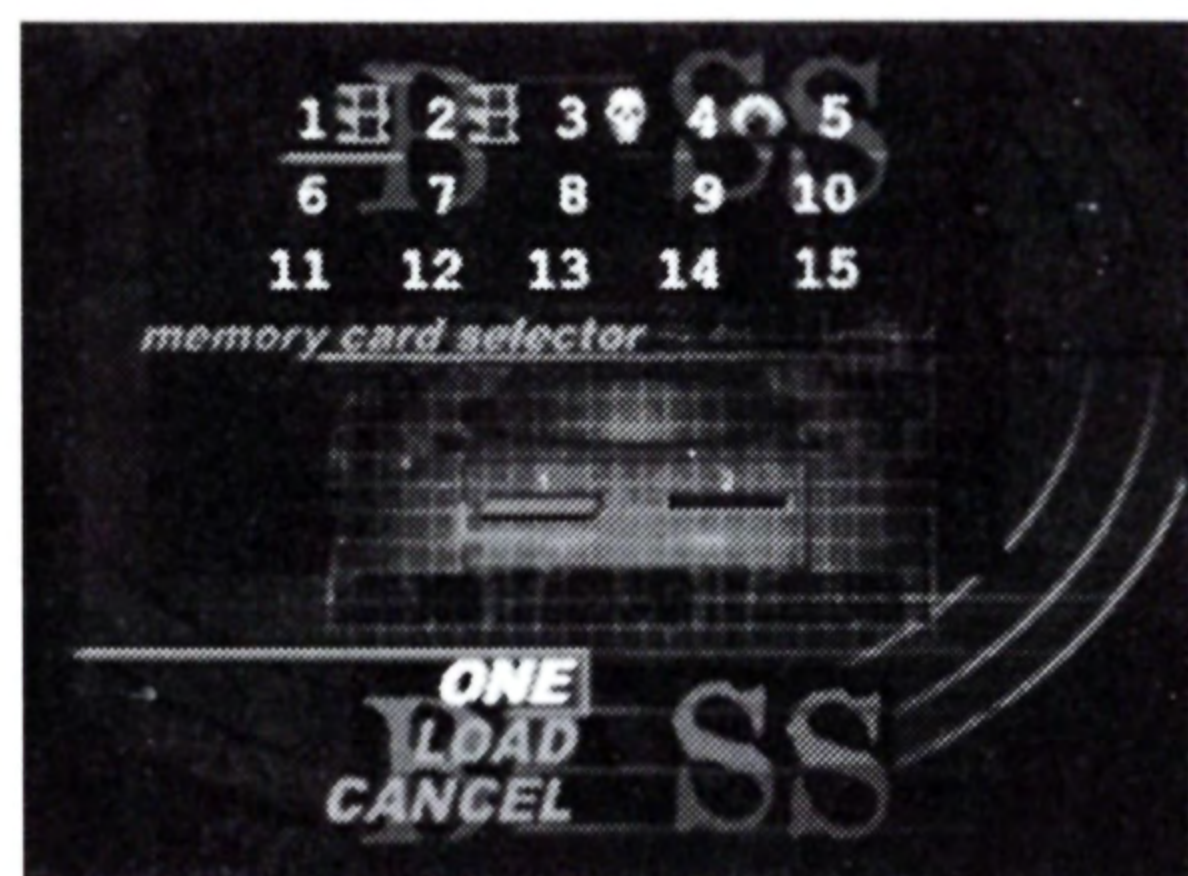
Start Spider with 3, 4 or 5 lives.

Controls

Remap the game controls. When you press \otimes , the screen scrolls to the CONTROLLER CONFIGURATION SUBMENU.

1. With CONTROLS highlighted, use the \rightarrow and \leftarrow **Directional buttons** to select one of the 4 pre-set controller types (Type A - D.)
2. To set your own custom controls, select CUSTOM and press \otimes . As each function appears in the display line, press the controller button you want to map to that function. (You can set each button to only one function.)
3. Press the **Directional button** \downarrow to highlight RETURN and press \otimes to confirm your settings and exit to OPTIONS.

