



If Your Spidey Senses Are Tingling, Then It's "Time" for You to Save Everybody's Favorite Webhead in Spider-Man™: Edge of Time

Players Race Across Time to Prevent the Untimely End of Peter Parker in Activision and Marvel's Latest Spider-Man Video Game

SANTA MONICA, Calif., Oct. 4, 2011 /PRNewswire/ -- Today, Spider-Man™ faces his greatest challenge ever— saving Spider-Man — in **Spider-Man™: Edge of Time** available now in North American retail stores from Activision Publishing, Inc. (Nasdaq: ATVI). Created by Beenox — the studio that developed last year's popular *Spider-Man™: Shattered Dimensions*— players take the roles of both Peter Parker's Amazing Spider-Man, and Miguel O'Hara's Spider-Man 2099 in a harrowing, action-packed adventure, spanning two timelines 100-years apart in order to thwart a cataclysmic future from happening — and the death of Peter Parker.

"Just like with *Spider-Man: Shattered Dimensions*, Beenox is bringing a fresh perspective to the series with **Spider-Man: Edge of Time**," said David Oxford, Executive Vice President and General Manager, Activision Publishing, Inc. "Dee Brown and the team at Beenox worked closely with Marvel's own veteran writer and co-creator of Spider-Man 2099, Peter David, on a high-stakes narrative experience where the ultimate challenge is not only to save the world, but also save Spider-Man himself."

"We're very excited to bring **Spider-Man: Edge of Time** to Marvel fans everywhere," said TQ Jefferson, Vice President of Games Production, Marvel Entertainment. "Activision and Beenox have managed to pack more fun, excitement and challenge into this game than their previous hit *Spider-Man: Shattered Dimensions*; and we're eager for fans - both new and old - to dive into Spidey's latest pulse-pounding adventure."

Playing as the two extremely different personas of Peter Parker and Miguel O'Hara, both heroic web-slingers must urgently work together to correct a timestream gone awry, save each other, and prevent the death of the Amazing Spider-Man. With the story's two timelines evolving in parallel, each Super Hero must navigate through "cause-and-effect" gameplay moments, utilizing **Spider-Man: Edge of Time**'s picture-in-picture display where the actions of one Spider-Man can result in immediate, and sometimes unexpected, effects on the other Spider-Man and his surroundings. Players will battle a variety of fan-favorite and all-new villains, including Anti-Venom and Black Cat 2099, using expanded combat abilities specific to each timeline — from Spider-Man 2099's close-quarters brute force, futuristic enhancements and gravity-defying acrobatics, to the Amazing Spider-Man's evasive techniques, upgraded web abilities and ranged tactics, as they race against time to preserve the balance of both worlds.

The game includes an all-star voice cast, beginning with legendary film star Val Kilmer as Walker Sloan; *Smallville* and *V* mainstay Laura Vandervoort as Mary Jane; *Battlestar Galactica*'s Katee Sackhoff as Black Cat; "The Spectacular Spider-Man's" Josh Keaton as the Amazing Spider-Man; and Christopher Daniel Barnes, who voiced the iconic Marvel web-slinger in the 1994 "Spider-Man" series, as the voice of Spider-Man 2099.

Spider-Man: Edge of Time is rated "T" for Teen by the ESRB and is available on the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system, Wii™ and Nintendo 3DS™, all developed by Beenox. The Nintendo 3DS edition marks the debut of Spider-Man on Nintendo's newest platform. A Nintendo DS™ version, created by developer Other Ocean, is also available and features a platforming adventure full of unique villains, such as the first-ever appearances of Overdrive, Arcade and Big Wheel 2099, created exclusively for this version.

For more information about Spider-Man: Edge of Time, or to join the Hero HQ VIP community on Facebook, visit www.Facebook.com/HeroHQ.

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