GAMER GUIDE

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WHAT IS IT?

Marvel's Spider-Man: *Miles Morales* is a 2020 action-adventure game developed by Insomniac Games and published by Sony Interactive Entertainment. Based on the Marvel Comics character Miles Morales, it is inspired by both the character's decade-long comic book series and the 2018 animated film *Spider-Man: Into the Spider-Verse*.

The game is a spin-off and successor to 2018's *Marvel's Spider-Man*. The narrative focuses on Miles' struggle to balance the duties of his civilian persona as well as his role as the second Spider-Man when his new home, Harlem, is threatened by a war between the Roxxon Energy Corporation and a high-tech criminal army called the Underground, led by the mysterious Tinkerer.

BREAKDOWN THE BASICS

Mechanics

Gameplay is presented from the third-person perspective with a focus on Miles' traversal and combat abilities. Miles can freely move around New York City, interacting with characters, undertaking missions, and unlocking new Gadgets and Suits by progressing through the main story or completing various tasks and challenges.

Outside the main story, the player is able to complete side missions to unlock additional content and collectible items.

Combat

Combat focuses on chaining attacks together as well as using the environment and web-based attacks to incapacitate numerous foes while avoiding damage. These are the general combat scenarios you will find yourself in.

Hand-to-hand combat

- You execute basic attacks by pressing a defined button. Chaining basic attacks four times in a row results in a series of blows, with the last hit knocking an enemy back. Remember that knockbacks may not work on stronger enemies and Bosses.
- While in close proximity to an enemy, pressing the defined button will perform a Web Strike. Miles will then fly up and strike his opponent. If you hold the defined button longer you will pull and turn the person running at you. If your opponent is equipped with a weapon of any kind, pressing down the defined button will cause you to snatch it from them, making a circle with it and knocking down all enemies in the vicinity.
- To perform a Web Throw, fire several projectiles from the Web Launcher and then hold down the defined button. The enemy will be ejected and taped to the wall.
- Attack an enemy with a single punch and then hold down the defined button to throw them in the desired direction. Opponents within striking range will be knocked down.
- You can also use items in your environment. Hold down defined buttons to throw a smaller item. Large objects can be brought down on the enemy.

Fight in the air

- Hold down the defined button to throw the enemy up in the air and start a fight in the air. You can also jump by pressing the defined buttons to attack the enemy with a swing kick.
- While in the air, you can perform Air Yank, holding down the defined button to draw your opponent to you. As they fall, hold down the defined button again to perform an Air Throw.
- Use the defined button to throw a punch, then press the defined button to knock yourself away from your opponent and start fighting from the air. This is a good way to avoid charging enemies.

Dodge

- Your spider senses will inform you of an incoming attack. Press the defined button to perform a quick dodge. If the warning lights up red, pressing the defined button at the last moment will score you a Perfect Dodge, causing you to be temporarily invulnerable and briefly slowing down time. Jumping after dodging increases the distance travelled. This is useful when avoiding long range attacks.
- Hit an enemy or perform a Web Strike, then press the defined button to dodge and slide between their legs. You will then be able to continue the attack from behind.
- Standing next to a wall, dodge towards it, then press the defined button to jump out and hit several enemies at once. This way you will perform an Off the Wall Attack.

Skills

Miles has a wide range of Skills that he can learn throughout the game. They can be separated into the following four categories:

- Challenge
- Combat
- Venom
- Camouflage

There are two methods for unlocking your Skills in *Miles Morales*. For Challenge Skills, you need to complete specific training missions located around the game world. Do these missions as soon as you can. Some of these Skills are invaluable early on in the game.

The second and most common method of unlocking Skills is through Skill Points, which you'll use for Camouflage, Combat, and Venom Skills. When you level up as Miles, you'll earn a Skill Point — up to the max level of 20. There are 24 Skills and each — except the first — costs a single Skill Point.

Challenge

You can earn these Challenge Skills by completing the Spider-Training missions for Peter.

