

= Spider @-@ Man Unlimited (video game) =

Spider @-@ Man Unlimited is an endless runner video game developed and published by Gameloft based on the Marvel Comics superhero Spider @-@ Man . The player controls the title character and his alternate versions during his fight against the members of the Sinister Six and their multiverse counterparts . The game 's main mode features definitive goals in contrast to the traditional aim of running as far as possible . The game is also known for having regular , special , time @-@ limited , community events .

First announced in June 2014 , Spider @-@ Man Unlimited was released for Apple iOS , Android and Windows Phone on September 10 , 2014 . Starting in October 2014 , Gameloft released seven updates that added new chapters to the story mode , Spider @-@ Men and Spider @-@ Women , enemies , events and stages . Since its release , it has been downloaded 30 million times and has been well received by gaming critics . Reviewers praised the game 's controls , sound , animation and the variety of characters , while criticizing its energy system , which they considered a limit to the playability .

= = Plot = =

After Spider @-@ Man defeats a figure known as the Gold Goblin , Nick Fury tells him the Green Goblin has used a portal to assemble a multiverse Sinister Six and plans to take over Spider @-@ Man 's dimension . S.H.I.E.L.D. then used the portal to assemble alternative versions of Spider @-@ Man and other spider @-@ powered heroes like Spider @-@ Girl , Spider @-@ Ham , and Spider @-@ Man 2099 to aid in the battle . Spider @-@ Man pursues the Green Goblin and his alternative versions . After he defeats the alternative Goblins , Spider @-@ Man fights various versions of Vulture , Electro , Sandman , Doctor Octopus , and Mysterio , as well as the Sinister Soldiers ? armored soldiers working for the multiverse Sinister Six .

= = Gameplay = =

Spider @-@ Man Unlimited is an endless runner game in which Spider @-@ Man runs across New York rooftops , including that of the Oscorp building , as well as Sinister Six spaceships and a giant Doctor Octopus machine , as he dodges obstacles , defeats enemies , and collect power @-@ ups and vials . Regular enemies are defeated by slide attacks and punches , while bosses requires the player to fling projectiles at them . Players earn combos by overthrowing enemies ; almost hitting an obstacle or going through a ring also increases the player 's combo count . Sections in which Spider @-@ Man swings through streets , climbs the sides of buildings and free @-@ falls from buildings are interspersed with the running portions of the game .

The game has a story mode that , in contrast to traditional endless runners , features definitive goals ? for example defeating a predetermined number of enemies , collecting random items , reaching a specific point , or defeating the boss . It is divided into chapters , called " issues " , each having 5 main missions that end with a boss fight , and various side missions . Some missions can only be completed by a specific version of Spider @-@ Man . Others were restricted to characters of a certain level ; but with the third update , it was modified to require a certain amount of " Spidey Power " , or the player 's team multiplier . By completing missions , the player can win experience points to reach the next level and in @-@ game currency : regular vials or rarer ISO @-@ 8 . Players can improve their power @-@ ups and buy alternate versions of Spider @-@ Man by spending vials .

To get a new version of Spider @-@ Man as a " card " , players can use their vials or ISO @-@ 8 to open portals to an alternate dimension from which a randomly selected Spider @-@ Man arrives . Each card can be leveled up and has a star rating called the level cap . To level up a card , players can earn experience points during a run . A card can also be sacrificed to level up another , and by fusing two equal cards , players can increase a card 's level cap . By using vials , which usually gives players a 3- or 4 @-@ star character , players have a small chance of acquiring a rare version

of Spider @-@ Man , while ISO @-@ 8 ensures they get a rare one . Each card has a score multiplier that is raised once a Spider is leveled up and a special ability . For example , Spider @-@ Armor increases by 30 % the score earned by running . Each card occupies a character slot , of which six are available . Players can unlock slots by completing an issue , or can buy it using vials and , as the price increases , ISO @-@ 8s .