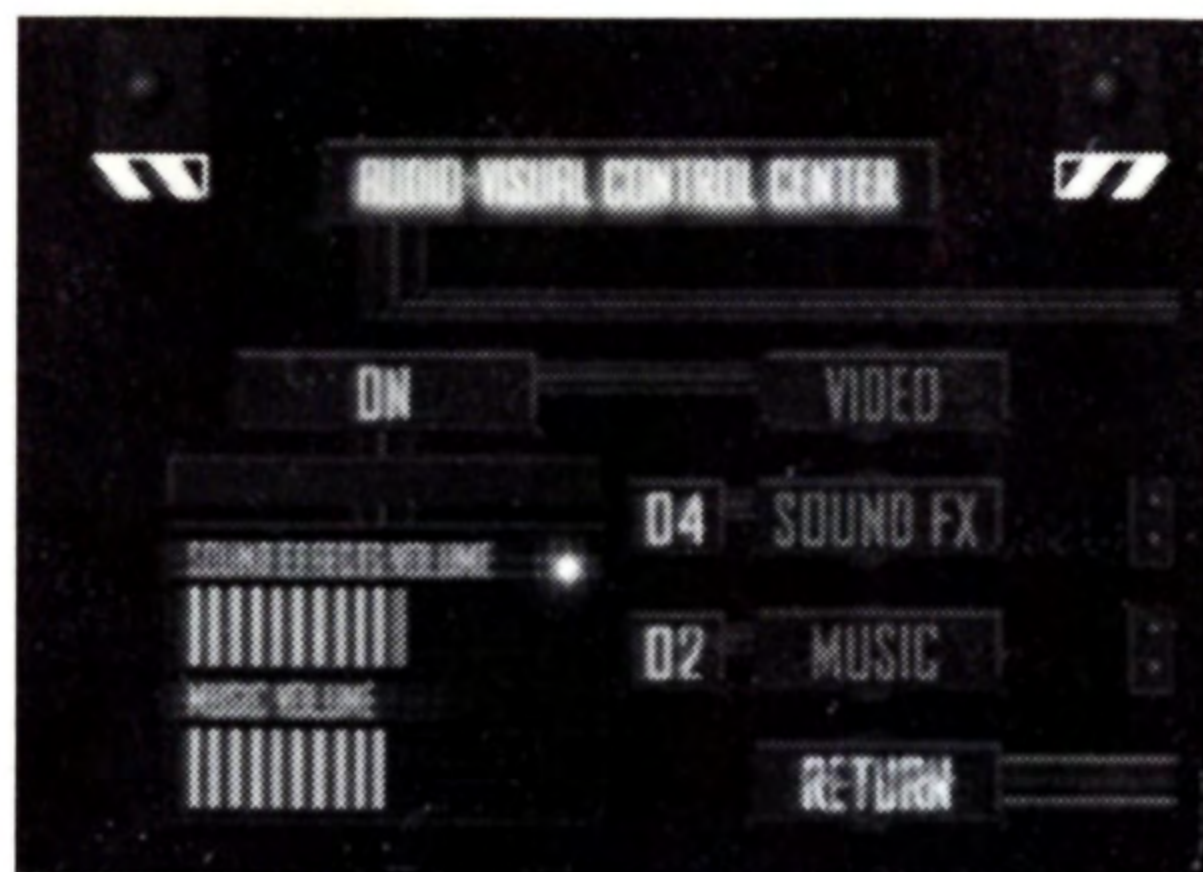




Load Game

Load a saved game from a memory card, or resume a password game with no memory card needed. When you press **X**, the screen scrolls to the **LOAD GAME CONTROL CENTER**.

1. Use the **Directional buttons** to highlight **LOAD GAME**.
2. Use the **→** and **←** **Directional buttons** to select **MEMORY CARD** and then press **X**. On the **MEMORY CARD Submenu**: first choose **Memory Card ONE** or **TWO**. (Press the **X** button to switch between the two.) Then highlight **LOAD**, press **X**, and follow the on-screen prompts to load a saved game. Highlight **CANCEL** and press **X** to exit without loading a saved game.
3. To resume a password game, highlight **LOAD GAME** and then use the **→** and **←** **Directional buttons** to select **PASSWORD**. To enter an original password press the **Directional buttons** **→** and **←** to choose a character, and press **X** to place that character in the password line. Select **BACK** to delete the last character entered. Highlight **END** and press **X** to confirm the password. (If you made a mistake in the password, it will be erased and you can re-enter it.)
4. Highlight **RETURN** and press **X** to confirm your settings and exit to **Options**.
5. Exit to the main title screen and select **START GAME** to begin your saved game.



Audio Visual

Adjust the AUDIO and VIDEO settings. When you press **X** the screen scrolls to the AUDIO-VIDEO CONTROL CENTER.

1. Highlight VIDEO and press the **Directional buttons** **→** and **←** to turn the animated storyline ON or OFF.
2. Highlight SOUND FX or MUSIC. Press R1 or L1 to hear the next or previous sound effect or music sample. Press **X** to sample the game's sound effects or music selections. Press the **Directional buttons** **→** and **←** to adjust the volume higher or lower. The red bars indicate the five loudest volume settings.
3. Highlight RETURN and press **X** to confirm your settings and exit to Options.



REVENGE ON EIGHT LEGS!

Excerpts from the research diary of Dr. Michael Kelly, Nanotechnology's most brilliant and innovative research scientist



October 27, 2017

Arachnoid research day 522

Day 30 since port implanted in cyber-arachnid subject. All micro connections are responding. Dare I believe that the implant is a success . . . at last?

November 12, 2017

Arachnoid research day 538

12th attempt inserting cyber-leg into 2nd port on thorax of arachnid subject. And again, instantaneous electrical spark melted connector electrodes. What is the aberrant conductor? Think, think, think! Possibly should try anaerobic environment - vacuum tube - for critical phase?