- **Spin Cycle:** When throwing an enemy, rapidly press the defined button during the throw to continue spinning them.
- **Payback:** Press the defined button after a Perfect Dodge against rifle and pistol shots for an instant Takedown
- **Air Marshal:** Air attacks deal additional air damage and generate more Venom
- **Point Launch Boost:** Press the defined button on contact when zipping to a point to massively boost Point Launch distance
- **Quick Recovery:** After landing, press the defined button during a roll to launch back into the air
- **Quick Zip:** Web zip with the defined button a second time without losing altitude
- **Silent Step:** Enemies take longer to detect you in stealth
- **Scare Tactics:** Stealth Takedowns generate more Venom
- **Surprise Attack:** Upgrades Web-Strike Takedown so nearby enemies are knocked back

Combat

These Skills upgrade your combos and give you new non-Venom moves.

- **Energy Syphon:** Increases the rate of Bio-Electric Power generation from attacking and dodging, raising the amount in the Venom Bar
- **Web Yank Opportunist:** Hold the defined button to perform a Venom Yank attack after sending an enemy flying from a melee combo or Venom attack
- **Spread the Love:** Venom Stunned enemies knocked into other enemies will transfer their Venom Stun

- **In for a Shock:** Venom Stunned enemies take 50% more damage from basic attacks
- **Trained Technique:** Allows a second Finisher to be banked. Reduces combo requirement for a second Finisher to 10. Special enemies can be defeated with two Finishers
- **Gunslinger:** Hold the defined button to yank and throw guns imbued with Bio-Electric Power. They will explode on impact, Venom Stunning and knocking enemies down.
- **Final Countdown:** Finishers generate 40% of a Venom bar
- **Let's Go! (New Game+ only):** Allows a third Finisher to be banked

Venom

These Skills give you new Venom abilities and increase the potency of your existing attacks.

- **Venom Smash:** Press the defined buttons to perform a Venom Smash that will damage and Venom Stun surrounding enemies
- **Venom Jump:** Pressing the defined buttons launches nearby enemies into the air, disarming and Venom Stunning them
- **Floodgate:** Increases the range of Venom Punch splash damage, which allows more enemies to be Venom Stunned on impact
- **Synaptic Breakdown:** Double the length of time enemies are Venom Stunned
- **Miles Smash:** Increases the Venom Smash's area of effect
- **Venom Dash Launcher:** Press the defined button when landing on an enemy during Venom Dash to perform a free Venom Jump, launching enemies into the air.
- **Venom Rocket:** Off the Wall attacks cause Venom Stun on impact. This can happen only once every five seconds.
- **Bio-Electric Intrinsics (New Game+ only):** Mega Venom Blast automatically triggers before a fatal hit at no cost. Can happen only once per combat encounter.

Camouflage

The Camouflage Skills impact your invisibility, giving you some unique moves and increases your actions while Camouflaged.

- **Concealed Presence:** Camouflage Energy refills 20% faster
- **Measured Response:** Attacking while Camouflaged costs less Camouflage Energy
- **Never See It Coming:** Venom Punch does bonus damage when used while Camouflaged
- **Unseen Strike:** When defeating an enemy with Venom attacks, the final blow doesn't cost Camouflage Energy
- **Patient Spider:** Increases the maximum amount of Camouflage Energy, allowing you to remain invisible longer
- **Blinding Light:** Press the defined buttons while Camouflaged to trigger a blinding flash of light that reveals you and stuns surrounding enemies
- **Web Cocoon Bomb:** Press the defined buttons to yank down stealth cocooned enemies, causing them to impact the ground and web up nearby enemies
- **Unseen Force (New Game+ only):** While Camouflaged, the combo counter no longer resets, and a bonus combo point is generated per attack

Suits

What's a *Spider-Man* game without Suits? Like the previous entry Miles has access to an array of Spidey Suits, for the most part these are basically costumes with no real gameplay difference between them however unlocking a Suit will give you Suit and Visor mods which can have gameplay effects. Below is a list of all currently available Suits:

- Sportswear Suit
- Great Responsibility Suit
- Homemade Suit
- T.R.A.C.K Suit
- Animated Suit
- Brooklyn Visions Academy Suit
- Crimson Cowl Suit
- S.T.R.I.K.E Suit
- The End Suit
- *Miles Morales* 2099 Suit
- Into The Spiderverse Suit
- Classic Suit
- Uptown Pride
- Winter Suit
- *Miles Morales* 2020 Suit
- Programmable Matter Suit
- Purple Reign Suit
- Bodega Cat Suit
- Spider Training Suit

Mods

Like in the previous title these are abilities that are unlocked through Suits which provide various abilities, buffs or other effects for Miles. At first you will only have one slot for Visor and Suit Mods each but another can be unlocked at level 10 and 8 respectively. Below is a list of all the Mods.

