5. GAME VARIATIONS

Spider Web has three main variations determined by which joystick presses the button on the title screen.

A. SINGLE PLAYER
This variation is selected by pressing the button on the joystick plugged into the *Left Controller* jack. Only one joystick controller is required.

The joystick determines the movement and direction of fire of the player. The button on the joystick fires projectiles from the player and can be held down to rapidly fire.

This variation can prove to be more difficult because the player is required to both evade and stun bugs using the same directional input while also avoiding the swatter.

B. TWIN-STICK
This variation is selected by pressing the button on the joystick plugged into the *Right Controller* jack. It is required that two joystick controllers be plugged into the *Left Controller* and *Right Controller* jacks and that both joystick controllers are placed firmly on a steady surface.

One player uses both joysticks at the same time, the joystick plugged into the *Left Controller* jack to control the movement and the joystick plugged into the *Right Controller* jack to control the firing direction of the player. Button presses are not required to control the player in this variation.

This variation can make evading and stunning bugs easier for a single player by controlling movement and firing independently.