In addition to the story mode , the game features an unlimited , de facto endless runner @-@ style mode and time @-@ limited events , both of which are score @-@ based games . The leaderboard of the unlimited mode awards prizes based on daily rank . In events , players can compete against other players and win rewards ; players earn the Spider @-@ Man featured in that event by ranking at certain positions on the leaderboard or reaching certain objectives . The seventh update added an alliance mode for online players ; it is a territorial competition to gain the possession of New York streets , in which a player can join an alliance or create one 's own to confront other 's alliances . Additionally , players can complete extra missions called " Spidey Ops " , in which one or more characters , up to a maximum of six , become unavailable for a set period of time ; when they return they gain experience and vials .

The game 's energy system gives players 5 energy points at the start . Beginning a run in any mode costs one point , and it takes 10 minutes for a point to recharge . Players can pay to refill energy by spending ISO @-@ 8s . Players can make friends at the leaderboard ; once per day they can send and request 5 energy points , which are stored in their inboxes .

= = Development and release = =

Spider @-@ Man Unlimited was developed and published by Paris @-@ based company Gameloft . Its soundtrack was composed by Pascal Dion , and it was directed by Baptiste Marmey , produced by Steve Melanson , designed by Corentin Delprat , and programmed by Jerome Chen . At a press release on June 6 , 2014 , Gameloft announced it had formed a partnership with Marvel Entertainment and was developing a Spider @-@ Man @-@ based game for smartphones and tablets . Later that month , during the Electronic Entertainment Expo , an announcement trailer was exhibited and the game was made playable . A second trailer was shown at the San Diego Comic @-@ Con International that July . The game was released for iOS , Android OS , and Windows Phone on September 10 , 2014 .

The idea for the game was first conceived as the production team thought that endless runner games were popular but were always too similar . To create an endless runner that would differentiate itself from others in the genre , the staff focused on Spider @-@ Man 's main powers , which originally led to a swinger @-@ only game . However , they found it " a bit boring " , and it was complicated to have boss fights and to add new systems and gameplay styles . Then they reconceptualized the game as a runner with elements of swinging , fighting , wall @-@ climbing , and free @-@ falling . The storyline of the game was created to focus on the Sinister Six and the multiple versions of Spider @-@ Man . Gameloft was allowed to explore other stories such as the Spider @-@ Verse , but they were required to consult with Marvel to decide which were to be featured . The product manager , Tatiana Nahai , was the responsible for choosing among the options and she discusses the ideas with the narrative designer . After the narrative designer creates the main plotline and dialogues , they consult Marvel writer Fred Van Lente for feedback . The same process of having Marvel feedback occurs for the addition of new characters and environments . Environments were created by the level design team , which was responsible for deciding which obstacles or types of boss attacks fit best , based on how distinct they would be from other levels . As new updates were released , new environments like the New York Highline , 2099 New York and snowy New York were added .

The animation techniques for the characters were based on previous Spider @-@ Man games , films and comics . Characters were designed to be balanced and , with this in mind , the production team tried to implement similar abilities for the Spider @-@ Men and Spider @-@ Women , despite giving them different skills . Originally , Marvel only allowed the staff to use 30 characters , but the developers felt it was limited ? only having 1 female character , for example ? and requested more

variety . Requests on their forums , Facebook page , subreddit , and Twitch.tv were also considered , but they always focus on thematic releases ; for example , " Monster Spiders " (Spider @-@ X and Tarantula) or dimensional variations of Spider @-@ Man . Since the inception of the game , the production team planned to add a character with a level cap higher than 100 as they imagined players would eventually master all the available characters . This resulted in the creation of the " Titan " characters to expand the game replay value . To avoid overpowering them and reducing other characters ' value , however , they made Titans difficult to acquire .

