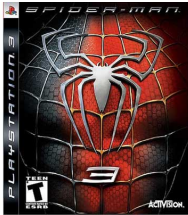


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By: Andrei Dumitrescu, Games Editor



[Spider-Man 3 Unlockables and Glitches \(PS3\)](#)

Play as the new Goblin

Spider-Man 3 is a video game based on the Spider-Man 3 film. It was released on May 4th, 2007.

The scenario draws from the film, Spider-Man comics and the Marvel Universe. The game features nine villains on the PS3, Xbox 360, and PC, five villains on the GBA and DS, and eight on the Wii, PlayStation Portable and PlayStation 2, including the movie's primary villains Venom, New Goblin, and Sandman.

Many gameplay elements have been added and revised for this title in the series:

- Manhattan is much bigger than in Spider-Man 2, and the game features over 20 miles of sewers and subways, although only in the PS3, Xbox 360 and PC versions of the game.
- Spider-Man has a brand-new combat system that was worked from the ground up and includes more aerial moves and web attacks. The PS3/PC/360 versions of the game feature more moves than the PS2/Wii/PSP versions of the game. For the Wii, the motion sensors are used during combat: the Wii Remote is used as Spider-Man's fists and the Nunchuk is used to dodge attacks.
- In the Wii version, the motion sensors are also used for web-slinging, as well as combat. The Wii Remote and Nunchuk are used as Spidey's right and left hands respectively. It is possible to switch to a left-handed mode, so that the Wii Remote is used as Spidey's left hand, in the options menu.
- Part of the game puts the player in control of the Black Suited Spider-Man where Spider-Man's combat system has more brutal moves and a "Rage" system that allows for more aggressive moves.
- The game features cineractives that are button sensitive. Game director Chris Archer explained that all the gameplay is playable, including what would be included as a cinematic.
- The Nintendo DS versions has a 100% touch screen combat system with only the d-pad being used for moving Spider-Man.

[\(Wikipedia\)](#)

UNLOCKABLES

Completion bonuses

Successfully complete the game as Spider-Man to unlock Symbiote Spider-Man's story mode and Arena mode.

Successfully complete the game to unlock the Arena mode option in the Extras menu.

Collect all 50 Black Spider Tokens to get the black Spider-Man suit to wear whenever

desired for as long as you want.

Play as the New Goblin (Collector's Edition)

Defeat the New Goblin in his first battle to unlock him as a playable character.

GLITCHES

Play as pedestrian Peter Parker

When there is a mission available for the Daily Bugle, go to it. Go inside the building and talk to Robbie. When he assigns you a project, leave the building and go back in. You will notice the nav point is now showing up from inside the building. Wait up to seven minutes inside the building. You will get a mission failed (you wasted too much time, Eddie has taken your job). You have two options, "Retry" or "Do something else". Select "Do something else" and you should then appear on top of the Daily Bugle as Peter Parker. Walk over to the race on top of the building, but do not start it. When you get the "Press X to start mission" message, you will now have the ability to use X, which is punch. Walk over to the edge of the building and hold Forward and do uppercuts until Peter falls off the building. You are now Peter Parker in the city. All you can do is run around and punch or web. To exit this mode, die. When you respawn on top of the building, go in the Daily Bugle and come back out. Note: This was only tested as Dark Spider-Man, but should work for both forms.

Missing people

There are times when people may appear as exclamation points and they cannot get hurt.

Mismatched voices

Some civilians are gender/race confused. They will talk to you with voices that will not match their appearance.

Here's a game trailer: