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Senior Guides Co-ordinatorManaging Editor, Hardware Senior Entertainment WriterSenior Entertainment WriterCommissioning Editor, Hardware Advertising Wikimedia list article Numerous video games featuring the popular Marvel Comics superhero Spider-Man have been officially released. To date, Spider-Man has appeared on over 15 gaming platforms, including apps on mobile phones. Overview Overview of Spider-Man video games Title Release Platforms Developer Publisher Spider-Man 1982 Atari 2600, Magnavox Odyssey 2 Atari Parker Brothers Questprobe featuring Spider-Man 1984 Amstrad CPC, Apple II, C-64, C-16, Atari 8-bit, ZX Spectrum, PC Adventure Int. Adventure Int. The Amazing Spider-Man and Captain America in Dr. Doom's Revenge! 1989 MS-DOS, Amiga, Atari ST, Amstrad CPC, ZX Spectrum, C-64 Paragon Medallist The Revenge of Shinobi Genesis, Mega-CD Sega Sega The Amazing Spider-Man 1990 Amiga, MS-DOS, C-64, Atari ST Oxford D.E. Paragon The Amazing Spider-Man Game Boy Rare LJN/Nintendo Spider-Man vs. The Kingpin Sega Genesis, Sega Master System, Sega CD Technopop Sega The Punisher: The Ultimate Payback! 1991 Game Boy Krome Studios Melbourne Acclaim Entertainment Spider-Man: The Video Game Arcade Sega Sega The Amazing Spider-Man 2 1992 Game Boy Bits Studios LJN Spider-Man: Return of the Sinister Six NES, Master System, Game Gear LJN/Eyeline Edge Spider-Man and the X-Men in Arcade's Revenge SNES, Genesis, Game Gear, Game Boy Software Creations The Amazing Spider-Man 3: Invasion of the Spider-Slayers 1993 Game Boy Bits Studios LJN Spider-Man and Venom: Maximum Carnage 1994 SNES, Genesis Sega Software Creations The Amazing Spider-Man: Lethal Foes 1995 SNES Argent, Epoch Co., Ltd. Epoch Co., Ltd. Venom/Spider-Man: Separation Anxiety DRES, Genesis Software Creations Acclaim Entertainment Spider-Man Western Technologies LJN/Acclaim Entertainment The Amazing Spider-Man: Web of Fire 1996 Sega 32X BlueSky Software Sega Spider-Man: The Sinister Six MS-DOS Brooklyn Multimedia Byron Preiss Multimedia Spider-Man 2000 PlayStation, Game Boy Color, Nintendo 64, Dreamcast, Microsoft Windows Neversoft / Vicarious Visions (DS, PSP) Ultimate Spider-Man 2005 Game Boy Advance, GameCube, Microsoft Windows, PlayStation 2, Xbox Treyarch / LTI Gray Matter (PC) / Digital Eclipse (GBA) Spider-Man 2 2004 Game Boy Advance, GameCube, Microsoft Windows, PlayStation 2, Xbox, N-Gage, Mac OS X, Nintendo DS, PlayStation Portable Treyarch / Digital Eclipse (GBA, NGE) / Foundation 9 Entertainment (PC) / Aspyr (Mac) / Vicarious Visions (DS, PSP) Ultimate Spider-Man 2005 Game Boy Advance, GameCube, Microsoft Windows, PlayStation 2, Xbox, Nintendo DS Treyarch / Beenox (PC) / Vicarious Visions (DS, GBA) Spider-Man: Battle for New York 2006 Nintendo DS, Game Boy Advance, Mobile Torus Games Spider-Man 3 2007 Game Boy Advance, Microsoft Windows, Nintendo DS, PlayStation 2, Wii, Xbox 360, PlayStation 3, PlayStation Portable Vicarious Visions / Treyarch (X360, PS3) / Beenox (PC) Spider-Man: Friend or Foe Microsoft Windows, Nintendo DS, PlayStation 2, Wii, Xbox 360, PlayStation Portable Ne Level Games / Beenox (PC) / Behaviour Interactive (DS, PSP) Spider-Man: Web of Shadows 2008 Microsoft Windows, Nintendo DS, PlayStation 3, PlayStation Portable, Wii, Xbox 360 Shaba Games and Treyarch / Griptonite Games (DS) / Amaze Entertainment (PS2, PSP) Spider-Man: Toxic City 2009 Mobile Gameloft Marvel Comics Spider-Man: Shattered Dimensions 2010 Nintendo DS, PlayStation 3, Wii, Xbox 360, Microsoft Windows Beenox / Griptonite Games (DS) Activision Spider-Man: Edge of Time 2011 Nintendo 3DS, Nintendo DS, PlayStation 3, Wii, Xbox 360 Beenox / Other Ocean Interactive (DS) The Amazing Spider-Man 2012 Nintendo 3DS, Nintendo DS, PlayStation 3, Wii, Xbox 360, Android, iOS, Microsoft Windows, Mobile, Wii U, Windows Phone, PlayStation Vita Beenox / Other Ocean Interactive (DS) / Gameloft (AND, iOS, MOB, WP) / Mercenary Technology (Vita) Ultimate Spider-Man: Total Mayhem 2013 iOS, Android Gameloft Gameloft Spider-Man Unlimited iOS, Android, Windows Phone The Amazing Spider-Man 2 2014 Android, iOS, Microsoft Windows, Nintendo 3DS, PlayStation 3, PlayStation 4, Wii U, Xbox 360, Xbox One Beenox / Gameloft (AND, iOS) / High Voltage Software (3DS) Activision Marvel's Spider-Man 2018 PlayStation 4, PlayStation 5, Microsoft Windows Insomniac Games Sony Interactive Entertainment Marvel's Spider-Man: Miles Morales 2020 Marvel's Spider-Man 2 2023 PlayStation 5 1980s The Marvel Comics superhero Spider-Man was created by Stan Lee and Steve Ditko and first appeared in Amazing Fantasy #15 (August 1962). By the late 1970s, Spider-Man had become a successful franchise. At this time the fictional character had already featured in the animated series Spider-Man, a segment on the children's television series The Electric Company (called Spidey Super Stories), and the live action prime time series The Amazing Spider-Man. As a result of the success, Marvel Comics licensed the character into a stream of electronic games. Spider-Man was quickly growing in popularity because of his simplistic Spider-Style costume, he was also the favorite character of Stan Lee and soon he was one of the most loved Marvel fictional characters. Atari 2600 (1982) See also: Spider-Man (1982 video game) In 1982, Parker Brothers published a game for the Atari 2600 (and its clone system, the Sears Video Arcade) titled Spider-Man. The action game involves climbing a skyscraper, capturing criminals[1] and defusing a bomb set by the Green Goblin. It supports two players. The game is similar to the 1980 arcade video game Crazy Climber. It is a variation on its gameplay format, with added web shooting and swinging abilities.[2] Questprobe (1984) In 1984, Scott Adams released the second in the Questprobe series of text adventure games. The second in the series was the first Questprobe Spider-Man, and involved Spider-Man hunting for a series of gems at the behest of a mysterious character named the "Chief Examiner". The game was ported to the Commodore 64,[3] Commodore 16,[4] Atari 8-bit family,[5] ZX Spectrum,[6] PC, Amstrad CPC, and the Apple II. This was a first-person-perspective graphical adventure game, with commands entered textually. The Amazing Spider-Man and Captain America in Dr. Doom's Revenge! & The Revenge of Shinobi (1989) See also: The Amazing Spider-Man and Captain America in Dr. Doom's Revenge! and The Revenge of Shinobi (1989 video game) In 1989, Spider-Man and Captain America in Doctor Doom's Revenge was released for PC DOS, Amiga, Atari ST, Amstrad CPC, ZX Spectrum and Commodore 64.[7] The game was written by Paragon Software Corporation, and published by Medallist (a subsidiary of MicroProbe). The story of the game is told in a series of comic panels, with the game play similar to that of Street Fighter: The player, as either Captain America or Spider-Man, battles villains one-on-one until facing Doctor Doom. In December 1989, The Revenge of Shinobi was released on the Mega Drive/Genesis. The game's boss battles feature comic book characters including Spider-Man and Batman, as well as famous movie characters, including Terminator and Godzilla, and even Rambo as normal-stage enemy. Initially, Spider-Man was included without consent from Marvel, but another version was released, this time with the copyright message shown in the beginning of the game, giving credit to Marvel, and editing the looks of Batman, Rambo and Godzilla, so avoiding a possible lawsuit; a Sega CD version was released, being derived from the altered version. 1990s In the 1990s, comics enjoyed a boom, and the early 1990s saw a myriad of video games based on high-profile comic story lines and the 1994 Spider-Man: The Animated Series. Home computers See also: The Amazing Spider-Man (1990 video game) The Amazing Spider-Man was the first game of the decade released, a puzzle oriented action game developed by Oxford Digital Enterprises and released in 1990 for the Amiga and ported to MS-DOS, Commodore 64, and Atari ST. The title was published by Paragon Software Corporation and features over 250 screens.[8] Game Boy The Amazing Spider-Man, developed by Rareware and released in 1990 was the first in a trilogy for the newly introduced Game Boy. The game was published by LJN (a subsidiary of Acclaim), the first of a series of games published based on licensed Marvel characters. The game play involves running across New York chasing supervillains to locate Mary Jane Watson.[9] The Amazing Spider-Man 2 was developed by Bits Studios and released in 1992. The game is a side-scrolling beat-'em up. Spider-Man attempts to clear his name after he is accused of a crime committed by the Hobgoblin. Spider-Man 3: Invasion of the Spider-Slayers, the third in the series, was released in 1993 by Bits Studios. The Ultimate Payback! by Australian company Beam Software was released in 1991 for the Game Boy. The game is much like Operation Wolf, with the Punisher shooting villains while protecting the innocent. Spider-Man appears between the action to offer advice on how to beat upcoming levels and swings in to rescue hostages once their captors have been shot. Games for the Sega family of consoles The Amazing Spider-Man vs. The Kingpin, developed and published by Sega and released in 1990, was the first game featuring Spider-Man on Sega consoles. The game premiered on the Master System and Genesis in 1991, followed by the Game Gear in 