November 16, 2017

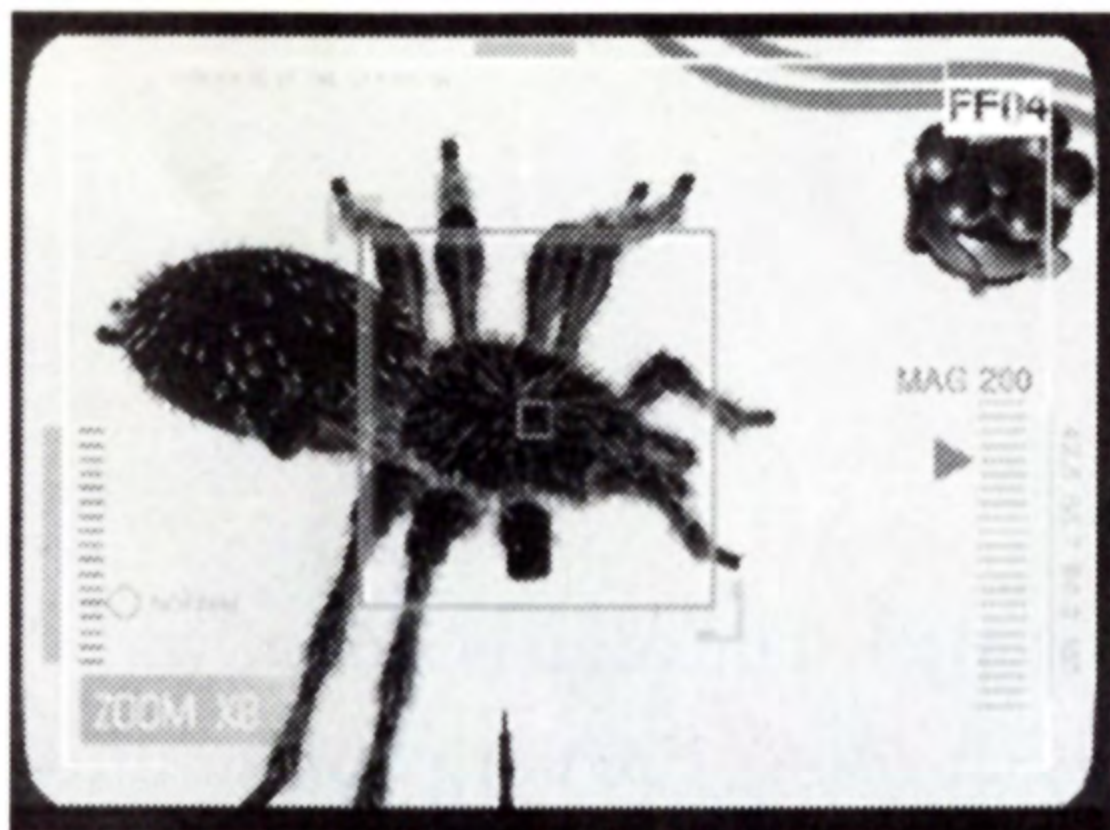
Arachnoid research day 542

Worked too late last night, vision too blurry for microsurgery today. Took the day off to think, ponder and recharge . . . but couldn't keep away from lab. Just sitting here, musing . . . if the leg insertions take hold (and now that the electrical shorting problem is solved, success isn't that far off), could other types of cyber-implants be possible? Not necessarily for motility, but let's say . . . neural actuators implanted in the cortex of the arachnid. That's an avenue I must explore . . . the exchange of biologic data in electrical form . . .

January 1, 2018

Arachnoid research - electrical impulse phase, day 46

The neural transmitter works! While wearing it, I beamed a motion impulse to the arachnid, and it



January 1, 2018 continued...

reared its leg. My theory of electrical transubstantiation of thought into movement has passed each proof test. My next goal: consistently error-free transmission of movement. So far, three cyber-legs are active: no electrical fusing or shorting. Irritating message today on the ansa-phone - MicroTech is sending a flunky "just to see how things are progressing, won't be in the way, pretend he's not there." Fat chance. I'll get rid of him fast. And I'll cover the vacuum tube and FF04 electron magnifier while he's here.

January 5, 2018

Arachnoid research - electrical impulse phase, day 50

I've cranked the magnification up to 200. The cyber-leg insertions are a piece of cake - every one's a success now. Have added a little something to my latest leg implants: scaled-down weapon accessories. Used my scalpel for the first one. Concerning MicroTech, that guy yesterday was a beady-eyed royal pain. Funny, I still feel like he's watching me .



February 16, 2018

Arachnoid research - electrical impulse phase, day 92

My schedule: arm the robotic arachnid and complete the neural transfer of critical data. If all goes well, I'll be ready in about 3 weeks. This could be my banner year. Finally!

March 7, 2018

Arachnoid research - electrical impulse phase, day 111

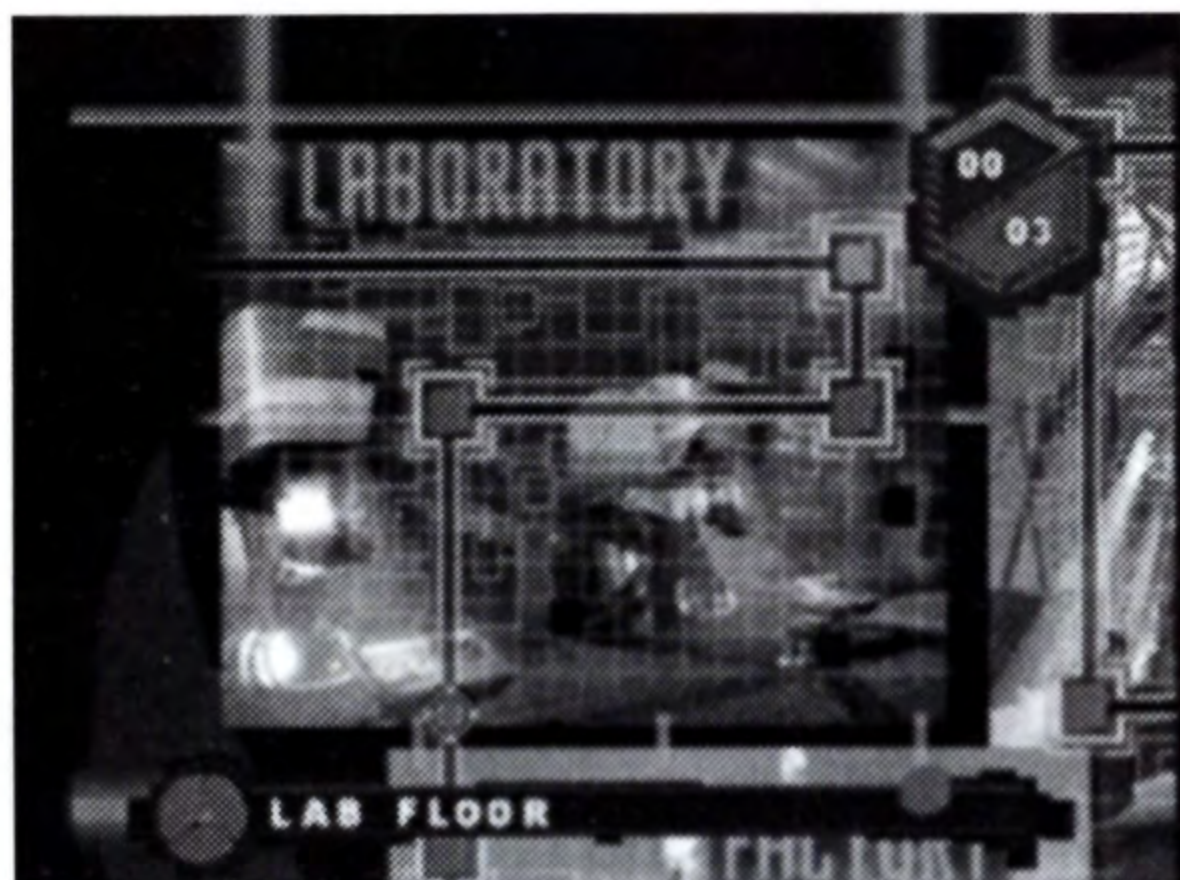
Neural transmitter malfunction . . . Data transfer a success, but the headpiece started to sear. Took several seconds after shutdown to yank it off my head. The force felt like magnetic suction. Maybe data transfer rate set too high? I'll use a lower DTR setting and extend the transfer time for tomorrow's attempt.