Visor Mods:

- Optic Triangulation
- Perfect Sight
- An Eye For Supplies
- Eyes on Target
- Residual Venom
- Eyes in the Back of my Head
- Trick Master
- Untrackable
- Ghost Strike
- Reclaimer
- Venom Overclock
- BAM! POW! WHAM!
- Threat Sensors

Suit Mods:

- Unbreakable
- Untouchable
- Induction Mesh
- Venom Momentum
- Hidden Fury
- Deep Pockets
- Zap Slap
- Power Pitch
- Venom Suppression
- Resistance
- Steady Focus
- Stronger Webs
- Power Transfer
- Vibe the Verse
- Venom Shield
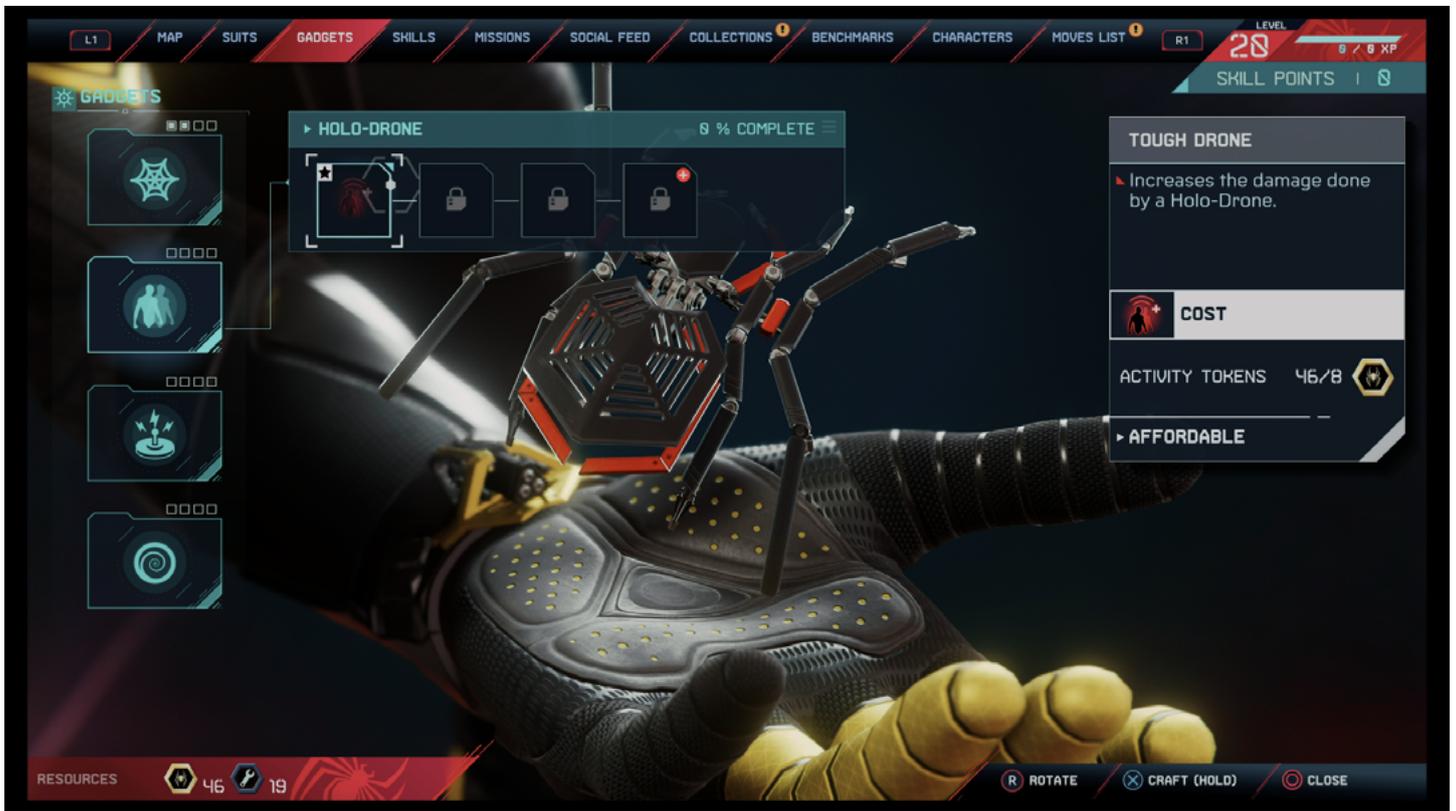
Gadgets