As of 2015 , Gameloft was frequently releasing updates to the game . The main reason for adding new updates is to group characters thematically and to synchronize with Marvel Comics . As such , the first update , released in October 2014 , started the " Spider @-@ Verse " storyline ; this remained the main theme until the fourth update , released in April 2015 . The main villains of this storyline , the Inheritors , were faced in the " Great Hunt " event ; first Karn and Morlun , then Daemos and Jennix , and ultimately Solus . The seventh update , released in September 2015 , added events and environments based on the Spider @-@ Island storyline into the game . The eighth , released in October 2015 , continued Spider @-@ Island , and added Renew Your Vows character Annie Parker and costumes from the All @-@ New , All @-@ Different storyline . The game even anticipated the comics when a new Spider @-@ Woman 's costume debuted in the second update , released in December 2014 , before its March 2015 comics debut .

The updates also contribute to the main story mode ; the first added Sandman as its boss , while the fourth added Doctor Octopus , and the sixth added Mysterio . New characters are frequently added through the updates , and some of them , such as Spider @-@ Gwen , Silk , Spider @-@ Punk , and Aracnido Jr . , made their first appearances in Spider @-@ Man Unlimited . Other common update content includes thematic fights against specific villains , such as Jack O 'Lantern , Hydro @-@ Man , and Silver Sable . The sixth improved objective counters for events , while the seventh added short mission @-@ style events . Some updates like the first and the sixth also included bug fixes , while the first adapted it to run on Windows Phone devices with 512 megabytes of RAM , and the sixth also made it compatible with the MFi Program .

= = Reception = =

Spider @-@ Man Unlimited has been well received by customers ; as of December 2014 , it has been downloaded more than 30 million times . Critics have provided " generally favorable reviews " , according to Metacritic , which assigns a score of 79 out of 100 based on 10 reviews . Jim Squires , writing for Gamezebo , stated the game " is both how you do a runner right AND how you do a superhero game right . " Shaun Musgrave of TouchArcade recommended it to both Spider @-@ Man fans and endless runner fans . Polygon 's Justin McElroy said " Spider @-@ Man Unlimited [sic] is a top @-@ notch game all on its own " . The staff of Download.com appreciated its combination of " great graphics , super @-@ spidey skills , and the old @-@ school feel of a classic runner game " . For 148Apps.com , Jennifer Allen wrote , " Despite [some problems] , Spider @-@ Man Unlimited is a surprisingly well @-@ made endless runner " . Peter Willington of Pocket Gamer wrote that those waiting for a Spider @-@ Man game would " be disappointed " but that it is " a high quality auto @-@ runner " .

Squires , Willington , and McElroy praised the responsiveness of the game 's controls , and the Download.com staff enjoyed its intuitiveness . Regarding the audio , Musgrave and Willington praised the voice acting , Musgrave commended the soundtrack , and Willington praised the sound effects . Musgrave , Willington , and McElroy also commended the animation ; Musgrave and Willington mainly appreciated the comic book @-@ like style , and Musgrave and McElroy the varied environments . Squires said it has " a perfect mix of speed , humor , missions , and collectibles " , while McElroy and the Download.com staff highlighted the possibility of having collectible Spider @-@ Men . Squires and Musgrave praised the variability between running , swinging , climbing and free @-@ falling ; the former stated , " The result is a game that continues to feel fresh long after the hundredth play " .

Musgrave commented , " the art style does sometimes hinder the gameplay " , and Willington was

critical of the story mode , which he said had a " weak plot " and lacked character development . The Download.com staff also noted some lags and software bugs , while Musgrave and Allen stated the controls sometimes had problems recognizing swipes . Squires commented that a problem of the game is its level cap limit when the player is using only one character . However , according to Musgrave , the game 's energy system was " the biggest point of controversy " ; he , Willington , Allen , and Mike Fahey of Kotaku criticized it . In opposition , McElroy said the energy system is a " microtransaction hook " that is easily surmountable without spending any real money , and Squires affirmed that because of the duration of a run it " ends up feeling a lot fairer in practice than it sounds on paper " .