1992, and to the Sega CD in 1993. Fundamentally, the game is the same on each platform with each iteration including new levels, enhanced graphics and a few incremental improvements to the game play. The story involves Spider-Man trying to collect six keys from six villains to defuse a bomb in New York planted by the Kingpin. Spider-Man has a finite supply of web fluid and the only way to replenish it is to take photos, most profitably of the supervillains, to sell to the Daily Bugle. Spider-Man: The Video Game was released in 1991 for coin-operated arcades. Developed by Sega on Sega System 32 hardware, the game is a four-player, platform beat-'em-up similar to Data East's Captain America and the Avengers released the same year. The player plays as Spider-Man, Black Cat, Namor the Sub-Mariner, or Hawkeye, with the game divided into four acts. The NES game, Spider-Man: Return of the Sinister Six, Nintendo Entertainment System Spider-Man: Return of the Sinister Six developed by B.I.T.S. and released in 1992 for the Nintendo Entertainment System was the first game featuring Spider-Man on the NES. It was an action platform game that involved Spider-Man swinging across various levels to defeat each one of the Sinister Six; Electro, Sandman, Mysterio, Hobgoblin, Vulture and Doctor Octopus. Ports to the Master System and Game Gear followed in 1993. Genesis and Super NES Spider-Man/X-Men: Arcade's Revenge, the first Spider-Man cross platform game, was released on the Super Nintendo Entertainment System and Sega Genesis. It was first developed for the Super NES in 1992 by Software Creations (who went on to produce several games for Marvel) and published by LJN. The game was later ported to the Genesis in 1993. The game involves rescuing four of the mutant superhero X-Men (Wolverine, Cyclops, Storm, Gambit) from an assassin named Arcade. The player must navigate Spider-Man in search of the captured heroes (who join Spider-Man when found), fighting a variety of super villains. Software Creations later adapted the game to the Game Boy in 1993 and to Game Gear in 1994. Spider-Man and Venom: Maximum Carnage, released on Super NES and Genesis in 1994, was the first one of two major Marvel comic book storyline adaptations by Software Creations. Venom/Spider-Man: Separation Anxiety released in 1995 for Super NES, Genesis and PC was the sequel. Both games are side scrolling beat-'em up action games where the player controls either Spider-Man or Venom, fighting various villains from the comic book plotlines. Spider-Man from 1995, was developed by Western Technologies and published by Acclaim on the Genesis, and by LJN on the Super NES. It marked the beginning of a range of software incorporating elements from the Spider-Man cartoon. The game is a side scrolling action platformer. The Super NES game features six levels, five bosses, and fourteen sub-bosses. The Genesis game features five levels, five bosses, and thirteen sub-bosses. The game also features the Fantastic Four. Super Famicom The Amazing Spider-Man: Lethal Foes was released in 1995 for the Super Famicom exclusively in Japan, very loosely based on the mini-series The Lethal Foes of Spider-Man. Tiger's LCD games Over the years Tiger Electronics released several handheld LCD Spider-Man games.[10] Spider-Man Cartoon Maker Spider-Man Cartoon Maker, released in 1995 by Knowledge Adventure, is a software package that allowed the user to create films by utilizing an archive of backdrops, animations and props from the Spider-Man animated series. The game featured the voice of Christopher Daniel Barnes, who played Spider-Man in the series, Marvel CD-ROM Comics featuring Spider-Man That same year Marvel attempted to release classic comic books onto CD-ROM. Only four were ever produced, based on Spider-Man, the X-Men, Iron Man and the Fantastic Four. The Spider-Man one titled, Marvel CD-ROM Comics featuring Spider-Man included animation from the series, trivia games, and four complete issues of the comic narrated by Christopher Daniel Barnes. Capcom's arcade fighting game Marvel Super Heroes for the CPS II arcade hardware was a result of the success of Capcom's fighting game X-Men: Children of the Atom. It was developed by Capcom, released in 1995, ported to Sega Saturn, PlayStation and MS-DOS and features Spider-Man as a playable character. Marvel Super Heroes: War of the Gems, an unrelated action game, was released for the SNES in 1996. The game involves utilizing each of the Marvel superheroes through each of their levels to collect one of the Gems needed to complete the game. The SNES features Iron Man, Captain America, Hulk, Wolverine, and Spider-Man. After Children of



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