March 8, 2018

Arachnoid research - electrical impulse phase, day 112

Legs inserted successfully. Subject arachnid primed for data transfer. DTR at minimum, transfer time: 12 seconds. All dials at optimum settings. Here we go. This one should be perfect . . .

The Sector Map



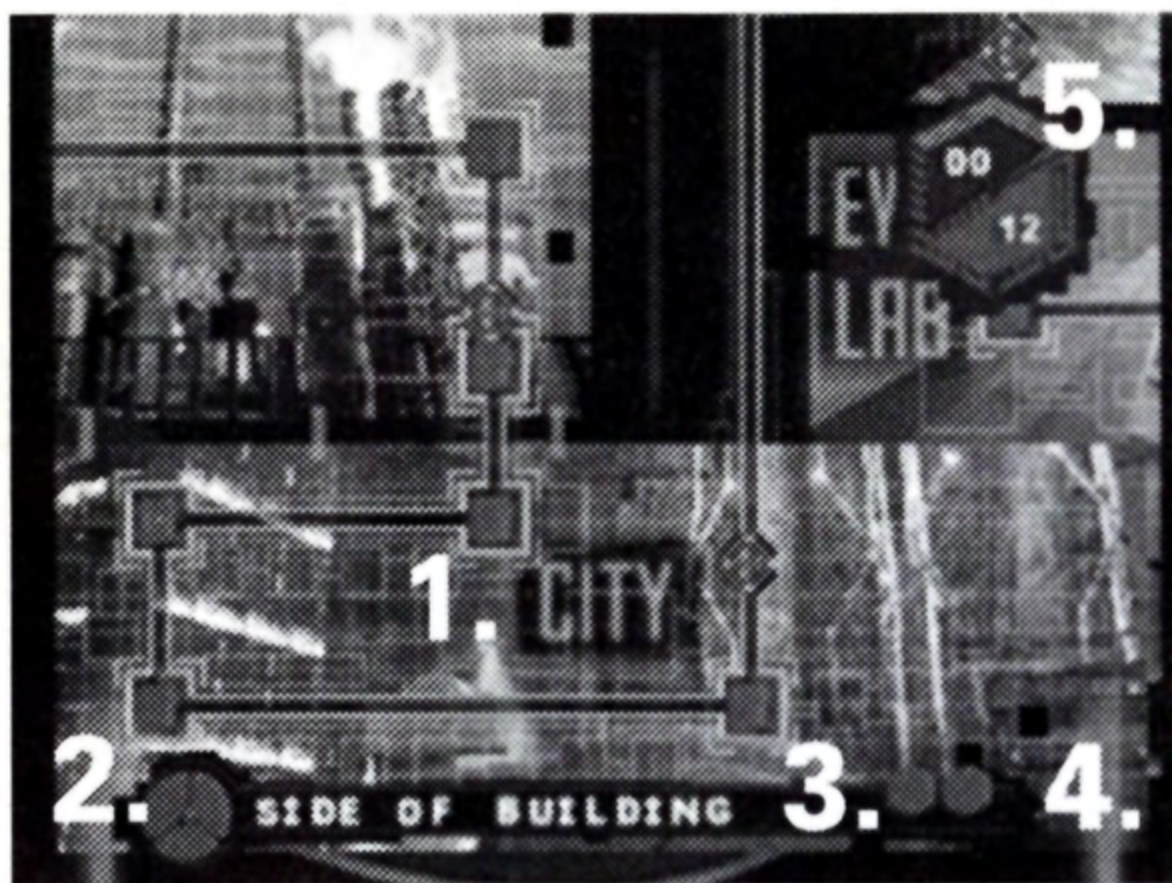
BEGINNING A NEW GAME

New games start at the Sector Map. The Map is actually a blueprint of the game's levels. It shows the path Spider must travel through each level in his hunt for the MicroTech assassins and his own kidnapped human body.

Each node on the path marks a search area, or sublevel, that Spider must explore. In each area, Spider must find an exit in order to move on to the next area. Exits contain microchips. Additionally, Spider must collect the required number of microchips in order to clear the level and progress toward his goal.

At the start of new games, only Area 1 in the Laboratory level is available. As Spider clears each area, the next one becomes accessible, while previous areas remain open. Spider can return to any open area to hunt for microchips and power ups. As you become more adept at playing the game, you'll learn how to take advantage of this feature to load up on lives and weapons before entering new, unexplored areas.

Use the **Directional buttons** to move Spider to the Area you want to explore, and press **X** to begin searching that Area.



1. Level
2. Lost CD Icon
3. Current Area
4. Microchips in Current Area
5. Microchips Acquired/Needed

SECTOR MAP INDICATORS

Level

The name shows which level Spider is currently exploring.

Lost CD Icon

The 3 broken pieces of an important CD are scattered throughout the level. When Spider recovers all three pieces, a hidden Area appears on the Sector Map. Spider can then explore this area to collect loads of bonus items.

Current Area

The name of the area Spider is currently exploring appears on this line.

Microchips In Current Area

Microchips are scattered throughout the areas. Each microchip position is also an exit. When Spider finds a microchip, he can jump to it to collect it and be automatically pulled out of the area and back to the Sector Map. These icons show how many microchips have been hidden in the current area. The red icons turn blue to indicate the number of microchips already found in that area.