Unlike the previous title, Miles only has 4 different Gadgets to play around with. 2 are unlocked via story progression and the other 2 are unlocked at the start. All Gadgets have 4 upgrades with the final upgrade for each type being locked to the New Game+ mode which you unlock after finishing the game the first time.

The third upgrade slot requires 12 Activity Tokens and 1 Tech Part (per Gadget), and the first two slots for both need 8 and 10 Activity Tokens per Gadget. The 4 Gadgets are as follows:

- **Web-Shooters:** Fire webbing at enemies to stick them onto walls or the ground; can also be used to throw or spin them around.
- **Holo-Drone:** Provides a temporary ally to fight alongside you and distract large groups of enemies.
- **Remote Mine:** Fires a mine that can be triggered remotely, which damages and electrifies enemies.
- **Gravity Well:** Creates a gravity well that pulls enemies together, knocks them down and makes them vulnerable to Venom attacks.

Environment

Miles Morales is your typical *Spider-Man*, protecting the metropolis that is New York City. In this iteration of the game, here is the full list of Districts that you will find yourself playing in:

- Central Park
- Chinatown
- Financial District
- Greenwich
- Harlem
- Hell's Kitchen
- Midtown
- Upper East Side
- Upper West Side
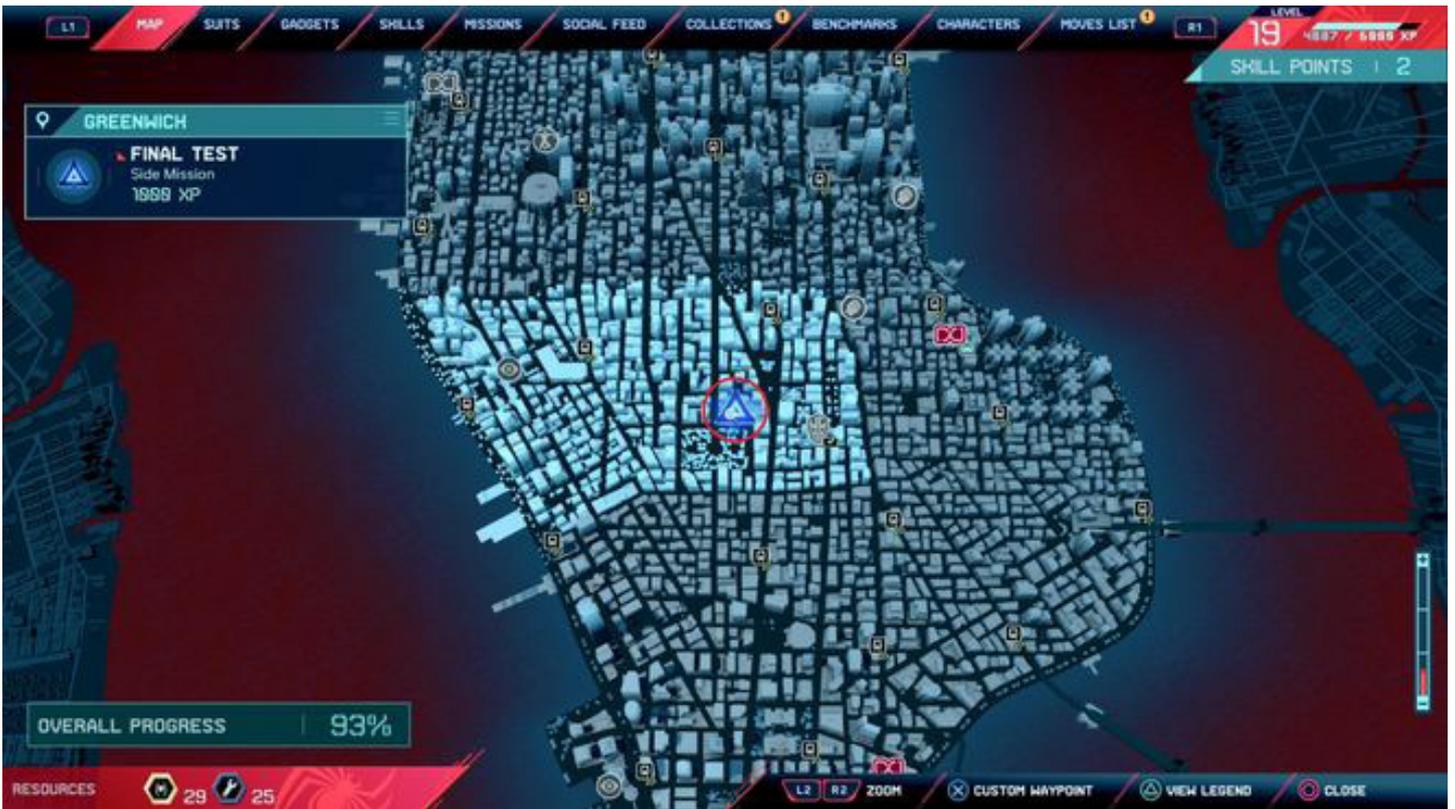
TIPS & TRICKS