Microchips Acquired/ Needed

The number in the blue section shows how many microchips Spider has acquired during his exploration of the current level. The number in red shows how many microchips he needs to clear the level. Be sure to return to already-explored areas to search out microchips that may still be hidden there.



PAUSING & RETURNING TO THE SECTOR MAP

During game action, press **Start** to pause the game. You can also resume a paused game by pressing **Start** again. While the game is paused, press **Select** to exit your current level and access the Sector Map. From here, you can choose to start your current level over, or select a previously cleared level to replay.

SAVING THE GAME FROM THE SECTOR MAP

Press **Start** at the Sector Map to display the Save/Exit Game screen. Press the **Directional buttons** \rightarrow and \leftarrow to highlight **SAVE**, and press \otimes to display the Memory Card menu. Choose memory card **ONE** or **TWO**, highlight **SAVE**, and press \otimes .

EXITING THE GAME/ GAME OVER/ PASSWORD

Press **Start** at the Sector Map to display the Save/Exit Game screen. Press the **Directional buttons** \rightarrow and \leftarrow to highlight **EXIT GAME**, and press \otimes to display the Game Over screen. The current password is displayed at the bottom of the screen. Press the **Directional buttons** \rightarrow and \leftarrow to highlight your choice and press \otimes .

CONTINUE? Resume the current game.

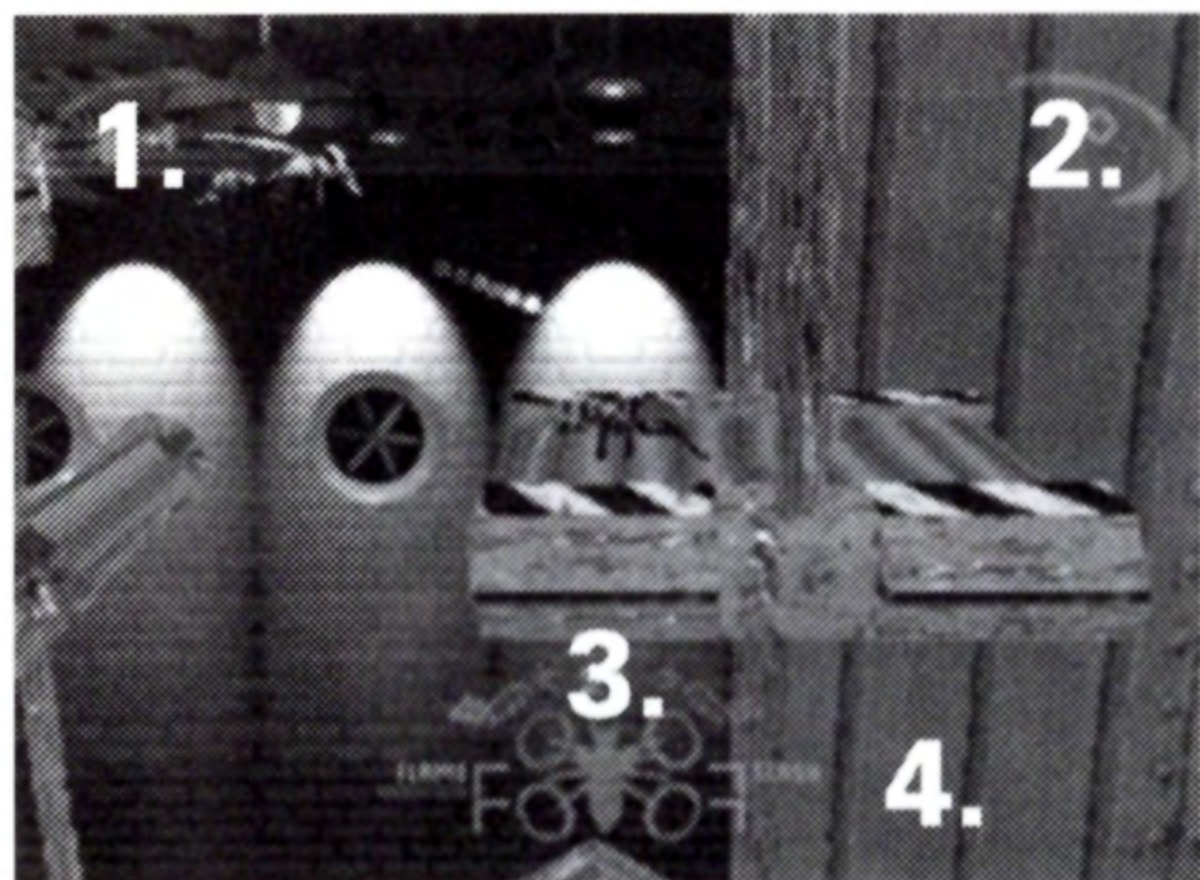
SAVE GAME Saves the current game to a memory card slot.

END GAME Quit the game and exit to the Title screen.

Note:

The Game Over screen appears automatically when Spider loses his last life. If you **CONTINUE**, you'll resume the game at the beginning of the last sublevel played.

Screen Displays



1. Lives
2. Hit Points
3. DNA
4. Legs/Weapons

Lives

Spider's lives keep him in the game, but he loses lives by taking too much injury. Spider starts the quest with 3, 4 or 5 lives, depending on your choice on the Options screen. He can gain more lives by collecting 100 DNA strands or one Life Capsule.

Hit Points



Spider has 2 hit points per life. One block disappears when Spider is hit. Spider can withstand 2 hits before losing a life.

DNA

Collect 100 strands of DNA to gain an extra life. Continue collecting DNA strands all through the game. You need as many lives as you can get.

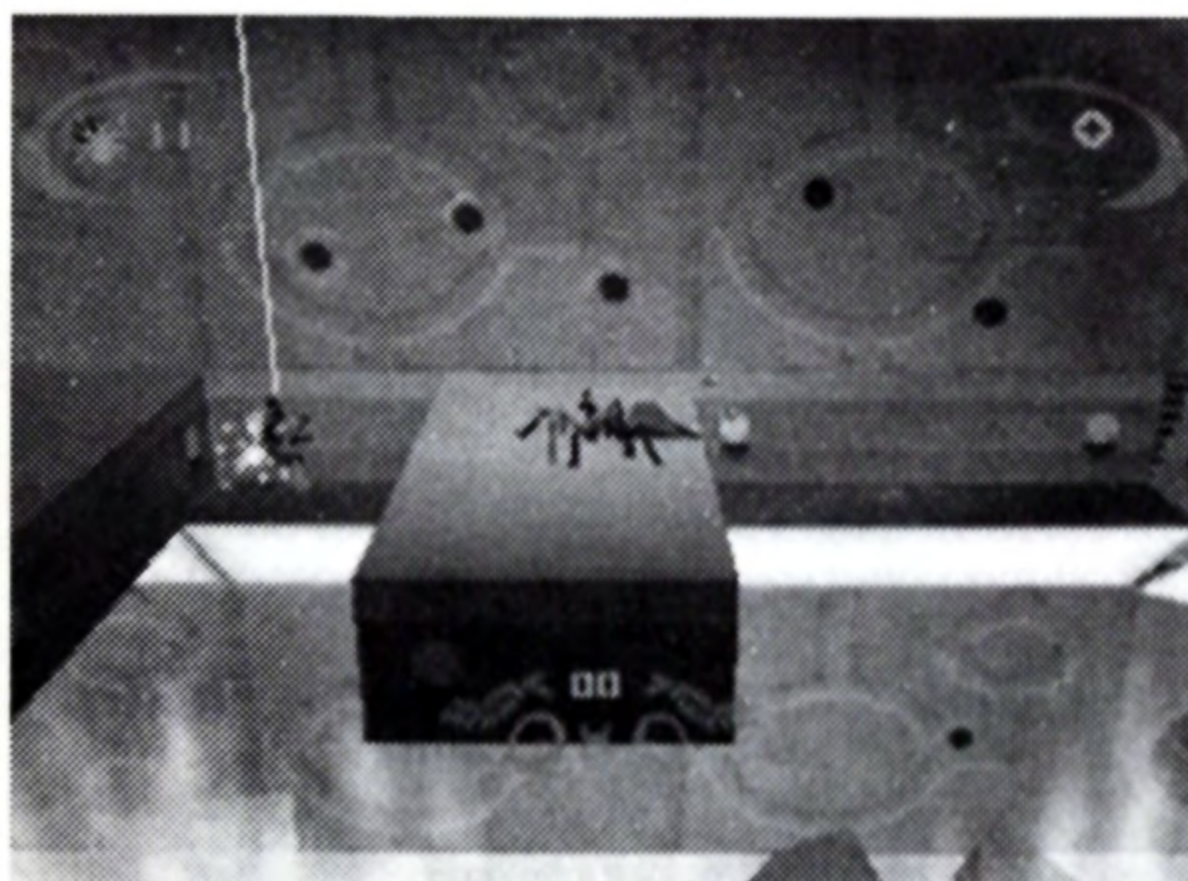
Legs/Weapons

Spider can replace his cybernetic legs with enhanced weapons by collecting Weapons power-ups. Spider always has his Slasher leg. When he is equipped with enhanced legs, you can toggle them by pressing either **R1** (front leg, offensive weapons) or **L1** (rear leg, defensive weapons.)





Press  to use the highlighted offensive weapon; press  to use the highlighted defensive weapon. See the "Legs: Special Weapons" section for more information.

$$\begin{aligned} N &= \frac{O_A}{O_R} \times \frac{R_R}{R_A} \\ A'A &= \frac{O_A}{O_R} \times \frac{R_R}{R_A} = \frac{O_A}{O_R} \times \frac{D_A}{D_A} \\ H &= A'A \cdot D_A = \left(\frac{O_A}{O_R} \times \frac{D_A}{D_A} \right) \cdot D_A \end{aligned}$$