Miles Morales is a fairly similar experience to Insomniac's first *Spider-Man* game, although there are some key differences that may throw experienced players from the first game off at first. Of course, there are also brand new players that are jumping into Miles' adventure without ever having played its predecessor. No matter which group you fall into, here are some tips and tricks to get you web-slinging like a pro in no time.

Make use of your Venom powers

The biggest change you'll notice when playing *Miles Morales* comes with the new Venom powers. These abilities do not actually refer to the well-known villain Venom, so don't expect to change appearance or slime enemies with black goo – instead they allow Miles to attack and stun enemies with bioelectric shocks.

If you're already a veteran of the 2018 title, you may be tempted to stick to the techniques you know, but the Venom attacks are both powerful and fun to use. You're also going to need to use them to survive, as Miles is designed around them – enemies come in larger quantities than before and many have shields that require a Venom attack to break.

Generate Venom energy by dodging frequently and building up combos against weaker enemies, then take it to the heavier enemies with a well-placed Venom Punch or Venom Smash that stuns all the enemies around you. Stunned enemies take increased damage, so once you've hit them with a Venom attack press your advantage and go in for the kill.

Focus on upgrading your Venom powers in the Skill tree

Right away, make sure to grab the Venom Smash, Venom Jump, and Synaptic Breakdown Skills from the Venom tree, then make sure to grab the Energy Syphon, In For a Shock and Spread the Love Skills from the Combat tree. Once you get those, you're pretty well set up and can decide where you want to go from there.

Hunt down the Challenge Skills as quickly as you can

Not all of Miles' new Skills are unlocked via the Skill tree. Some are unlocked by completing various challenges set up by Miles' mentor Peter Parker around the map. These challenges unlock some pretty key traversal abilities, including Point-Launch Boost, Quick Zip, and Quick Recovery, as well as some helpful combat Skills, including Payback, which lets you instantly takedown ranged enemies after a perfect dodge. Whenever you see one of these challenges pop up, beeline for it, even if it means ignoring the next big story mission for a few minutes.

Don't forget your Gadgets

Between his traditional Spidey Skills and new Venom powers, Miles has a lot of options for taking down bad guys, but don't overlook his various Gadgets. Some classics return, including your web-shooters and defensive drone, but you also get access to some new toys, like the Gravity Well that essentially sucks enemies together into a black hole.

As in the past, you can upgrade all these Gadgets by spending Activity Tokens and Tech Parts earned by doing sidequests. If you're having trouble with a particular battle, deploying a few Gadgets is often the missing key to success.

CONCLUSION

The reality is, Miles Morale's core story is pretty short. If you focus strictly on it, you can probably blast through in about five hours. That said, the best way to enjoy this game is to spend plenty of time just messing around between main missions. Really get to know Insomniac's beautifully remastered New York City, pump up Miles' abilities so fights are properly empowering. Get out and see the neighbourhood, Spidey.