Special Moves

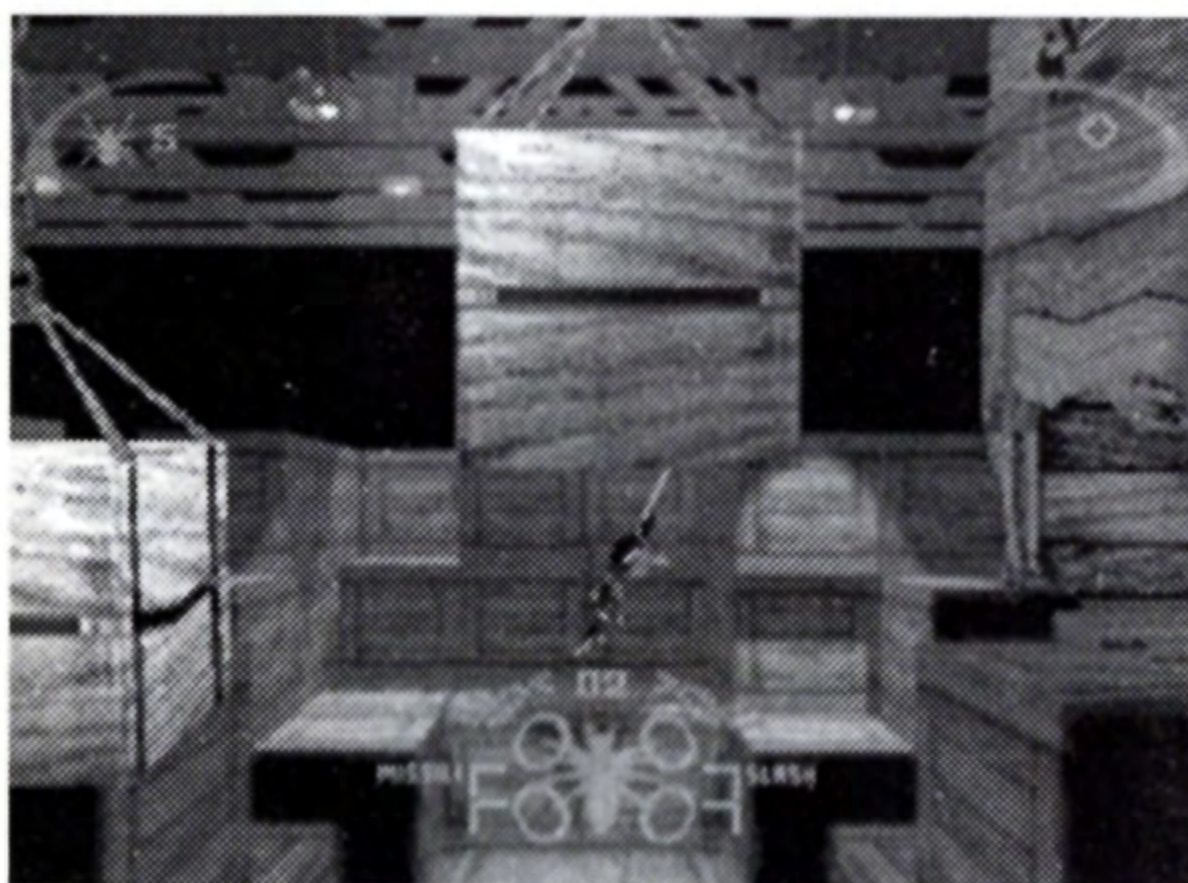


SPIDER CRAWLS & CLIMBS!

Press the **Directional buttons**  ,  ,  and  in the direction you want Spider to move. When Spider reaches a wall, ramp or obstacle such as a broken monitor, he'll crawl up and over. He'll also crawl upside down. Use this ability to make Spider search areas you can't see, where power-ups might be hidden.

SPIDER SPINS A WEB STRAND!

1. Spider has a special web-spinning ability .
Press  when Spider is upside down, and he will suspend himself on a glistening web strand.
2. Press  to extend the web. Press  when Spider is hanging if you want to retract the web.
3. Press the **Directional buttons** alternately  and  to make Spider swing on the strand.
4. Use this Spider-pendulum to collect out of reach items or give Spider the "lift" he needs to jump to precarious perches.



Legs: Special weapons

Spider can enhance his chances of success by collecting these powerful weapons. Offensive weapons attach to Spider's 2 front legs, left and right. Defensive weapons attach to his 2 rear legs, left and right. Spider can have up to 4 weapons (2 offensive, 2 defensive) at any time. Picking up an additional weapon replaces the currently inactive weapon.

Special weapons have a certain number of shots. When the last shot is fired, the weapon goes to empty and is replaced with the standard Slash leg, which automatically becomes the active weapon.

OFFENSIVE WEAPONS - FRONT LEGS

Slash - Spider's basic weapon, used to fend off foes at close range. Replace this with more powerful weapons as soon as possible. The Slash returns when its replacement weapon wears out.

Homing Missile - These lethal weapons home into the closest enemy when deployed. When Spider is armed with missiles, a sight appears over the targeted enemy. Each Missile power-up provides 3 shots per load.

Flame Thrower - If you can't beat 'em, burn 'em. This fiery deterrent will toast everything from a fly to a cyber-rat! A meter appears, which empties as you use the weapon. Eventually, you'll run out of juice.

Poisoner - Douses enemies with a toxic green fog. Spider must be at close range when he hoses an enemy, and sometimes it takes a double or triple dose. Like the Flame Thrower, this weapon operates on a juice meter that eventually runs out.

Boomerang - Bashes monsters with satisfying accuracy, either on the initial throw or on the rebound. Then it returns to Spider, ready for the next target.

Electro-Beam - When this weapon is deployed, a sizzling bolt of high voltage blasts everything within range. Some enemies can take a lot of current, so you'll have to hit them multiple times. The weapon is effective until its meter runs dry.

Legs: Special weapons continued...

DEFENSIVE WEAPONS - REAR LEGS

Smart Bomb - Total destruction. Press the defensive fire button (default) to deploy this weapon and cause instant fatality to almost all enemies on screen.

Mine - A stationary land mine that explodes on contact.

Mech Mine - A moving land mine that explodes on contact.



Pick-ups & Power ups



DNA Strands

Collect 100 DNA strands to gain an extra life.



Health Capsules

Collect these to gain additional hit (health) points.



Life Capsules

Collect these to gain additional Spider lives.



Shield

Collect this to make Spider immediately impervious to all damage while the effect lasts. While shielded, Spider is surrounded by a fireproof halo, almost anything he touches explodes, and he takes no injury.

Spider Strategy

- Each weapon has a different effect on different enemies. Experiment to find which weapons are most effective against each enemy.
- Each Sector Area is loaded power-ups, pick-ups and weapons. You may not get them all on your first time through. After clearing an Area, replay it again from the Sector Map to explore avenues you missed before, find secret areas, and gather additional special items.

Credits

BOSS GAME STUDIOS

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Shahril Ibrahim and staff at Boss

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and our friends at Orca Bay, Cindy

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Bolson, Bill Clark, Mike Flemming

and Ian Mathias.

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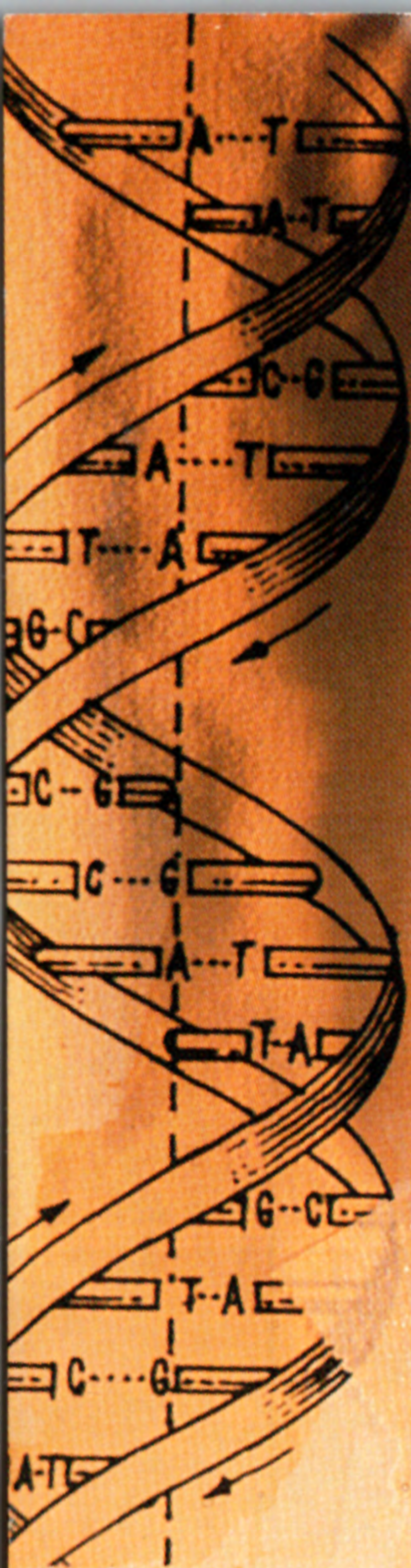
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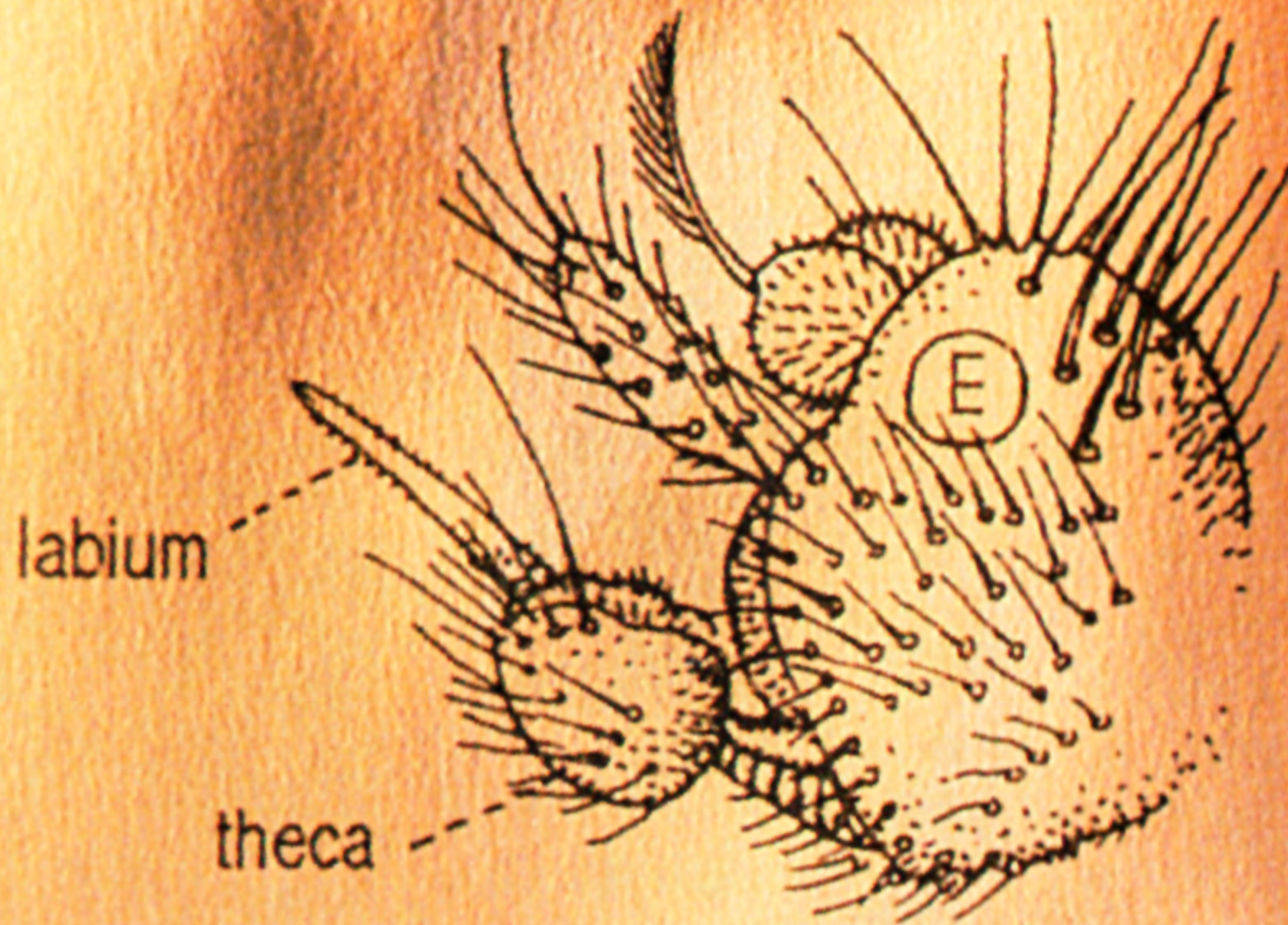
For TAKE-TWO Technical Assistance call: (724) 539-6407. 9am-5pm EST.



FILE COPY



labium
theca



labium
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Figure 3. Heads of two Streblid flies, blood-sucking parasites in the fur of bats.

	9.5	-22.2°	-2.8
1'	9.65	-13.2°	-3.2
C ₃ '	9.2	-7.3°	-2.05
C ₂ '	8.65	+0.4°	-2.8
C ₁ '	8.2	-3.5°	-4.15
	--	--	--

radius

foundation line
of first order
(outer
foundation
line)

Figure 329. D

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